

Dungeon Crawl Classics

DEADLIEST GAME ALIVE

The Dungeon Crawl Classics Role Playing Game is the undefeated Supreme Grand Master of Adventure. Drawn from the pulsing veins of Appendix N literature, armed with weird dice, and brought to life by the finest artists working today, DCC RPG Adventures return WONDERMENT, MAGIC and FEAR to your gaming table. On Aug. 23, 1974 the World Federation of Reavers, Cutpurses, Heathen-slayers, and Warlocks crowned the DCC RPG "THE WORLD'S DEADLIEST RPG."

NOW...

The secrets of the
**WORLD'S
DEADLIEST
ADVENTURES
Can Be Yours**

...

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DCC RPG ROAD CREW, Dept. DK-JG

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Weird Uncle Brendan, rush me my FREE Road Crew swag including any DCC RPG Road Crew CHARACTER SHEET PADS, BOOKMARKS, SUPPLIES and EQUIPMENT. In return I will run a physical game in a public venue, and advertise or promote it in some fashion — anything from flyers to social media. As a special bonus for running Road Crew games, I will ride with you forever through a thousand insane worlds!





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INTRODUCTION



CC RPG is a game founded in principle. Important amongst those principles is an aversion to rules bloat. The DCC RPG core rulebook is but a single book. There are no splatbooks, sourcebooks, character books, monster manuals, or other supplements for DCC RPG. They are not needed. Incumbent upon the judge is the need to create: yon horizon is filled with adventure, and it is *your adventure*. You have worlds inside you: find them.

Yet the urge to create is a hungry god, and gods demand nourishment. It was originally conceived that an annual publication would exist in some form to showcase the brilliance of the DCC RPG community. This would be the DCC RPG Annual, published each year to distribute these gaming creations.

The best of things happened: the DCC RPG Annual was never needed. The DCC community burst forth a verdant jungle of inspiration, with ripe fruit on every limb. Blogs and personal posts; zines; community publications; the Gongfarmer's Almanac; officially licensed third-party works: there is a vast supply of inspiration from whence the DCC judge can draw and iterate.

And thus I introduce a volume which has no place. If you are a DCC fan, you absolutely do not need this book. Should you to desire to read it, however, you shall witness a book that has become a legend, despite never before being published.

Spoken about for half a decade in hoary whispers, at long last Goodman Games brings you: the DCC RPG Annual. Much of the material for the DCC Annual was written between 2012 and 2014, when the original need was perceived. In many ways, it springs forth from the original inspirations of DCC RPG, which were psychically close at that time. There are magic swords. There are patrons. There are even more tables for making monsters unique. There are rules for making cleric deities more distinctive. There are rules for patron weapons and magic rings. There is the lost continent of Mu, and the hidden places between worlds. And there are rules for magical moustaches.

This DCC Annual is organized in the same manner as the DCC RPG core rulebook: chapter five is magic, chapter eight is magic items, and chapter nine is monsters, just as in the core rulebook. There is no chapter two, because the skills section of the core rulebook has no expansion material in the Annual.

You absolutely do not need the DCC Annual to play DCC RPG, nor does any material in this Annual supersede or otherwise change the baseline game experience as expressed in the core rulebook. There is no rules bloat: only new vistas of imagination.

If you enjoy this book, I strongly encourage you to familiarize yourself with the world of third-party DCC publications. If you wish to join their ranks, we offer a free license to those DCC fans who would share their creations. You can find more information at www.goodman-games.com.

— Joseph Goodman, April 2019

CHAPTER FIVE

MAGIC

Dark arts breed dark seeds.





CADIXTAT



he Chaos Titan, the Sundered Lord, the Severed Chaos, Cadixtat was once the fearsome champion of Zhuhn, the Great Enemy, embodiment of destruction and discord. In a battle of the gods, Cadixtat's hand was severed by an angelic agent of Law, his mighty *Axe of Unmaking* cast down upon the world. Useless as a combatant, Zhuhn finished what the forces of order had begun and slashed his own failed champion's body to pieces, sending the remaining fragments of Cadixtat to fall to Aereth where they remain buried beneath the surface of the planet.

Imbued with the essence of the demigod, Cadixtat's nine parts each contain remnants of his power, and though some say his sentience has dissipated in this sundered form, true believers know that his divinely fragmented consciousness imparts abilities upon his most trusted followers and implores the willing to spread the prophecy of the means of his resurrection.

Followers of Cadixtat believe in proving themselves worthy through combat, tending to value action over inaction and violent resolutions over negotiation. Though no official Church of Cadixtat is known to exist, a growing cabal of believers has formed into the self-proclaimed Weavers of the Divine Flesh. Convinced that the nine pieces of the holy corpse of Cadixtat lay beneath the surface of the world, awaiting reunification, the members of this pseudo-society have begun expeditions far across the seas and deep into the darkest ravines. The Weavers are sages and explorers, wizards and adventurers, relic hunters and lost souls seeking redemption. They lack any centralized leadership and are more than willing to murder and deceive to gain any shred of possible information about the whereabouts of the pieces of Cadixtat.

