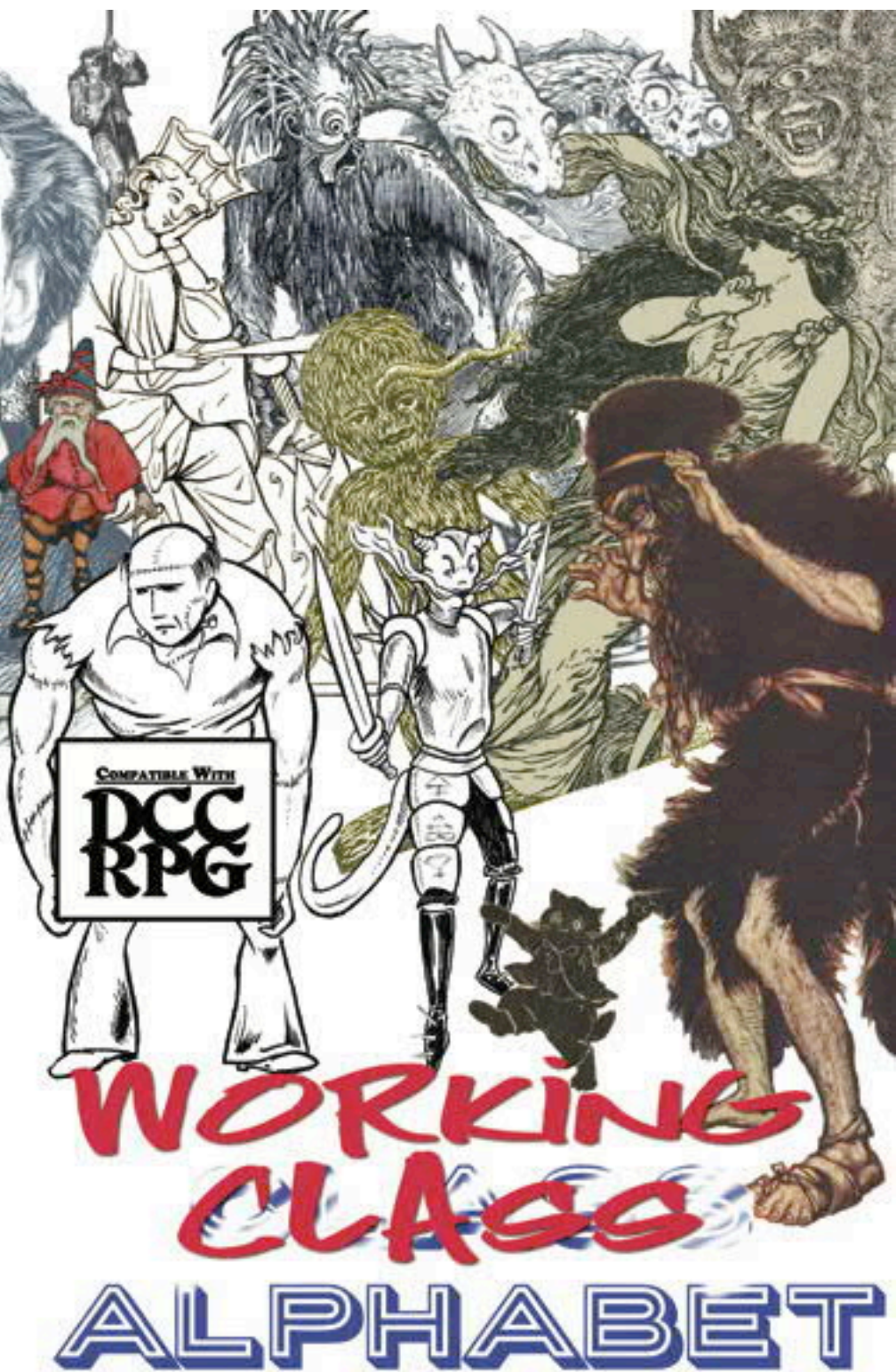






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FOREWORD

by Ye Olde Editor

“Only seven Classes? This game doesn’t give me enough options!”

...less accurate words could hardly be spoken.

A huge part of the beauty of the *Dungeon Crawl Classics Roleplaying Game* is that it’s infinitely hackable. Not only that, but it takes those hacks beautifully, rather than needing changes up and down the rules to accomodate the addition. If you don’t like Wizards having such variance in their spell results, there are as many ways to modify that as there are Road Crew games being run... And they’ll *all* work.

And those *mere* “seven Classes”? That “being forced” to be *just* a Dwarf? It’s an illusion. If you’ve picked up this little zine — a truncated preview of the full 26 Class book on it’s way through the development and editing ritual to get ready for your hot little pseudopods — then you’ve already made your Save against that illusion. You know by now that Classes are only limited by imagination.

So this zine brings you up to at least ten Classes, three here and seven in the core rules. The full book will bring you up to 33. And your DCC RPG world just expands and expands from there, to get a big as you want.

Grab your character sheets and start exploring...

Contents:

Hellfont by R. S. Tilton

Monster Trainer by Noah Stevens

with a few Sample Monsters by bygrinstow

The Stitch Golem by David Baity

Class Alphabet concept and steering by David “Fast Eddie” Coppoletti

Zine editing and layout by “Not So Fast” bygrinstow

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Karl Stjernberg, Danny Prescott, bygrinstow

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HELLFONT

"You are not your own man, you are in league with a supernaturally evil patron — the quick and easy route to power! — the only cost being your very soul. You are tainted by this power, distrusted by those who see the evil within and the signs without."

The Hellfont has a good attack bonus, high hit points, and powerful abilities. Most of all he has a supernatural patron which he's made a bargain with.

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

Weapon training: A Hellfont is trained in the use of all weapons. Often they are vicious appearing weapons, with additional jagged edges or accessories. The Hellfont wears whatever armor he can afford, though armor spikes, and spiked shields are favorites.

The Bargain: A Hellfont is expected to give his master a return on the investiture of power. Sacrifices must be made, whether in items or sentient beings. The Hellfont must sacrifice at least 100 gp or 100 hp worth per level, in order to attain their next level. An enemy combatant does not count as a worthy sacrifice, unless defeated bound and then sacrificed. Like wizards, the Hellfont can invoke his supernatural patron. A Hellfont automatically receives the spell *invoke patron* at 1st level. A static result on the *patron bond* table is 11 + Personality Mod + Class Level. Deeds and sacrifices made for the patron can raise the result (+1/1000gp additional sacrifice). The spell may not be cast again.

Alignment: The Hellfont does not walk the path of neutrality. A Hellfont is the pawn of his patron, and his alignment is the same as that patron, Chaotic Hellfonts have a demonic patron, while Lawful Hellfonts have a contract with a devilish patron.





