The Gongfarmer's Almanac

Volume 4, 2018

The 2018 Gongfarmer's Almanac:
A Dungeon Crawl Classics RPG Zine

Written, Illustrated, Edited and Produced by the DCC RPG G+ Community

NEW RULES

VOLUME 4 OF SEVEN BOOKLETS

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THE
Maker's Mark

In a World of Low Magic,
Mastercrafted Means So Much More

by R.S. Tilton (Epic Meanderings)

Rules for varying levels of crafted items for Dungeon Crawl Classics. From the knock-off crafted by an apprentice, up to the pinnacle of the master's work, a true masterpiece. Adventurers do not usually invest the time needed to become a master, and most masters won't accept a windblown adventurer as an apprentice, knowing full well they will never attain mastery. Thus adventurers will need to buy and commission such superior works.

CRAFTSMANSHIP TIERS	COST
Knock-off	50%
Journeyman	75%
Craftsman	100%
Masterwork	250%
Masterpiece	500%+

Knock-off work is very simple, crude work, often being flawed apprentice grade work. Typically a master of a shop will never sell such shoddy work, but during times of war or economic hardship this level of craftsmanship is more common. Monsters which make their own weapons and armor could have this level of craft. These items are prone to damage, have odd weight, and material flaws:

- *Weapons: –1 to hit, or –1 to damage. Fumble on 1–3.*

- *Armor: double check penalties. Any critical on the armor will make it useless.*

- *Goods: items are prone to come apart when stressed. When using the item on a failed skill roll, a knock-off item may come apart. Make a Luck check for the item, failure means the item has broken in some way.*

Journeyman work is simple, and functional. Well made without adornment. Journeymen still work under a master's tutelage, but the work is of higher quality.

- *Weapons: requires additional maintenance. Fully functional unless used for tasks it was not designed for, such as digging a hole with a dagger. When used in such a manner make a Luck check for the item, failure breaks the weapon.*

- *Armor: additional –1 check penalty.*

- *Goods: fully functional unless put under exceptional stress, such as hanging by a backpack's straps, in which case make a Luck check where failure indicates the item fails in some way.*

Craftsman grade items are fully functional, made of high quality refined materials and bear the studio mark, indicating the work has been approved by the master but not created by the master. Often the mark will be the master's mark, with additional symbology. This is standard equipment level and no special rules are called for.

Masterwork items are extremely well made. Crafted of the highest quality materials worked by a master, these items carry the master's mark and are easily recognized and sought after. Most are passed down as heirlooms and collector's will often pay more for famous masterwork items from ancient masters. Only a master may work special materials such as adamantine, darkwood, or mithril.

> • *Each masterwork item may have up to two qualities (see below).*

Masterpiece craftsmanship of this level is the result of years of practice, as well as perfect materials and additional time spent embellishing the item with filigree, engravings, inlays, or other decorations.

> • *Each masterpiece item may have any number of qualities. Three qualities come at the standard commission rate of 500%, each additional quality adds another 250% (see below).*

MASTERWORK QUALITIES

Materials: silvered, dragonhide, darkwood, adamantine, mithril, glazsteel

Weapon qualities: balanced*, honed*, poison reservoir, weighted, deadly*, accurate

Armor Qualities: soot black, quiet*, enameled, reinforced*, fitted*

Generic: decorated*, well-made*, water-resistant*, excellent*, flame-resistant*

* indicates preeminent enhancement available

QUALITY MECHANICS

Silvered: inlaid with silver, making it effective against creatures vulnerable to silver.

Dragonhide: steel-like leather reduces armor check penalty by -2, adds +1 to AC bonus. Leather, studded leather, and hide armors may be made of dragonhide.

Darkwood: wood as strong as steel, but half the weight. Armors made from darkwood reduce the fumble result by -2. Darkwood weapons are half the weight and provide a +1d initiative check.

Adamantine: dwarven iron, nigh unbreakable.

Mithril: elven steel, items made from mithril will never corrode.

Glazsteel: crystalline alchemical glass as hard as steel. Helmets can have glazsteel visors to prevent precision shots. Glazsteel armor is hard to detect from a distance.

Balanced*: when used in two weapon attacks, increases effective Agility by 1 category (when referencing table 4-3 of the DCC RPG rulebook). May be further enhanced to perfectly balanced, increasing effective agility by 2 categories.

Honed*: +1d to crit rolls. May be further enhanced to razor sharp, adding +2d to crit rolls.

Poison reservoir: capable of delivering a poison attack. The reservoir can hold up to 3 doses of poison.

Weighted: +1d to Mighty Deed attempts to knock down/knock back.

Deadly*: +1d damage. May be further enhanced to lethal, adding +2d damage.

Accurate*: modifies range penalties as follows: short +1, medium +0, long Range -1, and adds extreme range (long x2) at -1d. May be further enhanced as pinpoint accurate which modifies range penalties as follows: short +1d, medium +1, long -1, extreme range (long x2) at -2.

Soot black*: +1d to any hide in shadows skill checks. May be further enhanced to void black adding a +2d bonus.

Quiet*: Add +1d bonus to sneak silently skill checks. May be be further enhanced to silent, adding a +2d bonus.

Enameled: enameled items are immune to acid as well as rusting attacks.

Reinforced*: reduces backstab damage by -1d. May be be further enhanced to impenetrable, reducing backstab damage -2d.

Fitted*: -1 armor check penalty. May be further enhanced as second skin decreasing the armor check penalty by -2.

Decorated*: +1d bonus to diplomacy or intimidation checks versus those that see money as power. May be further enhanced to priceless, making the bonus +2d.

Well-made*: +2 save versus being damaged. May be further enhanced as rugged increasing the save to +4.

Water-resistant*: +4 save to keep items dry when immersed. May be further enhanced as water proof, completely preventing water intrusion.

Excellent*: +1d bonus to related skill checks. May be further enhanced as superior, increasing the bonus to +2d.

Flame resistant*: +4 save versus damage by fire. Flame resistant armor reduces fire damage by 2 points per damage die. May be further enhanced as fire proof, reducing fire damage by 4 points per damage die.

More setting specific qualities will appear in *Meanderings and Meandering — Across the Radlands.*

UNCOMMON
ALIGNMENTS

Elemental, Champion,
and Oathkeeper Alignments

by R.S. Tilton (Epic Meanderings)

Mutant Crawl Classics has shown us that alignments can be far different than just Chaos and Law. An alignment in the MCC RPG can be anything from the Clan of Cog to the Curators. Below are some ideas for new alignments for the DCC RPG. Neutral characters may instead choose one of these alternate alignments instead of being a fanatical follower of Law or Chaos. These alignments are associated with their own fanaticism.

- **Elemental:** You worship and revere the primal elements. Earth, air, fire, and water are the most common array; however, in an Asian-themed setting, the five elements of wu xing would be wood, fire, earth, metal, and water. Some extremist elementalists choose to focus their worship on a single element over the others. Those who choose the elemental alignment may gain access to elemental patrons.

- **Champion:** As a Champion, you are dedicated to defending your ideals. A Champion of humanity will attack threats to their species without mercy; slaughtering a dozen kobold babies would be within their tenets, though the thought of harming innocent humans would be abhorrent. As a champion, you can be dedicated to many different ideals, including but not limited to a particular nation, a specific person, or a god or pantheon of gods.

- **Oathkeeper:** You have sworn a vow and have aligned yourself entirely with that vow or ideal. If your vow is to destroy all of the monsters which took your family, then you would act in accordance with your alignment by hunting down and murdering those responsible. Followers of gods, or even mortal kings, are often of the oathkeeper alignment. Develop your oath's focus and what it means to portray that alignment. Many oathkeepers are sworn to a god as part of their tenets.

Judges should recognize that many gods will fall into the ideals of these new alignments and reward good role-playing of these alternate alignments. For example, awarding additional Luck for a PC adhering to their alignment in the face of adversity is appropriate.

ALTERNATE CHARACTER CREATION AND TECHNOLOGY RULES FOR MCC

By Anne Hunter

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ALTERNATE CHARACTER CREATION FOR MCC

I wrote a series of tables to provide an alternate basis for character creation in Mutant Crawl Classics. The first table allows the player to determine their character's genotype [pure-strain human, mutant, manimal, or plantient] and their zero level occupation simultaneously. Each occupation includes a starting weapon and a piece of starting equipment. The occupations and equipment are intended to represent Stone Age technology. This table differs from base MCC in a few key ways: it offers a wider variety of zero level occupations, it parcels out more starting equipment to the characters, and it is weighted to produce more pure-strain human characters than mutants, manimals, and plantients.

CHARACTER GENOTYPE & OCCUPATION (d100)

Roll	Result	Trained weapon	Trade good
01	Human animal trainer	club	wolf pup*
02	Human artisan	club	clay pot of ochre paint and hide painted with pictorial history of tribe
03	Human brewer	club	skin of beer
04	Human butcher	flint handaxe	leather sack with 1d12 lbs of dried meat+
05	Human canoe maker	stone dagger	canoe
06	Human chieftain's assistant	warclub (as polearm)	bearskin cloak (+2 AC) and bear claw necklace
07	Human cord maker	stone dagger	50' of hide cordage
08	Human dreamseeker's apprentice	staff	cracked holo-crystal that projects staticky softlight image of AI# and fetish doll depicting AI from image
09-10	Human fisher	harpoon (as javelin)	10' sinew line with flint fishhook
11	Human flamebearer	stone spear	clay urn of glowing embers
12	Human fletcher	shortbow	1d12 flint arrows
13-14	Human flintknapper	flint handaxe	1 lb of flint
15-16	Human forager	wooden shovel (as staff)	trinket of Ancient technology##
17	Human fowler	stone dagger	1d6 chickens
18-19	Human gatherer	stone dagger	basket with 1d6 lbs of fresh plants++
20-21	Human guard	stone spear	1d6 torches
22	Human healer	obsidian dagger	bone needle and sinew thread
23	Human herbalist	club	1 lb of medicinal/psychotropic herbs
24	Human herder	staff	elk calf**
25	Human horticulturist	stone garden hoe	basket with 1d12 lbs of dried plants++
26-27	Human hunter	stone spear	leather sack with 1d6 lbs of fresh meat+

Roll	Result	Trained weapon	Trade good
28	Human lorekeeper's apprentice	club	hide drum and blanket sewn with pictorial history of tribe
29	Human orphan	wooden spear [as javelin]	stone fetish of former tribe's patron AI#
30-31	Human potter	club	1 lb of clay
32	Human scout	stone spear	piece of signaling quartz
33	Human shaman's assistant	dagger	divination bones and antler headdress [+1 AC]
34	Human slave	sling	necklace of broken circuit boards and tattered remnant of cloak painted with circuit diagram
35	Human stargazer	spear	glass lens and piece of meteoric iron
36-37	Human tanner	club	hide armor [+3 AC]
38-39	Human weaver	stone dagger	blanket
40	Human wheelwright	stone hammer [as club]	wooden pullcart
41	Mutant canoe maker	stone dagger	canoe
42-43	Mutant fisher	harpoon [as javelin]	10' sinew line with flint fishhook
44	Mutant flamebearer	stone spear	clay urn of glowing embers
45	Mutant fletcher	shortbow	1d12 flint arrows
46-47	Mutant flintknapper	flint handaxe	1 lb of flint
48	Mutant forager	wooden shovel [as staff]	piece of Ancient technology##
49-51	Mutant gatherer	stone dagger	basket with 1d6 lbs of fresh plants++
52-53	Mutant guard	stone spear	1d6 torches
54	Mutant herder	staff	elk calf**
55	Mutant horticulturist	stone garden hoe [as mace]	basket with 1d12 lbs of dried plants++
56-58	Mutant hunter	stone spear	leather sack with 1d6 lbs of fresh meat+

CHARACTER GENOTYPE & OCCUPATION (cont.)