Clerics of Cadixtat are often suspicious of the intentions of the Weavers, though the resurrection of the Severed Chaos is the outwardly stated goal of each. The clerics tend to be wandering priests, spreading news of Cadixtat's imminent rebirth while sowing the seeds of violence and discord at every opportunity. If they seek adventure with allies of Law or Neutrality, they do so to further the larger goals of dissent and disorder. After all, what could be more chaotic than a band of tomb-robbing murderers?



The preferred weapon of any cleric of Cadixtat is the battleaxe, in tribute to the Sundered Lord's all-powerful *Axe of Unmaking*. The deity's symbol is a series of crisscrossed slashed lines, representing his wounds caused by failure against the forces of Law, often emblazoned in red on a black tunic worn over chainmail armor.

SPECIAL TRAITS

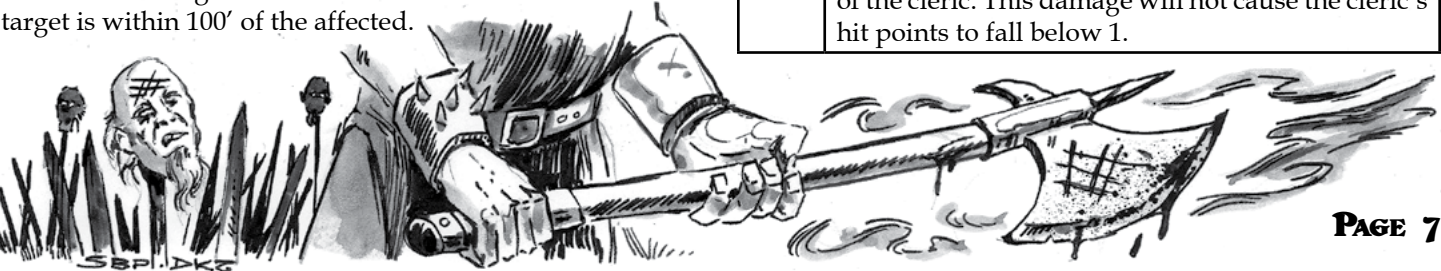
LAY ON HANDS

When the cleric of Cadixtat successfully casts *lay on hands* roll 1d6 to determine its unique manifestation: (1) the cleric's fingernails grow obscenely long and dig into the chest of the target, pumping healing energy straight into the heart; (2) flames swirl around the hands of the healer, causing flesh to bubble as the target is healed; (3) icy mists shoot from the cleric's fingers, freezing the skin and hair of the target before the rapid thaw reveals the healing; (4) nine-legged insects crawl from the ears, nose, and mouth of the cleric and quickly suture the torn skin of the target; (5) the wounds of the target overflow with pus and blood before congealing into yellow-red gelatin which offers healing; (6) beneath the skin of the target, bones pop and sinews reform as the limbs grow and contract back to normal.

DIVINE FAVORS

Will of the Axe: Once per 1d10 days, the cleric may attune to the rippling chaotic emanations of the legendary artifact *The Axe of Unmaking* and increase his or her attack die by +1d for 1d6 rounds. The manifestation of such enhanced offensive power also temporarily transforms the cleric in the following manner (roll 1d4): (1) the cleric's eyes glow in an irregular, pulsating rhythm; (2) anything said by the cleric is spoken with his or her words out of order; (3) the cleric's weapon arm bulges with throbbing muscle expanding any armor worn along with it; (4) the cleric alternates between shrinking and enlarging to 20% of his or her normal size. These effects end when the attack bonus runs out.

Heart of Chaos: Once per month, the cleric may invoke the word of Cadixtat to attempt to inspire listeners toward savagery and destruction. Up to 10 targets within 50' may be persuaded in this way, potentially turning frightened villagers or likely pacifists into violent xenophobes. The targets must not yet be engaged in hostile actions, and the cleric must speak the language of the targets for the effect to work and must succeed on a DC 15 Personality check. If successful, each target must make a DC 15 Willpower save or become enraged with hatred toward those whose outward appearance differs from those affected. Targets unable to resist the *heart of chaos* will ferociously attack (with a +2 bonus to hit and damage) the nearest humanoids of a race different than theirs or whomever is closest and most unlike themselves. This enraged state lasts for 1 turn or until no obvious target is within 100' of the affected.