Attack modifier: Like warriors, the Hellfont does not receive a fixed attack modifier at each level. Instead, they receive a randomized modifier known as a deed die. The Hellfont always makes a new roll with this die in each combat round. When the Hellfont has multiple attacks at higher levels, the same deed die applies to all attacks in the same combat round.

Mighty Deeds of Arms: Like warriors, The Hellfont performs Mighty Deeds. Prior to any attack roll, a Hellfont can declare a Mighty Deed of Arms, or for short, a Deed. This Deed is a dramatic combat maneuver within the scope of the current combat. For example, a Hellfont may try to disarm an enemy with his next

attack, or trip the opponent, or smash him backward to open access to a nearby corridor. The Deed does not increase damage but could have some other combat effect: pushing back an enemy, tripping or entangling him, temporarily blinding him, and so on. Several of the Hellfont's abilities rely upon the Deed die.

The Hellfont's deed die determines the Deed's success. This is the same die used for the Hellfont's attack and damage modifier each round. If the deed die is a 3 or higher, and the attack lands (e.g., the total attack roll exceeds the target's AC), the Deed succeeds. If the deed die is a 2 or less, or the overall attack fails, the Deed fails as well. Refer to the Combat section for additional information on Mighty Deeds of Arms (see page 88 of the DCC RPG rulebook).

Critical hits: In combat, a Hellfont is more likely to score a critical hit and tends to get the most destructive effects when he does so. A Hellfont rolls the highest crit dice and rolls on tables with more devastating effects. In addition, a Hellfont scores critical hits more often. At 3rd through 6th level, a Hellfont scores a crit on any natural roll of 19-20. The threat range increases to natural rolls of and 18-20 at 7th level.

Intimidation: A Hellfont adds his class level to intimidation rolls.

Action dice: A Hellfont always uses his action dice for attacks. At 6th level, a Hellfont gains a second attack each round with his second action die.

Table HF-1: Hellfont

Level	Attack (Deed Die)	Crit Die/ Table	Threat Range	Action Die	Ref	Fort	Will
1	+d2*	1d12/III	20	1d20	+1	+1	+0
2	+d3*	1d14/III	20	1d20	+1	+1	+0
3	+d4*	1d16/III	20	1d20	+1	+2	+1

* A Hellfont’s attack modifier is rolled anew, according to the appropriate die, with each attack. The result modifies both the attack and damage rolls.

Table HF-2: Hellfont Titles

- 1: Hellion
- 2: Hellspawn
- 3: Hellfont
- 4: Hellknight
- 5: Hell Lord



Table HF-3: Corrupted Appearance

Roll 1d12 1d4+1 times (roll 1d4 for the secondary result). If a result is a bit ambiguous, go ahead and flesh it out in your description. Vestigial appendages are not fully functional, for example vestigial claws would be made of soft cartilage, and would do no more damage than fingernails.

- | | | |
|----|---------------------|---|
| 1 | Supernatural Eyes | 1) blazing, 2) pure black, 3) goat, 4) arachnid |
| 2 | Vestigial appendage | 1) small wings, 2) tiny horns, 3) tentacles, 4) eyes |
| 3 | Marked | 1) runes, 2) brand, 3) weeping wound, 4) scarification |
| 4 | Strangeness | 1) black veins, 2) blood sweat, 3) gills, 4) third eye |
| 5 | Breath | 1) brimstone, 2) rotten, 3) wisps of smoke, 4) vaporous |
| 6 | Teeth | 1) shark teeth, 2) jet black, 3) extra rows, 4) small fangs |
| 7 | Odd musculature | 1) lumpen, 2) gaunt, 3) extra muscles, 4) writhing |
| 8 | Voice | 1) multiple voices, 2) whispery, 3) rumbling, 4) gravelly |
| 9 | Hair | 1) hairless, 2) quill-like, 3) rubbery, 4) mane |
| 10 | Skin | 1) reptilian, 2) grey, 3) red, 4) chitinous |
| 11 | Creepy aura | 1) people, 2) animals, 3) insects, 4) monsters |
| 12 | Mouth | 1) hinged, 2) vertical, 3) ear to ear, 4) split jaw |

*Additional options appear in the full version of the Hellfont in **The Class Alphabet**.*

Table HF-4: Abilities and Powers

Roll 1d14 once per level. The Hellfont may add or subtract their Personality modifier from the roll, if positive. When granted the same power a second time, the power increases, or in the case of abilities with more than one result, randomly determine which to increase (e.g. secondary attack die or damage). The Judge may also grant a bonus based upon sacrifices made during the level. Additional abilities may be granted as a reward for a great deed performed for the Patron.