Roll	Result	Trained weapon	Trade good
59-60	Mutant orphan	wooden spear [as javelin]	stone fetish of former tribe's patron AI#
61-62	Mutant potter	club	1 lb of clay
63	Mutant scout	stone spear	piece of signaling quartz
64-65	Mutant slave	sling	necklace of broken circuit boards and tattered remnant of cloak painted with circuit diagram
66-67	Mutant tanner	club	hide armor [+3 AC]
68-69	Mutant weaver	stone dagger	blanket
70	Mutant wheelwright	stone hammer [as club]	wooden pullcart
71	Manimal animal trainer	club	wolf pup*
72	Manimal butcher	flint handaxe	leather sack with 1d12 lbs of fresh meat+
73	Manimal cord maker	stone dagger	50' of hide cordage
74-75	Manimal fisher	harpoon [as javelin]	10' sinew line with flint fishhook
76-77	Manimal flintknapper	flint handaxe	1 lb of flint
78	Manimal fowler	stone dagger	1d6 chickens
79-80	Manimal guard	stone spear	1d6 torches
81	Manimal healer	obsidian dagger	bone needle and sinew thread
82-84	Manimal herder	staff	elk calf**
85-87	Manimal hunter	stone spear	leather sack with 1d6 lbs of fresh meat+
88-89	Manimal tanner	club	hide armor [+3 AC]
90	Manimal weaver	stone dagger	blanket
91	Plantient brewer	club	skin of beer
92-93	Plantient gatherer	dagger	basket with 1d6 lb of plants++
94	Plantient herbalist	club	1 lb of medicinal/psychotropic herbs
95-96	Plantient horticulturist	stone garden hoe [as mace]	basket with 1d12 lbs of dried plants++

Roll	Result	Trained weapon	Trade good
97	Plantient fletcher	shortbow	1d12 flint arrows
98	Plantient potter	club	1 lb of clay
99	Mutant scout	stone spear	piece of signaling quartz
00	Plantient weaver	stone dagger	blanket

Notes

* As DCC common wolf, -1d HD and damage, matures to full stats at 1st level, 50% chance of cosmetic mutation. If multiple in party, roll 1d6 for each: [1-2] wolf pup [as DCC common wolf]; [3-4] puma kit [as DCC dire wolf]; [5] bear cub [as DCC owlbear]; [6] alligator [as DCC giant lizard].

** As DCC horse, -1d HD and damage, matures to full stats at 1st level, 50% chance of cosmetic mutation. If multiple in party, roll 1d8 for each: [1-2] elk calf [as DCC horse]; [3-4] bison calf [as DCC warhorse]; [5-6] goat kid [as DCC donkey/mule]; [7] giant ant [as DCC giant worker ant]; [8] beehive [as DCC insect swarm].

+ Roll 1d10 for meat type: [1-2] deer; [3-4] rabbit; [5-6] game fowl; [7-8] fish; [9] boar; [10] edible insects. Each lb of meat counts as 1 ration. Characters who eat fresh meat do not need water for the day; characters who eat dried meat need a separate water ration. However, fresh meat is subject to spoilage.

++ Roll 1d10 for plant type: [1-2] berries; [3-4] tree fruit; [5-6] leafy vegetables; [7-8] root vegetables; [9] nuts; [10] mushrooms. Each lb of plants counts as 1 ration. Characters who eat fresh plants do not need water for the day; characters who eat dried plants need a separate water ration. However, fresh plants are subject to spoilage.

 # Roll 1d8 to determine patron: [1] GAEA; [2] HEXACODA; [3] ACHROMA; [4] HALE-E; [5] UKUR; [6] MANGALA; [7] ME10; [8] TETRAPLEX.

Roll 1d20 for technology type. Results 1-9 are 50 cred trinkets, results 10-18 are 100 cred trinkets, results 19-20 are invaluable trade objects: [1-4] small computer circuit board; [5-7] cell phone: hand-sized "black mirror"; [8-9] garage-door opener: handheld plastic rock with metal clip, single button causes red light to blink when pushed; [10-13] large computer circuit board; [14-16] tablet: head-sized "black mirror"; [17-18] remote entry key fob: small plastic rock with metal ring, four buttons make sounds and cause red light to blink when pushed, roll 1d4 for sound each time: [1] "Beep!"; [2] "Beep-beep!"; [3] "Beeeeep!"; [4] "Whoop-whoop-whoop! Whoop-whoop-whoop!"; [19] c-cell power cell; [20] circuit board acts as universal replacement part, allows re-roll of any artifact check or AI recognition check, if re-roll is successful then circuit board can be used again, otherwise it's lost.

ALTERNATE TRADE GOODS & EQUIPMENT FOR MCC

This table allows the player to determine their character's additional beginning equipment (in addition to the trained weapon and trade good from the Genotype & Occupation Table). Because the alternate characters are much better armed than in base MCC, this table is weighted to produce fewer armaments and armors, more adventuring equipment, more trade goods, and more animals.

ADDITIONAL BEGINNING EQUIPMENT (d100)

Roll	Item	Damage/ AC bonus	Trade value in creds
01-02	Sharpened stick+	1d3/1d5	1c
03-04	Wooden staff	1d4	3c
05-06	Wooden spear	1d6	6c
07-09	Wooden club	1d4	3c
10	Wooden greatclub*	1d6	10c
11-13	Stone dagger+	1d4/1d10	3c
14	Stone axe	1d6	10c
15-16	Stone spear	1d8	21c
17-18	Warclub*	1d10	28c
19	Greatspear*	1d12	36c
20	Blowgun and 1d12 darts+	1d3/1d5	4c
21-22	Sling	1d4	2c
23	Shortbow and 1d12 arrows*	1d6	30c
24	Longbow and 1d12 arrows*	1d8	52c
25	Bundle of 1d6 darts	-	1c
26	Bundle of 1d6 arrows	-	5c
27-28	Bison horn headdress	+1 AC	10c
29	Antler headdress	+1 AC	10c
30-31	Leather shield*	+1 AC	10c
32	Stretched-hide tower shield*	+2 AC	20c
33-34	Heavy woven cloak**	+1 AC	10c
35-36	Fur cloak**	+2 AC	20c
37-38	Hide armor**	+3 AC	30c
39	Leather boots	-	20c
40-41	1 lb Fresh meat	-	2c
42	1 lb Dried meat	-	4c
43-44	1 lb Fresh fruit/vegetables	-	1c
45	1 lb Dried fruit/vegetables	-	2c
46	String of 1d6 fresh fish	-	5c
47	Chicken	-	5c
48-50	Waterskin	-	1c
51	Leather rucksack	-	2c

Roll	Item	Damage/AC bonus	Trade value in creds
52	Woven back-basket	-	2c
53	Clay bowl	-	5c
54	Clay jar/jug	-	10c
55	Clay pot/urn	-	15c
56-57	Unfinished fur pelt	-	5c
58-59	Unfinished leather hide	-	5c
60-61	Unfinished woven cloth	-	10c
62	Woven blanket	-	20c
63-64	Flint firestarter	-	5c
65-67	Bundle of 1d3 resin-soaked branches [as torches]	-	3c
68	Bundle of firewood	-	3c
69	Sheaf of 1d6 blank birchbark pages	-	10c
70-71	50' Hide cordage	-	5c
72	50' Hemp rope	-	10c
73-74	Knapping stone	-	5c
75	Bone awl and stone scraper	-	10c
76	Bone needle and sinew thread	-	10c
77	Flint fishhook and 10' sinew line	-	5c
78	Waterproof air bladder [from adult bison]	-	10c
79	Conch shell horn	-	25c
80	Lyre	-	50c
81	Shell necklace	-	20c
82	Bone necklace	-	10c
83	Bear claw necklace	-	20c
84	Small bag of seashells	-	40c
85	Small bag of colorful rocks/ gemstones	-	50c
86	Jar of paint/dye	-	35c
87	Radioactive "sick rock" necklace	+1 radburn/glowburn, wearer gains DCC corruption once/level	50c

ADDITIONAL BEGINNING EQUIPMENT (cont.)

Roll	Item	Damage/AC bonus	Trade value in creds
88	Mutant bodypart trophy necklace	-	50c
89	Manimal pelt trophy cloak	+1 AC	100c
90	Dried plantient trophy shield	+1 AC	100c
91	Small circuit board	-	50c
92-93	Small Ancient trinket of judge's choice	-	50c
94	Large circuit board	-	100c
95-96	Large ancient trinket of judge's choice	-	100c
97	Wolf pup	1d3 bite - HD 1d4 - matures DCC common wolf at 1st level	50c
98	Elk calf	1d4+2 slam - HD 3d6 - matures to DCC horse at 1st level	100c
99	Spider-goat kid	2d3 slam - HD 4d4 - matures to MCC capropod at 1st level	100c
00	Telepathic pet ear-mouse	1d3 bite - matures to DCC neutral wizard's familiar and bonds with owner at 1st level	250c

Notes

* Characters using two-handed weapons use a d16 on initiative checks. Shields cannot be used with two-handed weapons.

** Characters wearing a woven cloak or fur cloak roll a d8 Fumble die. Characters wearing hide armor roll a d12 Fumble die.

\+ These weapons are particularly effective when used with the element of surprise. A ranger or rover who succeeds in attacking a target from behind or when the target is otherwise unaware with one of these weapons uses the second damage value listed. All other characters and other attacks use the first value.

Characters who eat fresh food do not need water for the day; character who eat dried food need a separate water ration. However, fresh food is subject to spoilage.

ALTERNATE MUTANTS FOR MCC

This table allows players to determine a starting cosmetic mutation for zero-level mutants. Players first roll to determine the type of mutation, then roll again to determine sub-type. Within each sub-table, results are ordered so that lower numbers represent more mundane mutations while higher numbers correspond with more fantastical results. Compared to mutants in base MCC, there is a somewhat wider variety of mutations and a higher probability of multiple cosmetic mutations.