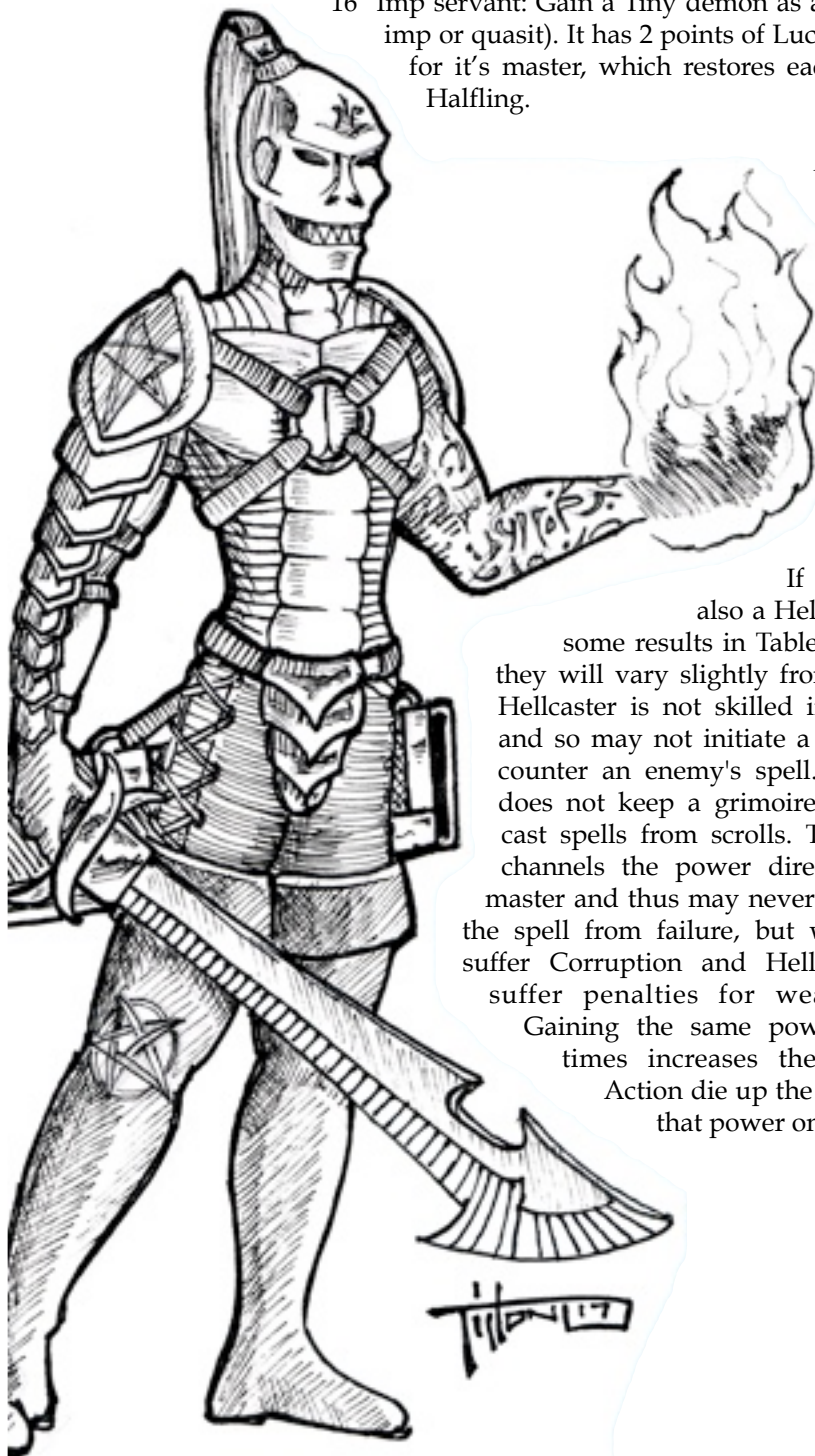


- 1 Devil's in the Details:
Heightened Senses (as an Elf, additional results add an additional +1 bonus)
- 2 Extra eyes: 1d6 additional eyes (+1 initiative bonus per additional eye)
- 3 Bloodfire: When the Hellfont suffers damage from a piercing or slashing weapon, a spray of flaming blood will hit a random target within 5 feet. This blood causes 1d6 points of damage. On a critical hit the damage is 1d6+2 per level.
- 4 Hellfire: *Hellcaster!* Cast *scorching ray* with a d16.
- 5 String of Curses: *Hellcaster!* Cast *curse* with a d16.
- 6 Wings: 10ft Flight, +10' per additional result.
- 7 Serpentine Scales or bony ridges: +1 AC
- 8 Spikes (elbows and/or knees) Secondary Attack with 1d16, 1d4+Str damage.
- 9 Hellhound: *Hellcaster!* Cast *eldritch hound* with a d16.
- 10 Rider: The character shares his body with an evil spirit. This spirit heals 1 hit point per hour, but is detectable as an evil taint.
- 11 Demonic Tail: Gain a prehensile tail, this tail may wield a weapon or shield. Attacks made with the weapon are at a d14.
- 12 Vermin Lord: Gain ability to communicate with and control one type of normal vermin. Roll d4: 1) Rats, 2) Bats, 3) Spiders, 4) Insects
- 13 Summoner: *Hellcaster!* Cast *demon summoning* with a d16 caster die.

14 Hellskin: *Hellcaster!* Cast *fire resistance* with a d16 Caster die.

15 Darkness: *Hellcaster!* Cast *darkness* with a d16 Caster die.

16 Imp servant: Gain a Tiny demon as a familiar (i.e., imp or quasit). It has 2 points of Luck it can spend for it's master, which restores each night, as a Halfling.



Additional options appear in the full version of the Hellfont in The Class Alphabet.

Hellcaster:

If a Hellfont is also a Hellcaster (as per some results in Table HF-4 above), they will vary slightly from Wizards. A Hellcaster is not skilled in spell duels, and so may not initiate a spell duel, or counter an enemy's spell. A Hellcaster does not keep a grimoire, nor may he cast spells from scrolls. The Hellcaster channels the power directly from his master and thus may never lose access to the spell from failure, but will definitely suffer Corruption and Hellfonts do not suffer penalties for wearing armor.

Gaining the same power additional times increases the Spellcasting Action die up the dice chain for that power only.

MONSTER TRAINER

There are lands in which a curious practice is observed, whereby 10 year-olds are given license to travel the world and take up the vocation of 'Monster Trainer'. These youngsters are allowed — nay encouraged — to bend the wills of the various creatures that infest their planet to the purpose of battling! Battling in arenas, on dusty roads, in dark alleys — wherever creatures and suitable locations may be found. By this do they gain glory and renown and (hopefully) reduce the urges of other kinds of heroics, and coincidentally reduce the number of vicious, uncontrolled brutes that wander their Aereeth. The practice is so well respected that a great many of the peoples of those lands view this employment as noble, and every parent awaits the time when they may let their child loose upon the world. In some cities, the primary entertainment of the populous is to watch these children — and the occasional idiosyncratic adult — do battle with their trained and vicious pets. Many of these children do not return from their journeys, but a fair enough few go on to become famous celebrities and notable heroes. Their pets are often known the world over and recognized by young children of every nation, and vast sums are made by selling their images in the form of plush toys and children's games...



A Monster Trainer has chosen to travel the land, searching far and wide, to catch and train monsters of every variety and disposi-



tion. How they do this varies in particulars — some use enchanted gems, some use wands or tarrochi-like cards, and others use technological puzzle boxes. Other methods are known and accepted, and indeed one Monster Trainer may capture and control monsters by several means. They share in common the drive to employ creatures to battle their enemies: usually other monsters in relatively safe, ritualized combats. But some-

times a Monster Trainer may be encouraged to use the skills of her charges against troops or for political or ideological purposes. Occasionally, a Monster Trainer may take up base criminality — one such gang involved themselves in a vast criminal conspiracy to subvert the democracy of an entire planet through individual cells of two Monster Trainers and their collections of vicious brutes.

Hit Points: A Monster Trainer gains 1d6 Hit Points at each level, plus Stamina bonuses.

Weapon training: A Monster Trainer may use the following weapons: crossbow, dagger, dart, mace, net, short sword, sling, spear, and staff.

Alignment: Monster Trainers' motives sometimes vary, but Lawful ones tend to form close bonds to their collected pets, doing what they may to treat them well and keep them safe from harm — within limits, obviously. Neutral ones often breed and study their collections closely for scientific and mystical edification. Chaotic Monster Trainers generally exploit the abilities of their collected monsters for personal gain without regard to their companions' welfare or wishes.

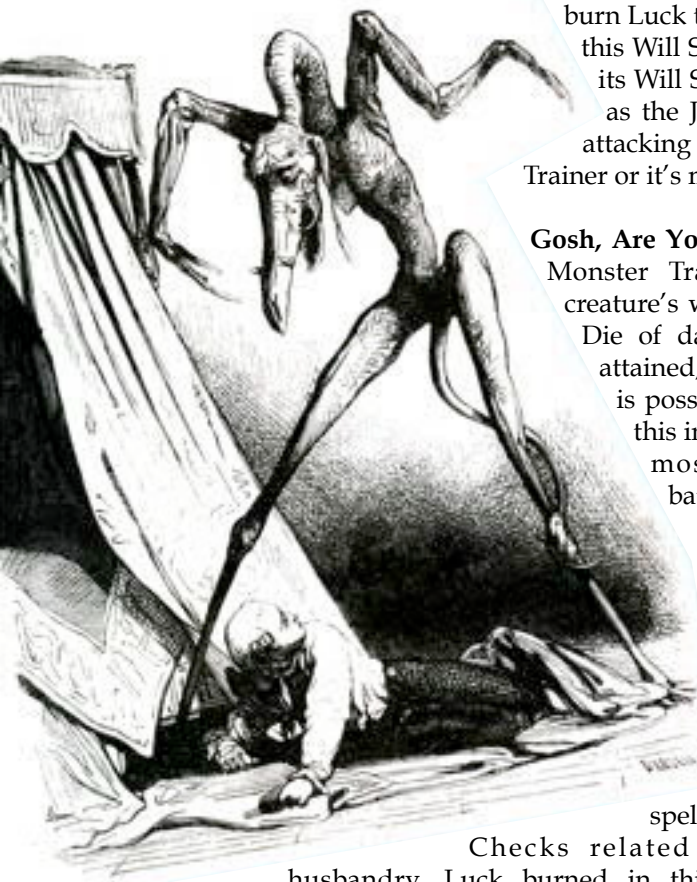
I Choose You: At 1st level, a Monster Trainer gains a lowly companion creature as its first entry into the mysteries of training and battling monsters. This is determined and is treated in exactly the same manner as a Wizard's familiar, and may even grant the use of a spell in the case of an Arcane familiar, although a Monster Trainer may never use better than a d14 to cast the spell and may not Spellburn (but Luck may still be burned to improve the roll). See page 317 of the DCC Rulebook for more details. If this creature is killed or otherwise lost, the Monster Trainer may not advance in level until another is acquired, or another monster from her collection is selected as the primary companion. This primary companion will take direction from the Monster Trainer without question (contrary to the rules below), but its motives may be its own and personalities may conflict as suits the narrative.

It Is Necessary to Collect All of The Monsters: In addition to his or her primary companion creature, a Monster Trainer may keep up to 4 other creatures plus his or her level, modified by his or her Personality bonus. All Monster Trainers start with their primary familiar companion and no others, and the rest must be acquired by adventure and by quest. When a sought-after creature is found, the Monster Trainer must first best it in combat in the following fashion: using the powers or physical attacks of its current panoply of monsters, or through raw physical or other kinds of attacks, the target creature's Hit Points are lowered — just short of killing it. Then, whatever means the Monster Trainer uses to bend monsters to its will is applied. It may be a psychic phenomenon, or an enchanted gem, or a space-warping gadget (these must be specified by the player). At this point, the creature must make a DC 8 Will Save, plus its remaining Hit Points and Will Save modifier, MINUS the Monster Trainer's Level and Personality Bonus. Should the creature fail, it is enchanted and becomes the companion (perhaps a begrudging one) of the Monster Trainer permanently until destroyed or released from servitude. If the creature passes the Save, then it suffers no further harm but may escape, attack, or bargain if capable as the Judge sees fit.

Many a Monster Trainer has died in pursuit of exotic and dangerous creatures at the start of their careers, although these probably had little promise to start with... Monsters collected this way may be released at any time; if they become freely hostile then they will forever gain a +2d bonus to attacks against the Monster Trainer.



I Command You to Attack, NOW!: The Monster Trainer's special expertise is in using her creature companions' attacks in battle, and directing it skillfully with a keen eye to the various interplays of strengths and weaknesses inherent in monsters. As an Action, a Monster Trainer may call forth one of her non-primary companion creatures to do battle for her, or dismiss that creature from battle. Further, as an Action, the Monster Trainer may direct the creature to attack a target of her choosing with whatever natural attacks, powers, weapons, or (rarely) spells it may possess, or specific ones the trainer may feel are appropriate! The creature uses the Monster Trainer's Action Die and Command Die, and the creature's inherent bonuses apply. If the creature's Hit Dice outnumber the Monster Trainer's level, then the creature will only take direction if it fails a DC 12 Will Save, adjusted upward by the Trainer's Personality bonus. Note that the Trainer may



burn Luck to increase the difficulty of this Will Save. If the creature passes its Will Save in this case, it will do as the Judge determines short of attacking or leaving the Monster Trainer or it's master's companions.

Gosh, Are You Okay?: As an Action, a Monster Trainer may tend to her creature's wounds, curing it of 1 Hit Die of damage per level she has attained, per day, per creature. It is possible but inadvisable to do this in the midst of combat, and most trainers wait until battles are over.

I Know This!: Monster Trainers tend to amass a great deal of knowledge about the creatures they collect and face in battle. They may burn Luck to apply to attack, damage, or spell or power rolls, or Skill

Checks related to Monster Lore or husbandry. Luck burned in this way does not return automatically, but does provide a d4 bonus to their personal attempts. If used to assist a companion creature, then Luck burned in this way provides a d6 bonus per Luck point burned. Further, if a Monster Trainer has faced a particular monster species before, then they automatically gain a +2 bonus to all rolls against that creature, as do their companion creatures.

THIS IS NOT MY FINAL FORM!: If a Monster Trainer's creature has fewer HD than her level, then after any victorious fight it may spontaneously evolve into a more dangerous form with 1d3 more HD than it had before, with concomitant HP and a different panoply of attacks, or increased damage dice for attacks it already possesses. Roll 1d6: on a 1-2, the monster gains a new 1d8 attack form that it previously did not have. On a 3-4, all of the monster's attacks improve by +1d. On a 5, it gains a new method of locomotion, at 20'. On a 6, it gains one new creature non-attack ability determined by the Judge (or rolled randomly if you use some other method). The evolution occurs on a nominated creature on any d20 Luck check, and may be attempted one time per monster per session. Note well, an evolution may put a controlled creature's HD higher than the Trainer's level and it may balk at being given commands, despite previous sound relationships!