MUTANT APPEARANCE (1d24)

Roll	Result
1-3	**Skin Color** - *Roll 1d10:* [1] bright red; [2] neon orange; [3] lemon yellow; [4] neon green; [5] bright blue; [6] purple; [7] snow white; [8] metallic [***roll 1d2:*** [1] golden/bronze/brass; [2] silvery/leaden/steel]; [9] translucent/invisible; [10] outré [***roll 1d5:*** [1] infrared; [2] ulfire; [3] dolm; [4] jale; [5] ultraviolet].
4-5	**Skin Texture** - *Roll 1d10:* [1] mottled, spotted, or striped; [2] banded or segmented; [3] lumpy, warty, or wrinkly; [4] covered in fur or feathers; [5] covered in quills or spines; [6] covered in scales [***roll 1d4:*** [1] fish; [2] amphibian; [3] reptilian; [4] pangolin]; [7] chitinous; [8] shifting pattern indicates emotion; [9] inorganic material [***roll 1d3:*** [1] metallic; [2] stony or rocky; [3] crystalline]; [10] sheds completely once/day.
6-8	**Eyes** - *Roll 1d8:* [1] one; [2] three; [3] slitted or barbell pupil; [4] unnatural iris color [roll 1d6 on skin color subtable]; [5] solid white or black; [6] glowing/fiery; [7] compound insect; [8] eye stalks [***roll 1d2:*** [1] short stalks growing horizontally from temples; [2] long stalks growing vertically from forehead].
9-10	**Mouth** - *Roll 1d10:* [1] special diet of inorganic material; [2] sharp fanged teeth; [3] metallic or crystalline teeth; [4] manimal muzzle; [5] beak or duckbill; [6] extra long neck; [7] strange tongue [***roll 1d3:*** [1] black; [2] forked; [3] extra long]; [8] 2d4 pairs of facial appendages [***roll 1d4:*** [1] cat whiskers; [2] tiny tentacles; [3] catfish barbels; [4] insect pedipalps]; [9] horrible mouth [***roll 1d4:*** [1] insect; [2] leech; [3] throat pouch or sac; [4] oversized with unhinged jaw]; [10] two mouths [***roll 1d3:*** [1] two rows of teeth; [2] second mouth below original on oversized chin; [3] second alien pharyngeal mouth emerges from throat].

MUTANT APPEARANCE (cont.)

Roll	Result
11-12	**Head** - *Roll 1d10:* [1] pointed elfin ears; [2] manimal ears; [3] elongated nose; [4] manimal nose; [5] neanderthal brow ridges; [6] alien bone structure of forehead; [7] antennae; [8] manimal horns; [9] acephaly [no head, face on torso]; [10] bicephaly [**roll 1d3:** [1] 1d3 extra faces on head; [2] 1d2 extra human heads; [3] 1d2 extra manimal heads].
13-15	**Hair** - *Roll 1d8:* [1] unnatural color [**roll 1d6** on the skin color subtable]; [2] otherworldly color [**roll 1d4+6** on skin color subtable]; [3] permanent impossible hairstyle; [4] glorious waist-length beard; [5] made of quills; [6] made of feathers; [7] made of petals or leaves; [8] hairless revealing oversized or oddly-shaped skull.
16-17	**Arms and Hands** - *Roll 1d10:* [1] three or four fingers per hand; [2] six or seven fingers per hand; [3] clawed fingernails; [4] manimal paw; [5] webbing between fingers; [6] pincer instead of hand; [7] giant hands or child hands; [8] elongated arms with second elbow; [9] extra arms [1d2 additional pairs]; [10] tentacles [**roll 1d2:** [1] arms replaced by tentacles; [2] hands replaced by mass of tentacles].
18-19	**Legs and Feet** - *Roll 1d10:* [1] six or seven toes per foot; [2] hands instead of feet; [3] manimal paw feet; [4] hooves instead of feet; [5] bird talon feet; [6] flippers instead of feet; [7] backward bending knees; [8] elongated legs with second knee; [9] legs fused into single appendage; [10] tentacles [**roll 1d2:** [1] legs replaced by tentacles; [2] feet replaced by mass of tentacles].
20	**Bodily form** - *Roll 1d8:* [1] vestigial tail; [2] manimal tail; [3] decorated spine [**roll 1d3:** [1] sawtooth spikes; [2] sail crest; [3] bony plates]; [4] serpentine; [5] spherical; [6] trilateral symmetry [arms and legs come in groups of three instead of pairs]; [7] centaurian [four legs, upper body unaffected]; [8] geometric body [**roll 1d4:** [1] cylinders and spheres; [2] cubes and rectangles; [3] pyramid; [4] dodecahedron].
21-22	**Multiple mutations** - *Roll 1d20 twice* on this table [if the same type is rolled twice, the mutant with have an asymmetric body that incorporates both appearances].
23	**Multiple mutations** - *Roll 1d20 and 1d24* on this table [cumulative. If another result of 21+ is rolled, the mutant will have three or more mutations].
24	**Multiple mutations** - *Roll 1d24 twice* on this table.

ALTERNATE MANIMALS FOR MCC

This table allows players to determine an animal sub-type for zero-level manimals. Players first roll to determine the manimal type, then roll again to determine subtype. Animal types are grouped based on similarity of appearance and behavior, rather than strict genetic lineage. Players are invited to use their creativity to finalize their character's appearance. Within each sub-table, results are listed so that lower numbers represent animals that are more likely to be familiar to potential players, while higher numbers correspond to animals that may further removed from players' everyday lives. My goal is to show the impact of the ancient civilization, and the ways the world of Terra A.D. has moved beyond it. Compared to manimals in base MCC, there are slightly more appearance options and a higher probability of multiple mutations.

MANIMAL BODY TYPE (1D6)

Roll	Result
1-2	human body-plan with animal features
3-5	human-animal hybrid or anthropomorphic animal
6	sentient animal with roughly human-sized body, expressive face, opposable thumbs, and fine manual dexterity.

MANIMAL SUBTYPE (1D24)

Roll	Result
1	**Primate** - *Roll 1d6:* [1] gorilla; [2] chimpanzee; [3] orangutan; [4] baboon or mandrill; [5] monkey; [6] australopithecus.
2-3	**Carnivorous mammal** - *Roll 1d12:* [1] small-breed dog; [2] large-breed dog; [3] coyote, wild dog, or jackal; [4] fox or wolf; [5] tasmanian devil or thylacine; [6] hyena; [7] domestic cat; [8] bobcat, leopard, panther, puma, or cheetah; [9] tiger or lion; [10] ferret, weasel, or badger; [11] bear; [12] dire wolf, sabretooth tiger, or cave bear.
4-6	**Herbivorous mammal** - *Roll 1d16:* [1-2] cow; [3] bison, buffalo, auroch, gnu, or yak; [4-5] donkey, mule, pony, or horse; [6] zebra or giraffe; [7] pig; [8] warthog or boar; [9] sheep or goat; [10-11] deer, antelope, or gazelle; [12] elk or moose; [13] alpaca, llama, or camel; [14] hippo or rhino; [15] elephant; [16] woolly rhinoceros, woolly mammoth, or mastodon.

MANIMAL SUBTYPE (cont.)

Roll	Result
7-9	**Omnivorous mammal** - *Roll 1d20:* [1-2] mouse or rat; [3] mole; [4-5] chipmunk or squirrel; [6-7] hamster, gerbil, or guinea pig; [8] pika, marmot, capybara, or wombat; [9] beaver or otter; [10] groundhog, prairie dog, or meerkat; [11-12] rabbit; [13] kangaroo; [14-15] opossum, raccoon, or skunk; [16] red panda, tanuki, or lemur; [17] panda bear, koala bear, or sloth; [18] hedgehog or porcupine; [19] anteater, armadillo, or pangolin; [20] megatherium or glyptodon.
10-11	**Amphibian or reptile** - *Roll 1d10:* [1] frog or toad; [2] salamander or newt; [3] iguana or lizard; [4] gila monster, komodo dragon, or goanna; [5] gecko or chameleon; [6] turtle or tortoise; [7] snake; [8] alligator or crocodile; [9] tyrannosaurus or velociraptor; [10] brontosaurus, stegosaurus, or triceratops
12-14	**Bird or avian** - *Roll 1d24:* [1] chicken or turkey; [2] duck, goose, or swan; [3] pigeon; [4] canary or parakeet; [5] cockatoo, toucan, or parrot; [6] cardinal, robin, or bluejay; [7] songbird; [8] hummingbird; [9] raven or crow; [10] eagle or hawk; [11] owl; [12] condor or vulture; [13] peacock; [14] pelican, spoonbill, or stork; [15] seagull or albatross; [16] penguin; [17] puffin, auk, or dodo; [18] flamingo; [19] iris, heron, or crane; [20] ostrich or emu; [21] bat; [22] kiwi, platypus, or echidna; [23] moth; [24] pterodactyl or archaeopteryx.
15-17	**Fish or aquatic** - *Roll 1d20:* [1] goldfish or clownfish; [2] salmon, carp, bass, or trout; [3] catfish or plecostomus; [4] sardine or anchovy; [5] puffer or blowfish; [6] lionfish; [7] swordfish, sawfish, or hammerhead; [8] piranha or shark; [9] manta or eel; [10] porpoise or dolphin; [11] seal, manatee, or walrus; [12] whale; [13] seahorse; [14] seaslug; [15] starfish or urchin; [16] jellyfish, octopus, or squid; [17] oyster or clam; [18] lobster, crab, or shrimp; [19] handfish or coelacanth; [20] placoderm, ichthyosaur, or plesiosaur.
18-19	**Insect** - *Roll 1d16:* Roll 1d16: [1] flea or tick; [2] cockroach; [3] mosquito; [4] spider; [5] fly; [6] ant or termite; [7] bee or wasp; [8-9] beetle; [10] grasshopper or cricket; [11] mantis; [12] scorpion; [13] worm, snail, or slug; [14] caterpillar, centipede, or millipede; [15-16] butterfly.
20	**Protist** - *Roll 1d14:* [1] amoeba; [2] paramecium; [3] dinoflagellate; [4] yeast; [5] algae; [6] diatom; [7] radiolarian; [8] streptococcus; [9] staphylococcus; [10] virus; [11] bdelloid rotifer; [12] tardigrade; [13] nematode; [14] slime mold.
21-22	**Multiple mutations** - *Roll 1d20 once* on this table and *1d20 once* on the Mutant Appearance table.
23	**Multiple mutations** - *Roll 1d20 twice* on this table.
24	**Multiple mutations** - *Roll 1d20 twice* on this table and *1d24 once* on the Mutant Appearance table.

ALTERNATE PLANTIENTS FOR MCC

This table allows players to determine a plant sub-type for zero-level plantients. Plant types are grouped based on shared appearance and ecology, rather than evolutionary relationship. Players are invited to use their creativity to decide the exact details of their character's appearance. Rather than list every possible plant subtype, I wanted players to be able to choose one that fits the general type, but that they're familiar with. At the player's discretion, the plantient might appear as a flower, fruit, or seed, rather than a whole plant--for example, as a pine cone rather than a pine tree. As with manimals, my goal in choice of plants was to show how the ancients shaped the world, and how the world has recovered after their disappearance. Compared to base MCC, there are more general types but fewer specific plants mentioned, and there is a higher probability of multiple mutations.

PLANTIENT BODY TYPE (1D6)	
Roll	Result
1	human body-plan with plantlike features
2-4	human-plant hybrid or anthropomorphic plant
5-6	sentient plant with roughly human-sized body, opposable thumbs, fine manual dexterity, and terrestrial locomotion.

PLANTIENT SUBTYPE (1D24)	
Roll	Result
1	**Cereal grain** - *Roll 1d4:* [1] rice; [2] wheat; [3] corn; [4] oats.
2	**Leafy vegetable** - *Roll 1d3* [1] celery; [2] lettuce; [3] greens.
3	**Underground** - *Roll 1d3:* [1] bulb such as garlic/onion; [2] root such as potato/carrot; [3] rhizome such as ginger/lotus.
4	**Vines** - *Roll 1d6* [1] berry/grape; [2] melon; [3] pea/bean; [4] tomato/pepper; [5] squash/gourd; [6] flowering/leaf.
5	**Herb** - *Roll 1d4* [1] basil; [2] mint; [3] rosemary; [4] lavender.
6-7	**Flower**
8	**Grass**
9	**Cluster of shoots** - *Roll 1d5* [1] asparagus; [2] sansevieria; [3] reed; [4] bamboo; [5] birch.

PLANTIENT SUBTYPE (cont.)

Roll	Result
10	**Bush/shrub**
11	**Fruit tree**
12	**Tropical** - *Roll 1d4:* [1] palm; [2] coconut; [3] pineapple; [4] banana.
13	**Leafy deciduous tree** - *Roll 1d4:* [1] permanent spring flowers; [2] permanent summer green; [3] permanent autumn colors; [4] foliage progresses each time plantient gains level.
14	**Pine conifer**
15	**Fern**
16	**Carnivorous plant** - *Roll 1d2:* [1] flytrap; [2] pitcher plant.
17	**Cactus or succulent**
18	**Seaweed, sponge, or coral**
19	**Fungus** - *Roll 1d3:* [1] mushroom; [2] toadstool; [3] morel.
20	**Moss, wort, lichen, or mold**
21	**Multiple mutations** - *Roll 1d20 once* on this table and *1d20 once* on the Mutant Appearance table.
22	**Multiple mutations** - *Roll 1d20 once* on this table and *1d20 once* on the Manimal Subtype table (the character is still considered a plantient).
23	**Multiple mutations** - *Roll 1d20 twice* on this table.
24	**Multiple mutations** - *Roll 1d20 twice* on this table and *1d24 once* on the Mutant Appearance table.
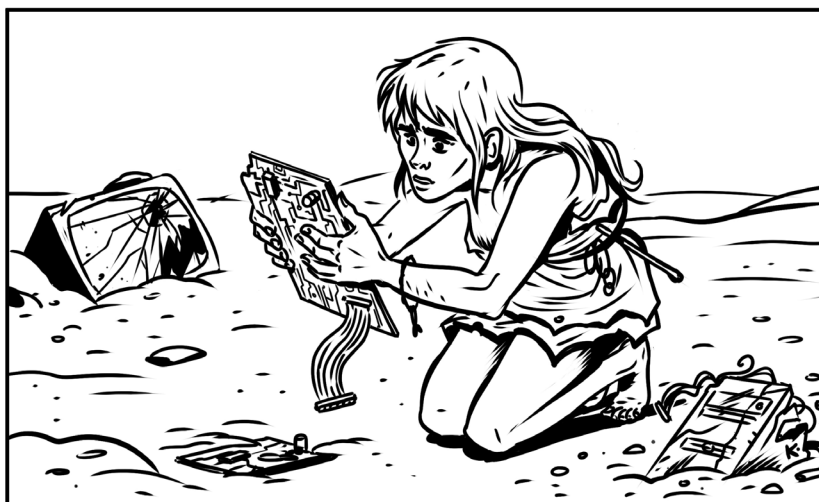
ALTERNATE HUMAN CLASSES FOR MCC

Because of the greater prevalence of pure-strain humans compared to base MCC, I recommend allowing additional human classes. Below are my recommendations for modifying the Bard and Paladin classes [by Jose Lira] and Ranger class [by Raskal] from *CRAWL!* No. 6: Classic Class Collection. Class abilities that aren't mentioned should be assumed to function as originally written; the notes below are only intended to outline the changes necessary to run these classes in MCC, not to fully describe each class.

MCC BARD

Bards in the world of Terra A.D. travel and perform, giving hope and comfort, recording events and tragedies, remembering the fallen and lost, inspiring others to greatness.

Magic: Unlike shamans, bards are dabblers who do not serve the AI patrons; they hack them. Their inquisitive nature and tendency to collect odd bits of lore and old tales exposes them to the ability to access, download, and run wetware programs by spoofing logins, falsifying credentials, and phishing older passwords that still check out.

Because of the way that bards access wetware programs, they cannot use glowburn as shamans do. Bards access wetware *without* the patron AI's knowledge, utilizing a series of callbacks, backdoors, scheduled tasks, scripted replies, and automated responses to run their programs in the background of an AI's consciousness. These procedures are memorized by rote and not fully understood by the bards who use them. As a result, bards learn wetware programs completely randomly. When a bard reaches a level to acquire a new program, the player rolls to determine which program the bard has learned to access [see below]. Re-roll if the bard already knows the program.

BARD WETWARE PROGRAM SELECTION

Level	Result
1-3	**Roll 1d8:** [1] *Biological ark*; [2] *Invoke HALE-E*; [3] *Invoke ME10*; [4] *Invoke TETRAPLEX*; [5] *Invoke UKUR*; [6] *Nanogram*; [7] *Query*; [8] *Sightblinder*.
4-6	**Roll 1d6:** [1] *EM spike*; [2] *Light amplification by stimulated emission of radiation*; [3] *Memory worm*; [4] *Polygons*; [5] *Scripted illusion* [from *CRAWL!* 6, by Yves Larochelle]; [6] *Ventriloquism*
7-10	**Roll 1d4:** [1] *Attune with artifact*; [2] *Restore backup;* [3] *Trans-replication*; [4] *Virtual reality*

Lore: The lore roll can be used to remember the purpose or function of an artifact, but not to remember its operation or improve the artifact check.

Darwinian luck: Pure strain humans are very lucky as a species. Bards regenerate spent Luck at a rate of 1 point for each 24 hour period. Unlike DCC bards, MCC bards do NOT apply their Luck modifier to talent checks or lore rolls.

AI recognition: Because of their close resemblance to the Ancient Ones, all pure strain humans [including bards] gain a natural +2 to AI recognition rolls.

Archaic alignment: Bards may begin as members of either *The Clan of Cog* or *The Curators* archaic alignments.

Artifact check bonus: Bards have a natural affinity for understanding the artifacts of the ancients, resulting in an added bonus to artifact checks. Bards use the artifact check bonus recommended for DCC wizards and elves. Lvl 1-2 ACB +6, Lvl 3-4 ACB +8, Lvl 5-7 ACB +10, Lvl 8-9 ACB + 12, Lvl 10 ACB +14.

MCC PALADIN

Paladins in the world of Terra A.D. are fanatics who revere the patron AIs. They are martially skilled and train rigorously to serve their pantheon. They wield a small bit of wetware programming and are living agents of the AIs.

Choosing a pantheon: At 1st level, a paladin selects an alliance of patron AIs to worship: either the Mainframe of Order, the Grid of Net Neutrality, or the Matrix of Entropy. At 2nd level, a paladin selects a specific AI to serve, while remaining loyal to the pantheon as a whole. This patron will grant the paladin access to wetware programs of terrible power, including the program Invoke Patron AI. Because of their role, paladins almost always adopt security-minded patrons, especially HEXACODA, ACHROMA, and MANGALA. At higher levels, a paladin may adopt additional patron AIs from the same pantheon, but they always maintain an affinity for the first Orbital God they served.

Archaic alignment: Paladins adhere strictly to their alignment and devote themselves to their pantheon's cause. Their devotion to the patron AI's principles is absolute. Paladins may begin as members of *The Clan of Cog, The Curators*, and they are the *only* player characters who may be members of *The Gene Police* archaic alignment. In addition, paladins adopt the ancient systems of thought that form the basis of the patron AIs' philosophical alignments: *Law, Neutrality*, and *Chaos*.

Smite: Paladins can empower their weapons against those deemed unworthy by their AI patrons. Instead of their regular attack bonus, paladins can add their Smite Die to their attack and damage rolls when attacking mutants, manimals, plantients, and horrors [any creatures with a mutation check bonus as a special property].

Magic: Like shamans, paladins can run wetware programs granted them by their AI patrons. Paladins add their Personality modifier to their spell check, and may use glowburn by consuming radioactive substances while running a program. Rather than risking disapproval like DCC paladins, MCC paladins risk patron taint from spellcasting.

Holy deeds: Rather than risking disapproval like DCC paladins, MCC paladins risk patron taint when they perform holy deeds.

Lay on hands: Paladins have the power to channel ambient atmospheric nanites controlled by their patron to heal the wounded. Unlike DCC paladins, MCC paladins can use this power to repair robots and holograms, though only those that are aligned with the correct AI pantheon. Because of the differences between repair and biological healing, all AIs count as "opposed" for the purposes of determining the holy deed result. All pure strain humans count as "same", mutants count as "adjacent", manimals count as "opposed", and plantients cannot be healed. The paladin must physically touch the wounds and concentrate for 1 action.

Fallen paladin: Each day an MCC paladin receives any patron taint, they gain one point on the Fallen Paladin table. As with DCC paladins, using their holy powers in ways that contradict the will of the patron AIs risks incurring additional points directly. Like DCC paladins, these points do not reset each day, and must be erased by paying real sacrifices to atone and be redeemed in the eyes of the AI patrons.

Darwinian luck: Pure strain humans are very lucky as a species, but paladins sacrifice much of this when taking on a patron AI. Paladins regenerate spent Luck at the rate of 1 point per 7-day period.

AI recognition: Because of their close resemblance to the Ancient Ones, all pure strain humans (including paladins) gain a natural +2 to AI recognition rolls.

Artifact check bonus: Paladins have a natural affinity for understanding the artifacts of the ancients, resulting in an added bonus to their artifact checks. Paladins use the artifact check bonus recommended for DCC warriors. Lvl 1-4 ACB +2, Lvl 5-8 ACB +6, Lvl 9-10 +8.

MCC RANGER

Rangers in the world of Terra A.D. are very similar to their counterparts in the Ancient world. They are tough wilderness warriors, living at the fringes of tribal areas. They train to survive in wilderness areas and act as guides to those crossing dangerous regions. They excel at martial combat against their favored enemies, and have a keen expertise in stealth and survival.

Archery expert ranger path: When firing into melee, the ranger can ignore the 50% chance to hit an ally engaged in the fight. In addition, the ranger can perform Mighty Deeds of Arms as a DCC warrior when fighting with a blowgun, sling, shortbow, or longbow.