Action dice: Monster Trainers use their Action dice for any normal activity, their class-derived abilities, and skill checks. If a Monster Trainer’s companion Arcane familiar grants him or her a spell, he or she may only ever cast that spell with a d14, with the previously explained modifiers applying.

Table MT-1: Monster Trainer

Level	Attack Bonus	Crit Die /Table	Action Die	Command Die	Ref	Fort	Will
1	+0	1d10/II	1d20	1d3	+0	+1	+1
2	+1	1d10/II	1d20	1d4	+0	+1	+1
3	+2	1d12/II	1d20	1d4	+1	+1	+2

Table MT-2: Monster Trainer Titles

- 1: Noob
- 2: Swiper
- 3: Trainee
- 4: Badger
- 5: Champion



A Few Sample Monsters For the Monster Trainer To Catch & Train

Nauseapuff

Init +3 • shriek 20'r (1 + special, DC 16 Fort Save) • bite -2 (1d3) • AC 13 • HD 2d6+3 • MV 20 • Act 1d20 • SP infravision 40', meeping • Fort +1 • Ref +0 • Will +1 • AL L

A hideous nauseapuff gallumphs along, it's fronds and appendages swinging and swaying disturbingly, but essentially harmless to a soul.

Until it is threatened, that is... The shriek of the knee-high thing shakes mortal souls to their

core, causing them to drop all their Action Dice one step on their next round. Its quiet though insistent meeping can be understood by those who spend much time with it, giving them an extra set of eyes, and possibly an advance scout.



Beestill

Init +2 • sting -1 (1d3 + special) • AC 18 • HD 1d7+1 • MV 40 • Act 1d20 • SP — • Fort +0 • Ref +3 • Will +0 • AL N

Flying straight out of Faerie, a beestill searches for nectar as many such creatures would do. Territorial, they sting with deadly effect: victims must make a DC 11 Will Save or be cast into a death-like state. In this state a creature is immobile and insensate until they can succeed at another such Save or until 2d3 rounds have passed. However,

escaping the effect alive, the victim will have the mark of a beestill somewhere on their exposed skin (face, hand, etc.) where the beestill

stung them. The mark will fade in 1d24 days, but until it is gone it will act as a lure to chaotic beings and creatures, increasing the chances of meeting such things by one-in-five.



Legleeon

Init +5 • multi-kick +5 (1d6, special) • AC 17 • HD 3d8+5 • MV 70 • Act 1d20 + 1d16 • SP — • Fort +5 • Ref +9 • Will +2 • AL C

Legleemons are herbivores which range over great distances to find choice feeding grounds. To sustain itself, a lagleleon must eat leafy substances daily. If it was unable to eat grasses or herbs the day before, consider it sickly, having half hit points and it's Action Die dropped to 1d14. For every two points they beat a target's AC, they score an extra die of damage.



Gongkwasit

Init +0 • weapon +4 (-1d for size) • AC 14 • HD 2d8 • MV 20, fly 30 • Act 1d20 • SP thieveskill, linguist • Fort +5 • Ref +8 • Will +4 • AL C

Gongkwasits are sometimes employed by wizards to do menial work in their towers and keeps. They are devious little figures, standing no more than 14 inches high. Each gongkwasit excels at one particular thief skill (Judge's choice), such as hiding in shadows or picking locks. They use their current hit points as a

bonus when using their special skill (for backstab, they use one-half of their current hp total). Gongkwasists speak the common tongue in a mewling whine, though when taught other languages, they speak clearly and in a different register altogether, be it anywhere from alto to baritone. They can learn and remember up to 1d12 languages beyond common.

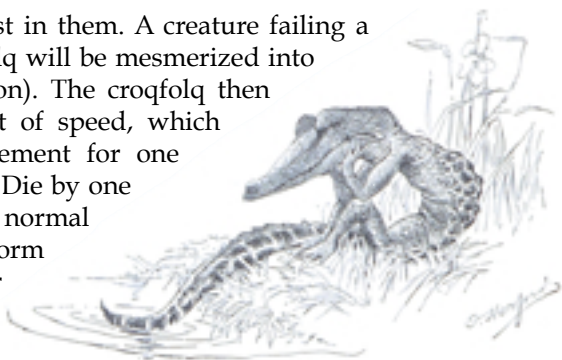


Croqfolq

Init +0 • bite +2 (1d8) • AC 16 • HD 3d4+4 • MV 20 (special) • Act 1d20 • SP hypnotic stillness, lunge • Fort +3 • Ref +1 • Will +3 • AL N

Timid and melancholy, the diminutive croqfolq are not normally interested in fighting. They are however carnivores, and have developed a unique style of hunting where they remain motionless until some

creature or other takes an interest in them. A creature failing a DC 12 Will Save against a croqfolq will be mesmerized into a stupor (lose next round's action). The croqfolq then lunges with a tremendous burst of speed, which either gives them +40' to movement for one round, or bumps up their Action Die by one step, if their target is within normal movement range. They can perform this lunge no more than once per four rounds.



Jiggerypoak

Init +6 • scratch +3 (1d6) • AC 17 • HD 2d8 • MV 30 • Act 2d20 • SP brachiation, luck drain • Fort +1 • Ref +4 • Will +2 • AL C

Jiggerypoaks favor dense forrests and jungles, and can move through a natural canopy as easily as humans walk on level ground. Once they have scratched a target for a total of 6 points of damage, they start messing with the target's aura, doing temporary Luck damage instead of physical damage. They can consciously switch back to physical damage, but they prefer to make a target so unlucky that they are hurting themselves, instead of the jiggerypoak harming them further...



Hingkootie

Init +1 • eye light +2 (up to 1d7, 60') • talons +2 (1d8) • AC 15 • HD 3d8+2 • MV 50, fly 30, glide 80 • Act 1d20 • SP nocturnal, infravision 120' • Fort +8 • Ref +3 • Will +6 • AL L

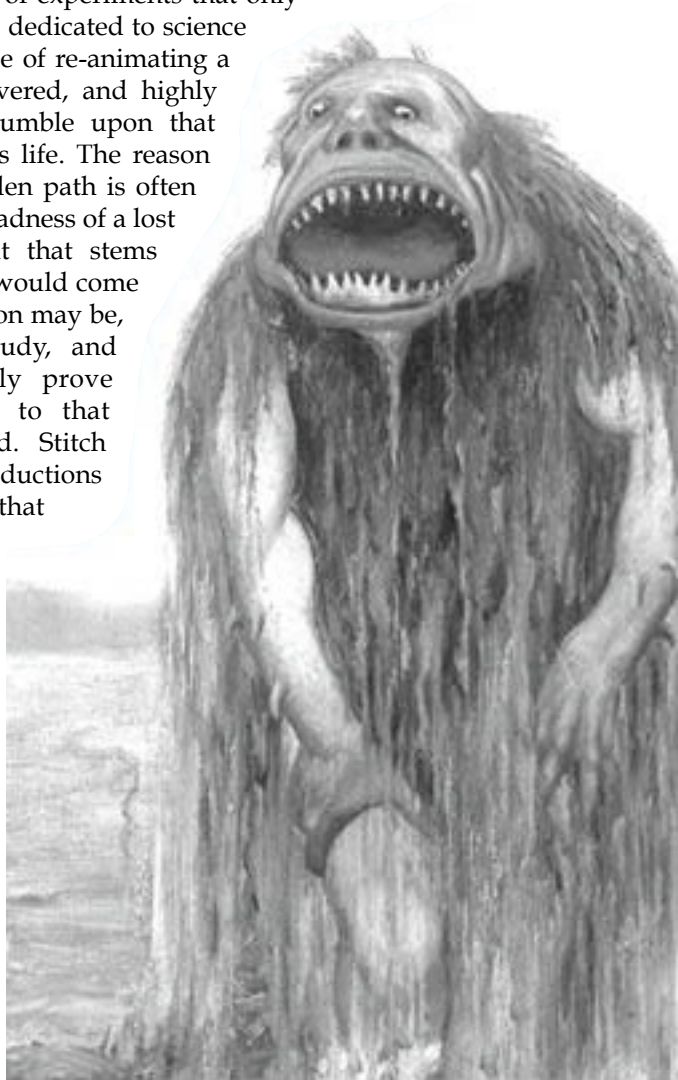
Never less than six feet tall, hingkooties in some cultures represent bad omens and others good. Judges should determine (randomly, if need be) the reaction a newly visited village, city or individual might have when a Monster Trainer reveals a hingkootie, which may change the mood dramatically. Their eye light is 'adjustable' and able to go from simply acting as a hooded lantern up to damaging levels. One can act as a mount for anything Halfling-sized or smaller.



.....THE.....STITCH.....GOLEM.....

"I only remember it like the worst of dreams; in brief, painful flashes that ironically resemble the jagged strokes of light that caused every decaying muscle of my exsanguinous corpse to return to function. Who I was before this accursed state that finds me walking a line, crossing both into the realms of life and death is an ever-haunting mystery, a whisper that only surfaces during moments of exceptional violence and pain; and only then do I see faces of those I've never met, yet feel I must know, just from the tender pull at whatever delicate hooks still remain within this half-beating heart. There may come a day when the memories break through unseen barriers, revealing the nature of my curse, but for now I wander a pariah, ever hounded by those with warm crimson still flowing through their veins."

Stitch golems are the result of experiments that only the most demented of those dedicated to science will delve. The exact science of re-animating a corpse is one rarely discovered, and highly guarded by those who stumble upon that moment where man creates life. The reason for dabbling in this forbidden path is often varied, and laced with the sadness of a lost love, or possibly the guilt that stems from a disease whose cure would come too late. Whatever the reason may be, the years of sleepless study, and experimentation eventually prove fruitful, giving life back to that which should stay buried. Stitch golems are patchwork productions consisting of a host body that eventually ends up with various mismatched limbs and organs that are used to replace the original after being damaged beyond repair by high voltage currents used to re-animate the tissue. The brain is also generally replaced several times throughout the process of experimentation, meaning the re-animated often awakens in a body that's





unrecognizable and most times horrific in appearance. Rarely do the re-animated stay with their creators, and often they escape, or worse murder those that would bring them back into the world.

Weapon Training: Stitch golems prefer the bone splitting power of their fists, but will have basic familiarity with clubs, war hammers, and daggers

Storm Born: Stitch golems are brought to life during the fiercest storms. Electricity courses through muscle, traveling the

neural pathways until reaching the sub-cortex of the brain, returning the poor soul back to life. Stitch golems are immune to all forms of electrical damage.

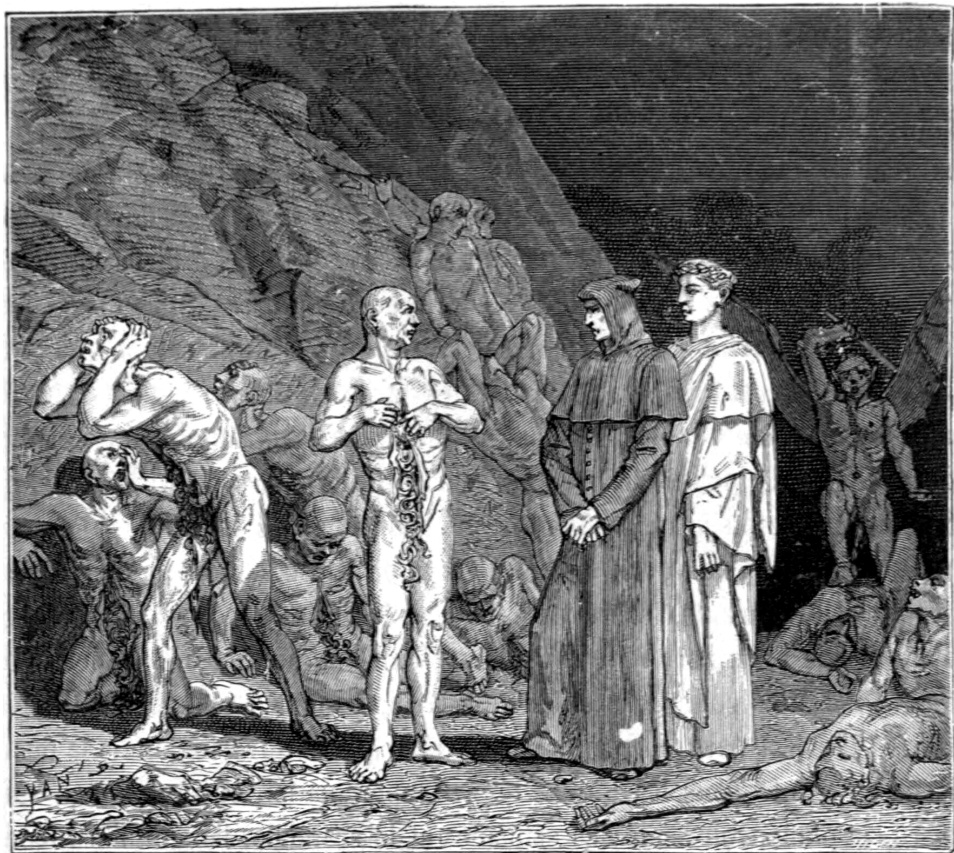
Vitality Die: The muscle fibers of stitch golems are attuned to amplify the basic electrical impulses given to make them function, thus granting the potential for great feats of strength, and potential for bone crushing blows. The stitch golem uses a special die in addition to his usual damage die. This is known as the Vitality die, and is rolled and added to any standard damage roll. The vitality die is also added to any attempt to open doors, bend bars or related feats of strength.