Two-weapon expert ranger path: The ranger can fight with two one-handed weapons as though their Agility was 16 [although staff and spear are one-handed weapons, the ranger can only effectively wield one weapon of such size at a time; the second weapon must be smaller, such as a dagger or club]. The ranger can perform Mighty Deeds of Arms as a DCC warrior when fighting with two weapons.

Wilderness skills: Rangers train to survive in both hostile natural environments and the very hostile, very *un*-natural environment of the ruins of ancient cities. Although their skills are still mostly only relevant out-of-doors, they function as well amidst Ancient ruins as they do in the wastelands. For example, rangers can climb sky-scraping ancient buildings as easily as they climb other steep cliffs, find water dripping from the tap of abandoned plumbing just as they find natural springs, and hide in alleyways as easily as they do behind natural outcroppings.

Rangers are considered trained in the following skills, and receive a bonus to skill checks equal to their class level plus their ability score modifier: Climb [Agility], Find and neutralize natural/Ancient traps [Agility], Sneak and hide [Agility], Strider [Agility], Survival [Personality].

Favored enemies: At 1st level, the ranger must choose one type of favored enemy from the following list: androids, cyborgs, devils, holograms, manimals, mutants, plantients, robots, slimes, horrors [creatures with a mutation check bonus special property]. At 3rd, 6th, and 9th levels, the ranger can choose another favored enemy, so long as they've fought that enemy before.

Darwinian luck: Pure strain humans are very lucky as a species. Rangers regenerate spent Luck at the rate of 1 point for each 24 hour period.

AI recognition: Because of their close resemblance to the Ancient Ones, all pure strain humans [including rangers] gain a natural +2 to AI recognition rolls.

Archaic alignment: Rangers may begin as members of either *The Clan of Cog* or *The Curators* alignments.

Artifact check bonus: Rangers have a natural affinity for understanding the artifacts of the ancients, resulting in an added bonus to their artifact checks. Rangers use the artifact check bonus recommended for DCC clerics and thieves. Lvl 1-2 ACB +3, Lvl 3-4 ACB +5, Lvl 5-7 ACB +7, Lvl 8-9 ACB +9, Lvl 10 ACB +10

ALTERNATIVE TECHNOLOGY CHECK FOR MCC

DCC uses d10 skill checks for untrained characters and d20 skill checks for skilled characters. Thieves begin the game casting spells from scrolls using a d10 [as untrained with magic] but as they gain levels, their dice-type improves, one step at a time, modeling the learning process. This alternative to the MCC technology check uses thieves' spellcasting improvement as a model and applies it to denizens of Terra A.D. learning to use Ancient technology.

When characters first encounter a new piece of ancient technology, they roll d10 + Artifact check bonus + Intelligence modifier. As they learn to understand the artifact, their dice-type can improve. Characters need to be very smart or very lucky to operate a new artifact successfully, or do anything at all other than break it. But each success has the chance to lead to new insights, allowing characters to eventually gain mastery over each new piece of technology.

Technology level and complexity: The tech level sets a limit on the who may attempt to use an artifact. A character cannot make a technology roll for an artifact whose tech level is higher than the limit set by their Intelligence — *unless* their character level is equal or higher to the tech level [for example, any 7th-level character can attempt to use alien technology, even if their Intelligence is lower than 24. Most 6th-level characters can't attempt to use such a device, however; they can't even fumble and break it]. Characters don't need to make technology rolls for objects from their home culture's tech level or lower.

[Stone-age technology is TL 1, mechanical devices are TL 2, electronic and modern computing devices are TL 3, near-future tech is TL 4, far-future tech is TL 5, technology indistinguishable from magic is TL 6, and advanced alien technology is TL 7].

The complexity of an artifact is subtracted as a penalty from the technology roll.

Progressing and re-rolling: As characters roll on the table below, the technology die they roll [starting with d10] can only increase, never decrease. If a result indicates that further rolls should be made using a technology die that's lower than the character's current ability, ignore that portion of the result.

Characters can also continue to study and master ancient technology that is currently non-functional or broken. If a result indicates that the artifact activates, but the tech can't activate because it needs repairs, or it has run out of ammunition or power, then it doesn't activate, ignore that portion of the result.

Each successful result on the table below is intended to eventually force a re-roll. Each entry describes how long a character can use the artifact before they *must* make another technology roll. For example, on a result of 17-19, the artifact functions for 1d3 game sessions before it breaks and needs minor repairs. Once that happens, the character must make a new technology roll, *even if* they can make minor repairs without needing a new tech roll to learn how — they *still* need a new technology roll because the result demanded it.

Classes bonuses: As noted in their character descriptions, some characters have an affinity for certain forms of ancient technology. Sentinels also add their artifact bonus die to technology rolls for weapons and armor. Healers roll +1d on rolls related to medical artifacts and devices. Rovers receive an additional bonus to understand ancient doors, locks, traps, and other security systems. These bonuses still apply to the technology roll as well as to Intelligence checks related to learning or using the technology.

Assisting and teaching: One character must volunteer to be the primary technology user; that character makes the technology roll using their current technology die for that object. Up to three characters may assist, if they have sufficient intelligence. Both the technology user and all assistants may expend Luck to improve the technology roll, and all assistants suffer the consequences of a poor roll. To serve as an assistant, a character must have a minimum Intelligence of 13 (or Int modifier +1). A technology user can have two assistants as long as one assistant has a minimum Intelligence of 16 (or Int modifier +2), and three assistants as long as one has a minimum Intelligence of 18 (or Int modifier +3). Add the Intelligence modifier AND the Luck modifier of each assistant to the technology roll, along with any expended Luck.

When a technology user teaches another character to use a piece of technology, the student must roll a d20 to make a DC 10 Intelligence check, modified by their Artifact check bonus, to learn what the teacher knows. On a natural 1, the artifact is permanently broken and inflicts maximum damage on the student and the learner. On a successful Intelligence check, the student may now roll the same technology die as the teacher.

Describing technology: Until characters have attempted to use an artifact and begun to unravel its secrets, they should receive only an "abstract description" as explained in the MCC rules. Once they have a d12 or higher technology die, they have earned the right to a "literal description."

Judging advice: This alternate rule is intended to create a mini-game out of learning to use ancient artifacts. As such, it is probably too cumbersome to use with *every* artifact the characters find. Instead, I recommend using different approaches depending on the nature of the artifact. Trinkets and other extremely simple artifacts might work automatically. Single-use artifacts might still allow a d20 technology die from the very beginning. Learning to use one artifact might grant a bonus--or even allow the characters to use the same technology die--for any similar objects.

ARTIFACT CHECK RESULTS

Roll (1d20)	Result
1	The artifact breaks irreparably and inflicts maximum damage (or 1d6, for artifacts with no damage listed) to all characters within a range of 10' (or further, if applicable based on the artifact).
2-3	The artifact breaks and needs major repairs. It inflicts 1d3 damage on the user and all assistants.
4-6	The artifact breaks and needs minor repairs.
7-11	The artifact doesn't function, but isn't broken. However, a piece is missing, a part is knocked out of position, a control is on the wrong setting. The device won't activate until a DC 12 Intelligence check makes it functional again.
12-13	The artifact activates for one use, but its operation is still not understood. Another technology roll must be made before it can be used again. Further technology rolls use a d12 technology die.
14-16	The artifact activates and is minimally understood. It can be used for 1d3 uses, then another technology roll must be made before it can be used again. Further technology rolls use a d14 technology die.
17-19	The artifact activates and its operation is basically understood. Additional ammunition or power sources can be used to reload the artifact if they're available. The artifact can be used for 1d3 game sessions, then it needs minor repairs and another technology roll must be made before it can be used again. Further technology rolls use a d16 technology die.
20-26	The artifact activates and its operation is well understood. Minor repairs may be attempted with a DC 12 Intelligence check and the correct tools and materials. The artifact can be used for 1d4 game sessions, then it needs major repairs and another technology roll must be made before it can be used again. Further technology rolls use a d20 technology die.

ARTIFACT CHECK RESULTS (cont.)

| Roll (1d20)	Result
27-33	The artifact activates and its operation is precisely understood. Minor repairs may be attempted without rolling a check. Major repairs may be attempted with the correct tools and materials and a DC 12 Intelligence check. The artifact can be used for 1d6 game sessions, then it breaks irreparably and needs to be replaced. Further technology rolls use a d24 technology die.
34-35	The artifact activates and its operation is precisely understood. Major and minor repairs may be attempted without rolling a check. A duplicate artifact can be constructed with the proper materials, parts, and tools and DC 12 Intelligence check. The artifact can be used for 1d8 game sessions, then it breaks irreparably and needs to be replaced. Further technology rolls use a d30 technology die.
36+	The artifact activates and its operation is precisely understood. Major and minor repairs, and even the construction of a duplicate artifact can be attempted without rolling a check. No further technology rolls are needed for this object. It can be operated at-will, and no greater understanding can be achieved by examining it. The technological principles underlying the artifact can be understood by making a DC 24 Intelligence check. Once these principles are understood, new artifacts can be designed by following those principles, using correct materials, parts, and tools, and a DC 12 Intelligence check.

Example: *Lily is a post-apocalyptic scavenger, familiar with TL 3 automatic firearms. When Lily meets Jean, a time-traveler from the far future, she steals Jean's fazer-pistol and threatens to shoot Jean with it unless someone explains why cyborgs are attacking. Jean promises to protect Lily, and manages to persuade her to return the pistol unfired. Curious to know what would have happened, Lily's player rolls d10 and adds Lily's Intelligence modifier [+0 for Int 12] plus her artifact check bonus [+2 for a 1st level Rover], subtracts the fazer-pistol's Complexity [-6], and gets a total of 0. Jean says "It was set to overload. If you had shot me, it would have exploded and killed us both." Feeling embarrassed, Lily says "It was my first raygun." Later, they find a hard-light hologram of a 1920s machine gun, and Lily is able to use it without making a technology roll at all. Together, Jean and Lily repel the cyborg invasion!*

SCRIBING RUNES IN MCC

In a world without literacy, all writing seems like magic. Some writing is much more magical than others, however. Some writing issues commands that its viewers have to obey, even if they can't actually "read" it. The DCC spells *runic alphabet [mortal]* and *runic alphabet [fey]* represent a set of procedures that characters can memorize by rote in order to enact wetware-like effects without direct intervention by the patron AIs. The DCC spell make potion even provides a list of procedures characters can follow to issue wetware-like commands to themselves.

Characters can only learn runes one at a time, they can never memorize an entire runic alphabet at once. Characters learn a rune by making a technology roll, including their usual artifact check bonus. A character must make a technology roll equal to the rune's original minimum spellcheck in order to memorize it. Once a character has memorized a rune, they can inscribe it any time by making a technology roll equal to the rune's spell check. The rune's complexity is equal to twice its spell level [so mortal runes are complexity 2 and fey runes and potions are both complexity 6]. If the alternative technology roll described earlier is used, then characters' technology die is also their spell check die, and can continue to improve even after they memorize the rune. If the bard class described earlier is used, bards roll +1d on technology rolls to learn and scribe runes. Most characters can memorize a number of runes equal to half their character level, while bards can memorize a number of runes equal to their level.

A rune might represent ancient machine code. Writing the code might issue a command-line instruction to a patron AI's satellite mainframe, and activating the rune might represent the satellite compiling and executing the code via the AI's operatives and resources planetside. Or, a rune might represent ancient logins, passwords, and database entries. Writing the rune might fill in a webform maintained by the nanites ambient in the atmosphere all over Terra A.D., and activating the rune might represent the
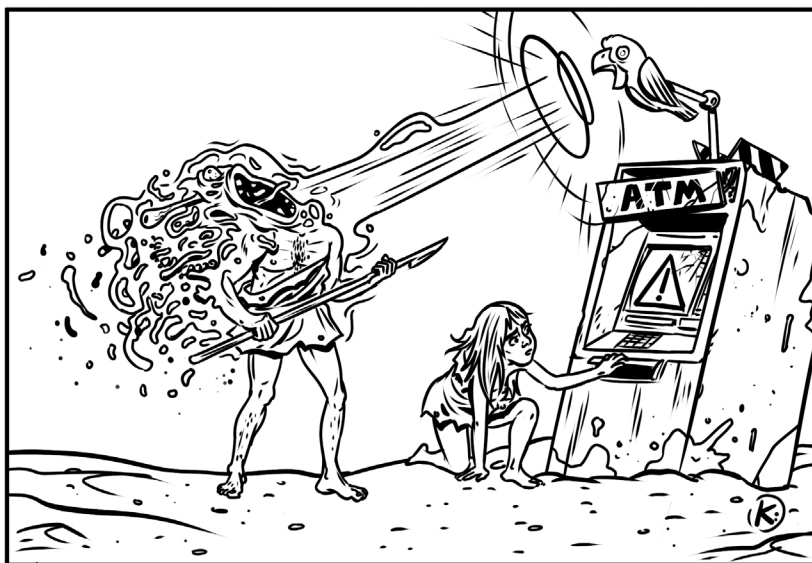
nanites submitting the entry as a new row in a cloud database. Or, a rune might consist of images that exploit flaws in the image-processing centers of the human brain to produce almost unavoidable effects, as described by David Langford in his "blit" and "basilisk" stories. Learning the rune might represent learning to accurately reproduce the image without suffering its effects. Inscribing might consist of drawing this image, and activating it might represent fully revealing the image to its victim's visual cortex. Depending on the judge's interpretation, inscribing a rune might require access to a functioning ancient computer terminal, special paints or stencils to craft a nanite-readable barcode or QR code, or protective eyewear to shield the scribe's own optic nerve from the rune's effects.

Example: Jane has been press-ganged into leading Tommo and Violet into an abandoned ancient city to collect spoons and other artifacts. Near the edge of town, she spots an Ancient screen and keyboard, attached to a machine that accepts rectangular leaves and returns metal pebbles. First she types in the command to make the monitor display a particular shade of green that relieves the injuries she suffered on the road [make potion "healing", technology DC 18, Complexity 6]. When

Tommo and Violet demand that Jane repeat the procedure, she enacts the second part of her plan, typing in a command to display a coruscating pattern of red-and-green static that causes Tommo and Violet to hemorrhage to death on the spot [runic alphabet [fey] "pain", technology DC 16, Complexity 6]. Jane returns home telling a story about how Tommo and Violet "were eaten by a carnivorous plant."

THE END

Getting Ideas from Birth Augurs

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by José Luiz Tzi

One of the elements that my table liked most about DCC RPG is the birth augur. They enjoyed giving wide interpretations to their PC's birth augur. If a PC rolled the augur the bull, for example, then their player pictured him as a brute, not only in physical strength but also on his approach to everything. That could either mean that the PC believed that a forceful approach was the best, or simply that the character was blunt and direct.

Some other options follow. With "positive" examples, I tried to consider situations where a positive or neutral Luck modifier would work; for "negative" examples, I considered an approach targeting PCs with a negative Luck modifier:

ALTERNATIVE BIRTH AUGURS

Birth Augur	Positive	Negative
Harsh winter	Either a "Winter is coming!" background [a grim and fatalist PC] or a PC that comes from war-ravaged or brutal homelands [Cimmeria, Mordor, the Frozen North, etc.]	This is a PC that is probably traumatized by combat, maybe crippled or cursed [by a winter deity? a Crom-like god?]. Perhaps — may the gods help us — a pacifist!
The bull	A violent PC that solves all his problems through battle.	The PC sucks in melee combat. If the PC obtains the bull augur, invert the meaning; then this PC might be a mutant or pariah, too weak to fight, who is seeking a cure for his debility [maybe through a patron or arcane magic].
Fortunate date	The talented archer [Bard, the Dragonslayer-wannabe], sniper [an assassin?], blessed by some god of the hunt or maybe a daredevil spellslinger. If you interpret more literally the name of the augur, then the PC is that irritable fellow that seems to always get the best girl, the best spot, and also the one that always leaves a battle without a single drop of blood on his chainmail.	No one trusts the PC with a bow or even a crossbow. Maybe the PC hates archers [and elves?]. By inverting the meaning, maybe the PC was born on the day of some terrible catastrophe [like a battle that killed thousands]. Most people know this and avoid the PC like the plague.
Raised by wolves	The PC was orphaned while crossing a jungle and was raised by beasts [not original enough, but what if the PC is a dwarf? This happened at my table and inspired me to create a beastmaster class]. The bonus to unarmed attacks suggests that the PC learned to live by his own innate talents, without much in the way of equipment, so maybe the orphan background is the best [or maybe the PC trained with Shaolin monks].	The PC can't get themselves to do dirty works. Maybe he is a pampered third or fourth son of a noble household. Without any inheritance, he was forced onto the perilous path of a dungeon delver.

Birth Augur	Positive	Negative
Conceived on horseback	The PC is a true Mongol (or Dothraki, or Rohirrim, etc.) rider! The PC may have come from a culture that worships horses (warrior, elf or cleric classes), or maybe she started her career stealing horses (thief or halfling classes), or she could be that one apprentice who learned magic with the assistance of a unicorn (elf or wizard? Obviously a virgin).	The perfect augur for dwarves - the PC hates horses and she HATES the PC back - ALL of them! Perhaps the PC actually was a horse which has been shape-changed into a humanoid (or a humanoid cursed by a nemesis to be donkey for 7 years... now it is revenge time!).
Born on the battlefield	The obvious one here is that the PC literally could have been born in a battlefield (her mom is probably a bit mad, I would guess). This augur can also represent a certain degree of bloodlust or even psychopathy for the "heroic" PC.	If a wizard or halfling, then maybe the character is one who can't stand the mere sight of blood. If a warrior or dwarf, then perhaps she enjoys a good roleplaying challenge. In that case, try playing the PC as a pacifist who won't kill most enemies (but she does love to use lots of Mighty Deed of Arms).
Path of the bear	The "bear" part is the secret. The PC can be a Beorn-like character: big, furry and cranky. This is actually the type of augur that I enjoy most for non-warrior and dwarf PCs - imagine an ogre-like brute who studied wizardcraft, or a really cranky and foul-mouthed halfling. Maybe the PC has a bear's appetite or enjoys the company of animals. He probably breaks things by accident... a lot. Collateral damage is the PC's surname!	OK, the PC punches like a pixie (if he is an elf or halfling, that's perfect). Let's think on the opposite of a bear - maybe a fox, a rat or anything small and cowardly. He is the kind of PC that hates when the battle get up close and personal. The PC likes to stay away (far, far away), duly protected by cover. If a warrior, then he is (obviously) an archer.

Birth Augur	Positive	Negative
Hawkeye	Green Arrow or Hawkeye. Really. Both are awesome PC examples in terms of personality and charisma (and if the PC's Personality is high, then she a natural candidate for the role). This is the adventurer that always notes that one small detail that can save the party. The PC is probably perceptive and keen-eyed.	Play a Mr. Magoo PC! And use glasses. And have the PC complain about goblin blood falling on her glasses every time.
Pack hunter	This is a really bizarre augur for me, at least mechanically. The PC is basically good with "peasant" weapons. This could mean that he never forget his lowly origins. He may be a big damn hero now, but his dream is still to retire to a nice peaceful farm, to plant cabbages or turnips (if he can bore the hell out of his party by constantly talking about turnips and cabbages, he deserves a +1 Luck point). Or you could literally use the augur's name - the PC is a pack creature. He works better when in a team and he is everyone's second best friend.	The PC is a lone wolf in an adventuring party - which basically means he is a diva or a hypocrite. Roleplay Wolverine/Logan; have the PC complain a lot about how everyone around hinders him (especially while being healed by the cleric). If you go by the mechanical aspect, then the PC was probably a highborn fallen on harder times (or a bastard). He still keeps his noble perks - he enjoys fine food, clothes and weapons. He would NEVER touch "dishonorable" weapons, like a pitchfork or knife.

Variant augur – Pack hunter: Given the name of this augur, I believe it would be nice if the PC gained his Luck modifier on attack and damage rolls if he followed another PC's action. For example, if a warrior attacked a goblin, the PC would gain his Luck modifier as a bonus by attacking that same goblin with his next action. If he has a negative Luck modifier, he has to be the original attacker every round or suffer a penalty to attack and damage rolls – yes, he really hates battles against only one adversary!

ALTERNATIVE BIRTH AUGURS (cont.)

Birth Augur	Positive	Negative
Born under the loom	The quintessential jack-of-all-trades. While this augur is great for thieves [free skill bonus!], I find it excellent for mixing with other classes. The PC could be an enlightened duelist from exotic lands [a warrior using her skill bonus for wuxia and social skills], a cleric of the God of Thieves or Knowledge, a true sage! [wizard], an old rascal of a halfling who has lived a lot and accomplished a lot, or a truly ancient elf or dwarf.	The PC is clumsy like Goofy. Maybe her "unluckiness" is legendary and small accidents happen around her all the time. Offering help is practically her way of intimidating someone!

Variant Augur – Born in the trade: I find the original augur a little overpowered… after all, the PC gains a bonus to all skills! At my table, that is a huge boon. So I usually allow a player who rolls this augur to choose between two versions (or throw a coin and late fate decide). Born in the trade is a variant augur that grants either a bonus or a penalty only to thief skills. A positive Luck modifier gives a bonus to thief skills, a negative Luck modifier imparts penalties. The original born under the loom augur grants a modifier to all other kinds of skill checks. If you choose to use this variant, there are a few interesting concepts to consider: the PC could be a holier–than–thou cleric (negative Luck modifier) that refuses to do thieving/skulking (and sucks at it); or go for the opposite, building a paladin–like PC (positive Luck modifier) that is GREAT at thieving, but hates to do it.