Dead Eyes: Although the Stitch Golem would be considered a living being by any standard examination, the truth is the poor soul was wrenched from whatever final resting place it was destined for. Existing for any amount of time on the flipside of the veil alters the Stitch Golem's vision in several ways. The creature's pupils are permanently dilated granting night vision up to 90', this also means suffering a -1d penalty in areas of light brighter than that of a torch (unless precautions are made). As a secondary effect, Stitch golems can peer across the veil that divides the world of the living from that of the dead. Any creatures that would normally remain unseen is spotted normally by the Stitch Golem.

Winter's Heart: As an odd side effect to being brought back to the land of the living, Stitch Golems suffer no damage from cold environments, and take ½ damage from cold based attacks.

Horrific appearance: The Stitch Golem is a patchwork of various limbs and organs, often making for a heavily scarred and disfigured countenance. Friends are made few and far between, while enemies are often made just by a random glimpse at the poor soul's face. Stitch golems suffer a -2d penalty during any social interactions. They may also reveal themselves to cause fear in humans, dwarves, elves and halflings. Roll 1d20+level and reference the spell chart for the 2nd level Wizard Spell Scare to determine the results. In addition to the above, all domesticated animals will resort to a "flight or fight" response when confronted by the Stitch Golem.

Past-life regression: Typically, the brain of the Stitch Golem belonged to another before being removed and placed into the skull of the re-animated. The Stitch Golem often finds himself able to perform skills he's never practiced or been taught. Roll once on the Brain Source table to determine the results of past-life regression. Use a d8 to determine the results.



Neither Dead nor Alive: The Stitch Golem is an abomination to all living things. It is neither considered undead, or truly living. In game terms the character is immune to the turning effects of a Cleric, but also harder to heal by magical means. Clerics always consider the Stitch Golem opposite their alignment when attempting to heal them.



Table SG-1: Brain Source

<i>Brain's Original Owner</i>			<i>Bonus Ability</i>
1d8			
1	Halfling		Move silently as Halfling of same level
2	Halfling		Luck recharges as a Halfling of same level, but can't be given away.
3	Dwarf		May smell gold and gems as a Dwarf
4	Dwarf		Gains the shield bash attack using the same attack die of a Dwarf of the same level.
5	Human		Roll for a secondary occupation to determine additional skills.
6	Human		May use the Clerical healing ability at -1d (d16) as the deity still shows occasional favor towards the poor soul taken away from a restful after-life.
7	Elf		Gains the use of longsword and bow.
8	Elf		Immune to sleep, charm and paralysis.

Table SG-2: The Stitch Golem

<i>Level</i>	<i>Attack Bonus</i>	<i>Crit Die /Table</i>	<i>Action Die</i>	<i>Vitality Die</i>	<i>Ref</i>	<i>Fort</i>	<i>Will</i>
1	+1	1d10/II	1d20	1d4	+0	+1	+1
2	+1	1d10/II	1d20	1d5	+0	+2	+1
3	+2	1d12/III	1d20	1d6	+0	+3	+2

Table SG-3: Titles

- | | |
|----------------|-------------|
| 1: Son of Adam | 4: Blighted |
| 2: Pariah | 5: Forlorn |
| 3: Anathema | |

THE CLASS ALPHABET

Published by DUNGEON REMIXER

From the height of the Ascended Ape all the way down to the Zealot, twenty-six new Classes for the Dungeon Crawl Classics RPG are rising from the mists of Chaos to bring expanded variety to your games!

Would you rather play the Ninja Vampire, sneaky, deadly and un-dead? Or maybe the Ro-Bard, a mechanical musician working the crowd and aiding your allies? Or maybe the Quantum Wanderer is more your style... exploiting high-science gadgets and cosmic fluctuations in reality itself!

Each of the 26 Classes in the full book are complete, playable DCC RPG character classes, ready for you and your fellow players to bring to life.

Each Class gives you new options and new abilities to aid your questing, and new angles to role play. With 26 Classes to choose from, every DCC game table should have a copy handy, to expand what's possible in your game world multifold.