ALTERNATIVE BIRTH AUGURS (cont.)

Birth Augur	Positive	Negative
Fox's cunning	The PC is perhaps known for his preternatural danger sense. Maybe the PC is touched by the weird and suffers visions of terrible things that will happen. If you take the literal "fox" part of the augur's name, maybe the PC had a shape-changing fox as a parent. A simpler option is that the PC is just cunning or clever.	Traps love the PC! That could mean simply bad karma. Traps could mean lots of other things besides pits and mechanical terrors. The PC always falls for all kind of traps, which means he could be gullible (a halfling), have a way of thinking as slow as rocks (a dwarf) or just doesn't ever get how "mortals"/humans act (an elf). Maybe the PC is the one member of the party always picked as a mark by the snake oil salesmen.

Variant Augur – Fox's cunning: I like to extend this augur's theme to ambushes and surprise attacks.

Birth Augur	Positive	Negative
Four-leafed clover	"Good" stuff always reaches the PC's hands, similar to Bilbo, who manages to find a ring of invisibility lying on the ground of a cave. Maybe the PC is lucky with small (non-mechanical) stuff. Her room at the lord's castle is the only one with a bath. While crossing a town during heavy rain, only the PC, among all members in the party, reaches the mayor's house without being covered in mud.	"Bad" stuff always reaches the PC's hands, similar to Bilbo, who manages to find the cursed one ring of the Dark Lord lying on the ground of a cave! Please, apply this PC's negative Luck modifier as a penalty when rolling for cursed items!

Variant Augur – Four-leafed clover: I like to extend this augur's effects to any roll on treasure tables, if applicable.

Birth Augur	Positive	Negative
Seventh son	A quick bit of research tells that the 7th son of a 7th son could be a gifted healer, a natural diviner, a person resistant or immune to poisons, or even a werewolf (a common folklore here in Brazil). These are all good ideas if the PC isn't a spellcaster (I hate mechanical traits that are useless). If you want, roll a 1d4 for non-spellcaster PCs that rolled this augur: [1] healing rolls; [2] perception; [3] saves against poisons; [4] saves against curses. Another option is to simply let non-spellcaster PCs with this birth augur cast spells from scrolls like a thief (using a d10 action die). Yet another option for non-spellcaster is that she is a "luck/unlucky amulet" for spellcasters. If the PC has a positive Luck modifier, she can choose one spellcaster ally each game session to gain that bonus. This must be roleplayed somehow at the table (the chosen spellcaster maybe bought him a beer at the tavern, or maybe the PC and the spellcasters had a tryst). If the PC has a negative Luck modifier, all beneficial spells cast on them suffer a penalty. Finally, don't forget that the "7th son" concept is just an idea: maybe the PC was born with a caul over her head, maybe she has the "evil eye", an extra thumb, was a lycanthrope in the past, have a pentagram or the symbol of Chaos on her left hand, etc.	
The raging storm	The PC's magic seems more potent than it really is. The judge is encouraged to add an extra cool manifestation or special effects to the PC's magical strikes. Maybe the PC's potent magic allows her to do small cantraps, like lighting their pipe.	I like two options here. The classic trope is that the PC's magic is puny. Maybe a cleric that follows a pacifist or dying god. A wizard or elf who may be cursed. The PC could be a gutter mage, someone who learned magic alone and never got it right.

Variant Augur – The raging storm: another — more unorthodox — option is that the PC's magic is actually VERY destructive, even when beneficial. Here's how I would do it: every time the PC casts a spell, there's collateral damage. Her fireball will hit innocent bystanders and property. If there aren't victims around, have the PC roll a Luck check. If the PC fails, deal her negative Luck modifier in damage to a random ally, including possibly themselves. A cruel judge could require a Luck check even when a cleric heals, reducing the total hit points healed by her negative Luck modifier (and to boost her healing hurts… maybe the PC is a chaotic cleric or a follower of some bloodthirsty deity). OK, what if the PC is a non–spellcasting class? The PC could be magic resistant (or vulnerable), adding her Luck modifier to an opponent spellcaster's DC (if positive) or to the spellcaster's spell check (if negative)

Birth Augur	Positive	Negative
The righteous heart	Here the best idea is to check the PC's alignment before finalizing any ideas. Undead, monsters, devils and demons are anathema to both Law and Neutrality. Chaotic dragons, extraplanars and humanoids are the other enemies of lawful PCs, while neutral PCs face lycanthropes and "perversions of nature". Chaotic PCs enemies include lawful dragons, extraplanars and humanoids, and also angels and paladins. The PC may belong to an ancient bloodline or order that hunts the unholy. Maybe something in the PC's blood hurts those creatures. The PC could also be the reincarnation of some powerful hunter of the unholy.	The PC is half-unholy (demon-blooded or perhaps a half-vampire, a dhampir).

Variant Augur – The righteous heart: turn unholy is very specific and quite useless if the PC is not a Cleric. So, for non-clerics, let this augur affect another stat. Roll a 1d4: (1) saves against unholy; (2) attack rolls against unholy; (3) damage rolls against unholy; (4) skill checks when dealing with something Unholy.

Birth Augur	Positive	Negative
Survived the plague	Let's go for the most Warhammerian augur of all! This is the perfect augur for gongfarmers, rat-catchers, gravediggers, cutters/barbers, etc. Congratulations, the PC literally survived a deadly plague! The fact that magical healing works better on the PC may suggest he was touched by the divine in some fashion; maybe he was a prophesied child-avatar (a failed one if the PC became a warrior, but the fame still carries on). The PC may be a pious followers of the gods (again, a perfect option for non-clerics). If the PC is a wizard, this could mean perhaps there exists some pact with an extra-dimensional being with his family. If the PC is an elf — a traditional chaotic and arcane race — this could mean he is actually half-elven!	Congratulations, the PC survived the plague, but was crippled, marked or disfigured by it! Magical healing may not work on the PC because he is an elf (blood of Chaos), a dwarf (resistant to magic?), a heretic or excommunicated fellow or maybe even demon-blooded. Another option is that the PC almost died once; since then, death has been following him.

Birth Augur	Positive	Negative
Lucky sign	The PC is the chosen one [or so say the local clergy]. She may be a [self-declared] saint or prophet, whose resistance to magic and other events is seen as a sign of divine protection. Maybe she was born under the twin-tailed comet [good luck forging an empire]. The PC could have a special amulet or token [warrior or thief], or perhaps a relic [cleric]. She could have forged a pact with some hidden patron, becoming a warlock [wizard]; or she could be one of the patron's spawns [bastard daughter of the King of Elfland!]. She could also have hidden her soul inside a lesser phylactery [wizard] or given [literally] her heart to a fey [elf].	Something is seeking the PC's death. Maybe she survived the 0-level funnel [or childhood] because she [or her parents] sold her soul. The PC could be the sole survivor of some deadly catastrophe; her presence is seen as a terrible omen. She carries some clear sign of unlucky. She could be a beardless dwarf, a weird and albino halfling [similar to Gollum?], an elf with ebony skin and white hair [similar to Drizzt?!], or a human with cloven feet or little horns.
Guardian angel	Read the above entry on **fox's cunning** for ideas about traps. Let's focus on the guardian angel part. The PC could have a more powerful familiar [wizard or elf], a small and annoying, but useful, animal companion [a hamster named Boo!] or maybe a spirit which literally guards your PC against traps and similar "accidents".	Take those positive ideas and turn them around. The PC's familiar wants to kill him! It's useful most of the time, but from time to time, the damn critter seems to plot the PC's doom [please, judge, don't forget to roleplay the evil familiar laughing every time the spellcaster suffers a critical hit]. If the PC isn't an arcane spellcaster, they could be haunted by some poltergeist [an ancestor he betrayed, a patron from whose pact he escaped, etc.]. The PC could actually be mad! He could see an evil twin or creepy demon stalking him and which tries to push him into pits and traps, but ONLY THE PC sees the damn clown! [I hate clowns...].

Birth Augur	Positive	Negative
Survived a spider bite	The PC has an unhealthy dose of entomophilia [maybe she is like Reinfield and actually likes to eat bugs]. She could come from a far-away land where the peasants use giant bugs instead of cattle or horses. If a dwarf, she could have survived a massive war against giant spiders. If a halfling, she could have survived a trek through Mirkwood!. If an elf, she was banished because of her religious beliefs.	The PC is obviously entomophobic. If she also has a low Stamina, this could mean she was poisoned and almost died [she is weak and probably requires alchemy or recurrent divine magic to be kept alive... maybe she requires bonding to a supernatural patron or will die].
Struck by lightning	For this augur, I'm going to avoid the positive/negative descriptions because the main idea here is the same - the PC survived an impossible situation. Call it a lightning strike, a meteorite strike, a dragon attack, etc. He survived something that should have killed him. Get creative. Extrapolate. If his Luck modifier is positive, the judge is encouraged to flavor the description, describing how the PC, of the entire party, is the one that usually gets out of a situation unscatched. If the PC has a neutral or negative Luck modifier, then Death is still trying to even the score.	
Lived through famine	Another Grim & Perilous augur! The PC survived the plague! Or the Great Famine [and the following Ghoul Spring]. Or a nuclear winter! Actually, maybe she was raised by orcs/goblins/insert-here-unsanitary-humanoids. Either way, she survived in a place where civilized folk usually die. How did she manage that? A dark pact or divine blessing? A mysterious MacGuffin? Some weird birthmark?	OK, maybe the PC didn't literally survive through the famine. Not entirely whole, at least. Maybe the PC and Death are now tavern buddies [she has a bone white complexion and hardly seems to breath]. Or maybe she actually died and was brought back...changed. Does she require any special medicine or perhaps a weird ritual to be kept alive? Perhaps she is now death-touched, doomed to return as one of the damned or un-dead [a vampire, perhaps].

Birth Augur	Positive	Negative
Resisted temptation	The PC is a pious soul...if there were paladins in the core DCC rulebook, the PC would be one (actually, it's a great idea if the PC KNOWS that he could have been a paladin, but they don't exist). Maybe he was touched by an angel or blessed by a champion of Law with iron will. Another interesting option is that he is (constantly) tempted by a devil. So far the PC has resisted, but the infernal is still following him around for some reason.	The PC sold his soul (he was young and stupid, and at the time it was so edgy!). Maybe the PC is addicted to some dark narcotic from the fallen east (purple lotus, that weird worm-spice or maybe demon blood - literally, demon blood!). If you like a comedic approach, the PC can have a simpler vice - he is lecherous (human), gluttonous (halfling), greedy (dwarf) or just ridiculously vain (elf).
Charmed house	The PC has a guardian angel (not necessarily a celestial... could be a faerie, an ancestor, a living spell, a very headstrong familiar). The PC has a phylactery and part of her soul is stored in it. She is not completely human (if a warrior, cleric, wizard or thief) or demihuman (perhaps a dwarf with a clockwork heart or an elf with demon-blood). In Brazil, we have the expression "corpo fechado" (closed body), which is used to describe people with supernatural protection who can't be hurt under ordinary conditions (if you saw the movie, Unbreakable, you know what I mean). If you go for a literal approach, maybe the PC was born in a very special or holy place, and bit of that magic is still carried by her (Rivendell, Myth Drannor, Mount Olympus, the Deadhouse, etc.).	The PC is as fragile as glass (Unbreakable!). Maybe she is too small or too big for her race. If she is an elf, maybe she is plant-like and more fragile; if she is a dwarf, she could literally have crystalline bones. Or she could be just an elderly adventurer. Perhaps she belongs to an elder race that is slowly fading from the world (a degenerated Atlantean, Valyrian or Eldar... who knows). Perhaps the gods hate her and want her dead, or a demon lord cursed her bloodline to DOOM! (it is really very easy to come up with some weird reason for a low AC).

ALTERNATIVE BIRTH AUGURS (cont.)

Birth Augur	Positive	Negative
Speed of the cobra	The PC does EVERYTHING fast... talks, eats, sleeps (!), etc. Never staying silent or in the same place for long. If he drives his party mad, congratulations! He could be a cleric of Mercurius, a thief-acrobat, an amazon/rider/maratonist warrior, a changeling (wizard with fey blood), a fox or squirrel polymorphed into a halfling, a dark sun elf! (If you like these suggestions, allow *speed of the cobra* to also increase movement speed).	If the judge allows it, play an ent (treat as the warrior class!). The PC is really slow, either because he always plans and ponders an action before doing it, or because he is too big. The PC could be a half-earth elemental dwarf (or just a big/old dwarf), a half-giant (warrior), a halfling fugitive with an adamantine ball and chain in his legs or maybe an elf from an alternate fourth dimensional reality who experiences problems acting in our three dimensional world. Or you could just play a REALLY stupid and slow thinking barbarian...
Bountiful harvest	The PC had to flee her home village because the locals thought she was the avatar of the spring goddess. If the PC is a cleric or an elf, maybe life springs around her... with flowers blooming, small animals passing by, etc. Maybe the PC's excessive life force is the result a pact made by her parents with the King of Elfland or other supernatural power. If the PC is a dwarf, they could be half-troll (and very ugly).	The PC looks like a corpse (perhaps minus the smell). The PC was born in the underworld. One of the PC's parents was an un-dead. Maybe her bloodline was cursed by the forces of Law or Chaos. Also, read the negative aspects of the augur *charmed house.*

Birth Augur	Positive	Negative
Warrior's arm	The PC is the kind of adventurer that enjoys gore and bloodlust too much for his own good. Maybe he is a failed apprentice of the assassin's guild [that's a cool new occupation, by the way], a fugitive torturer [idem] or the unsung son of a famous barbarian warlord [that was cast aside because he disappointed dad — Conan].	The PC is not a pacifist, but he hates killing. Or perhaps he can't stand the sight of blood [perfect for a cleric]. The PC could also be a lousy fighter.

Variant Augur – Warrior's arm: in my games, I let this augur also affect spellcasting. So, if the spellcaster PC rolled a natural 20, he adds his Luck modifier to the final result.

Unholy house	The PC's resistance to corruption could derive from celestial blood [aasimar anyone?] or more probably because she swallowed the finger of St. Cuthbert some years ago when the plague hit her [on the run from Law-aligned churches]. Maybe she has a guardian angel [literally] that constantly preaches the "benefits" of a righteous and chaste life. A very wicked background is that the PC has an identical twin...and all the PC's corruption is actually passed to her [a campaign villain].	The perfect augur for wizards! If the PC is a wizard, please play her as the cliché evil necromancer [don't forget the maniacal laughter]. If the PC is a cleric, consider aligning her with Chaos. If the PC is an elf, consider that she is actually an evil outsider banished from the overworld [the mutations provoked by corruption actually chip away at the PC's disguise, revealing her true form!]. If the PC is a halfling, play Gollum!

Variant Augur – Unholy house: Why let only wizards and elves have all the fun? If a player rolled this augur for a non-arcane spellcaster PC, I would give the PC a special ability – in addition to Luck. The PC can also burn Stamina to gain bonuses. Burned Stamina regenerates like spellburn damage. However, every time the PC burns Stamina, roll 1d20 plus his Luck modifier against a DC of 15. On a failure, roll 1d6 and apply to result to the PC:(1–3) minor corruption, (4–5) major corruption, (6) greater corruption.

Birth Augur	Positive	Negative
The broken star	The PC escapes from perils that kill or maim most people. Why? Maybe he hid his true name or entrusted it to a supernatural patron. Or maybe he is obsessed with his own death, so he carries an absurd amount of luck charms (and somehow all that junk works). The PC could be a polymorphed white rabbit. He could have four-leaf clovers on his head instead of hair (?!). Maybe he is the only cheerful and optimistic dwarf in the world. Or you could play a dark elf who stole the luck of his clan through a magic mishap.	When the PC fails, he does it in epic fashion. Maybe he is really DOOOOMED! And he knows it (he did something terrible in his past). If the PC is a wizard, a cleric of the Old Ones or an elf, maybe reality itself hates him and wants him dead (he is an unnatural being after all). Because rolling on the fumble tables usually only occurs in combat, maybe he is just craven, so check the negative aspect of ***warrior's arm***.

Variant Augur –The broken star: This variant is targeted towards halflings. Halflings have a good luck charm ability, so let's tinker with that. Maybe there are some halflings that aren't born lucky. They are born wrong and are usually exiled from their boring pastoral villages. They are cursed and called names like redcap, boggart or pooka and have the evil eye (they're usually also bastards). Maybe goblins are just that… wrong halflings. Anyway, these halflings can only burn Luck to penalize other's rolls.

Birth Augur	Positive	Negative
Birdsong	The PC has an innate knack with languages. Maybe she is a sage, a foreigner from some weird and exotic empire, or maybe a wizard did something to her head. I like to let players with this augur pick languages during play. It's awesome (if you saw the Antonio Banderas' scene around the fire from the great The 13th Warrior, you know what I'm talking about). Another cool way to personalize PCs with this augur is to pick weird languages. The DCC core rulebook gives great ideas, like knowing how to talk with horses, wolves or spiders. Go crazy from there! What if the PC could talk to rivers, trees or doors (OK, the last one is a bit overpowered, unless the judge rightfully determines that dungeon doors are sneaky and evil liars; although, dungeon doors also talk with dungeon monsters, so the PC is in trouble... doors hate eavesdropping).	This one is really weird because, except for wizards, it is difficult for most PCs to speak many languages. The judge could instead declare that PCs with this augur are illiterates. But let's make things interesting: what if the PC is cursed to only speak one language? What if that language is demonic? If you want to make things funnier (and the PC has particularly low Intelligence), establish that she starts the game knowing only 1d6+2 words. The good news? She gains +1 word per level (perfect for your neanderthal warrior!).
Wild child	If you liked my suggestion for the speed of the cobra entry, which extends the Luck modifier to movement speed, I suggest also boosting wild child; now it increases movement speed when climbing, jumping and vine swinging. The PC was raised in the jungle or among a culture that considers riding to be unmanly (or a sin, because animals are sacred). He could be a halfling shire postman, a dwarf tunnel runner (messengers used to run through the long and dark passages of the underworld) or an elf from the sea of grass. Play a cleric of the Olympiad! If he is a wizard, play Rincewind.	OK, the PC is slow. Check the *speed of the cobra* entry for ideas. Let's take another approach here. If the *wild child* theme implies that someone who lives in the wilds is fast, then play the most urbane, sophisticated (I mean dandy) and gregarious fellow possible (a British accent is encouraged). Criticize your frontier friends for their lack of manners and never forget the hour of the tea (curiously, this is the perfect augur for a Tolkienian halfling).

MERCURIAL
POTIONS

by Aron Clark

There is nothing quite like the discovery of a potion. Drink it now and test the waters? Wait for some desperate situation before risking all? Perhaps seek out an alchemist who might be able to determine its effect?

The following table is intended to provide inspirational variance to the standard potion effects by adding description beyond "you feel stronger," "your wounds begin to heal," etc. Roll the indicated die once for each column to determine the additional details for each potion. Please add to this table with your options and concepts, every potion could be as unique as the last!:

Number of doses per potion:	**1d3**
Vial material:	**1d8**
Container shape:	**1d10**
Potion texture/trait:	**1d12**
Potion color:	**1d16**
Additional effects:	**1d20**

MERCURIAL POTIONS

	Vial d8	Shape d10	Trait d12	Color d16	Additional Effect d20
1	Glass	Cylindrical	Bubbly	Amber	No additional effect/per judge
2	Iron	Hip flask	Oily	Orange	No additional effect/per judge
3	Wood	Spherical	Spicey	Vermillion	No additional effect/per judge
4	Stone	Pear-shaped	Chilled	Red	No additional effect/per judge
5	Leather	Fluted	Hot	Magenta	No additional effect/per judge
6	Crystal	Gourd-like	Foul	Purple	No additional effect/per judge
7	Copper	Squared	Sweet	Indigo	No additional effect/per judge
8	Bone	Conical	Bitter	Blue	No additional effect/per judge
9	-	Pinched	Earthy	Aquamarine	No additional effect/per judge

MERCURIAL POTIONS (cont.)

	Vial d8	Shape d10	Trait d12	Color d16	Additional Effect d20
10	-	Embellished	Frothing	Green	No additional effect/ per judge
11	-	-	Dry	Chartreuse	No additional effect/ per judge
12	-	-	Metallic	Yellow	Gag - DC 10 Fort save or retch it back up for no effect & 1 point of damage
13	-	-	-	Brown	Tasty - Drink it all now, every last dose
14	-	-	-	White	Weak - Roll 1d3: [1] potency halved; [2] duration halved; [3] both
15	-	-	-	Black	Toxic - 1d6 damage
16	-	-	-	Clear	Potent - Roll 1d3: [1] potency doubled; [2] duration doubled; [3] both
17	-	-	-	-	Delayed - effect triggered in 1d6: [1] rounds; [2] turns; [3] days
18	-	-	-	-	Large amount +1d4 doses
19	-	-	-	-	Small amount -1 dose
20	-	-	-	-	Side effect - Roll 1d3: [1] random stat +1, night vision for 1d6 hours; [2] squeaky voice for 1 day, skin turns to potion color; [3] random stat -1, mute 1d6 hours.

As an example of how a judge might use this table, consider the following rolls of dose = 1, vial = 7, shape = 3, trait = 10, color = 6, additional effect = 12 (1 dose, squared, wood, frothing, purple, gag):

Judge: *upon the top shelf of this rotten bookshelf sits a small wood box, with a sliding lid. Inside is a frothing purple liquid.*

PC: *hmm, just how much of this weird liquid is there?*

Judge: *perhaps enough for a single swallow.*

PC: *OK, I'm drinking it.*

Judge: *the liquid bubbles uncomfortably in you your belly, make a DC 10 Fortitude save to avoid spewing the contents onto the floor!*

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