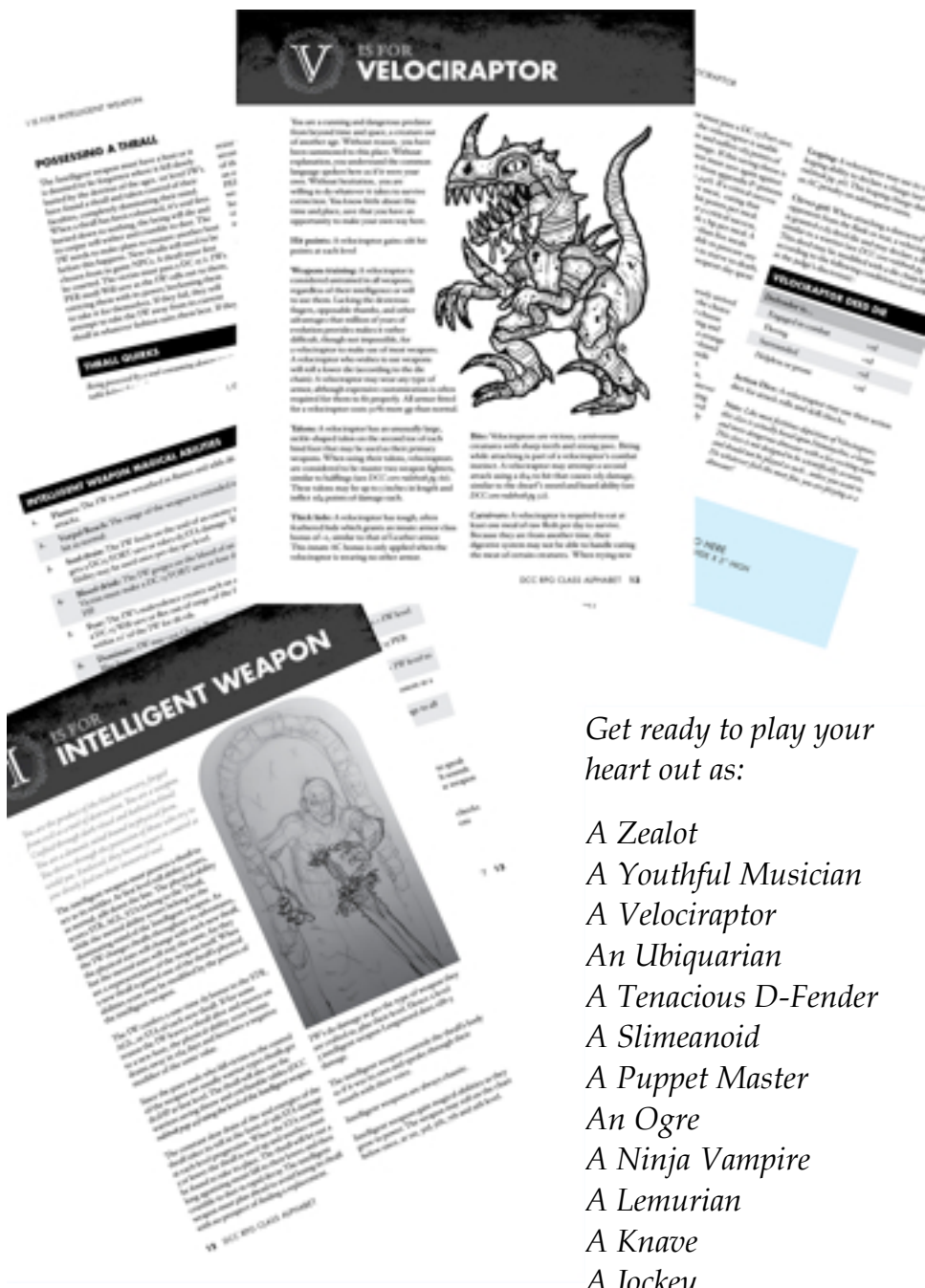




Plus there's original art throughout, by some of the best artists in the OSR today. This little zine you're looking at is supplemented with public domain art, but there is literally all new art on the drawing board as you read this, aimed at filling up the pages of The Class Alphabet from cover to cover.

Classes featured have been designed around the Dungeon Crawl Classics RPG rules and adventures — but many are suitable as-is for variant DCC games and settings, such as Mutant Crawl Classics... Crawling Under A Broken Moon... Transylvanian Adventures... Black Powder, Black Magic... Hubris... The Purple Planet... The Shudder Mountains... and others. Some would only require minimal re-skinning or adjustments, in order to fit seamlessly into these alternate settings and campaigns.

Game Judges can use The Class Alphabet to flesh out their campaign world, by building NPCs and even organizations inspired by the new classes.



Get ready to play your heart out as:

- A Zealot
- A Youthful Musician
- A Velociraptor
- An Ubiquarian
- A Tenacious D-Fender
- A Slimeanoid
- A Puppet Master
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An Ascended Ape ...And More!

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*Get ready to inject a deep
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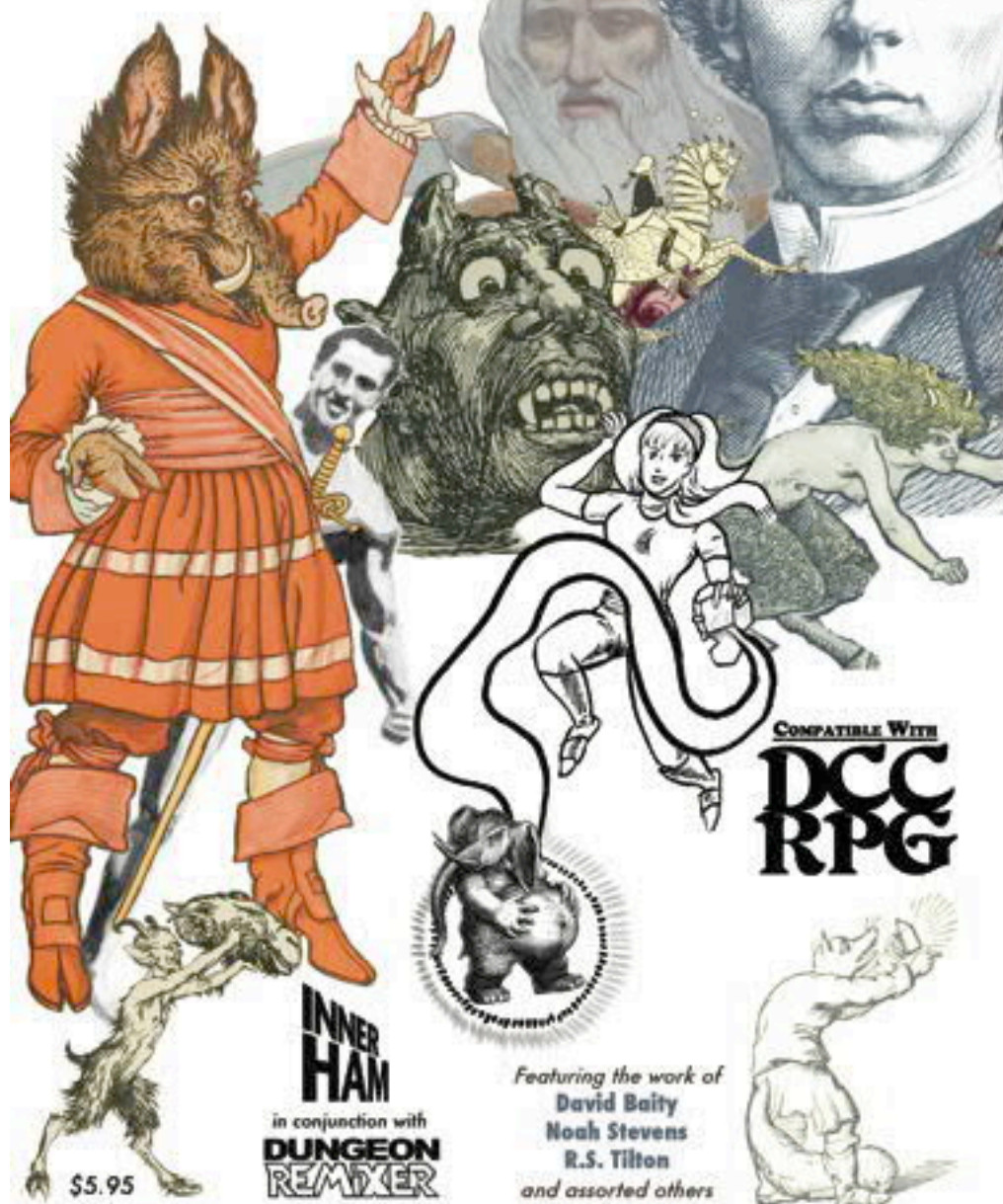
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