CLERIC OF CADIXTAT TITLES

Level	Title
1	Prophesier
2	Sunderer
3	Veil-slasher
4	Sower
5	Unifier



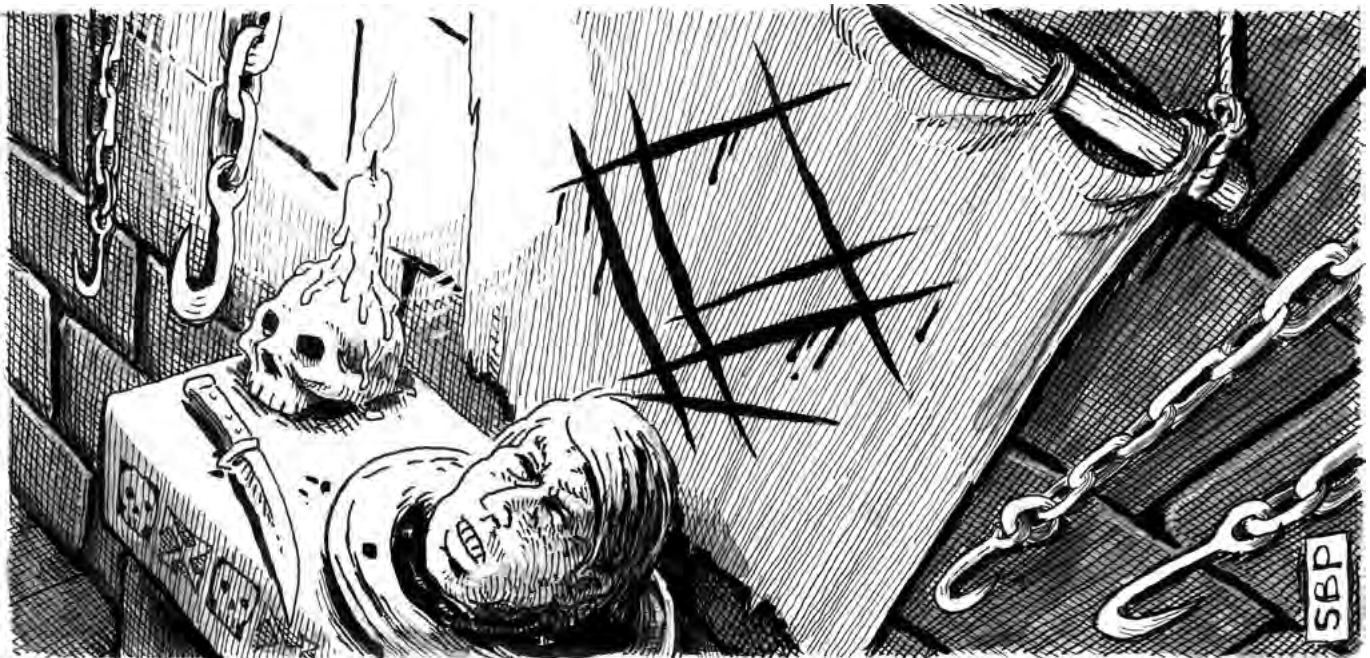
DISAPPROVAL

Those who believe in the eternal sentience of the sundered lord have been granted powerful gifts, but those who displease him will suffer until they learn their proper role in his resurrection. Fragmented in form though he may be, Cadixtat still retains the divine might of a demigod and he needs his followers to prove themselves strong enough to unite his component parts into one. The disapproval table below is customized for clerics of Cadixtat.

Roll	Disapproval
1	The cleric must fall to the ground and begin crudely slashing at the ground for 10 minutes with an edged weapon in penance to the sundered lord, as soon as possible (e.g., during combat, the cleric can wait until after the battle).
2	Cadixtat's essence psychically bellows to his believers and the cleric must immediately recite the following prophecy, repeatedly, for 10 minutes: <i>The nine shall weave and become one. Cadixtat will rise again as the unmade son.</i> Failure to do so will cause the loss of all spells for the rest of the day.
3	The cleric must prove his usefulness to Cadixtat and the forces of chaos. If the cleric does not kill a law-aligned creature within the next hour, he suffers a -1 to spell checks for the rest of the day.
4	The cleric's ineptitude has caused Cadixtat's power to wane. Until the cleric converts a new follower to the ways of the Severed Chaos, his spell check bonus is reduced by 1/2 (rounded down).
5	Two of the cleric's spells are forgotten for the rest of the day and replaced by another randomly-determined spell of the same level.
6	The cleric may not use the <i>lay on hands</i> ability until he severs a limb from a living victim in the name of Cadixtat.
7	The pain of Cadixtat's wounds overwhelms the cleric, immediately inflicting 1d4 damage per level of the cleric. This damage will not cause the cleric's hit points to fall below 1.

Roll	Disapproval
8	Cadixtat demands upheaval and unrest. The cleric must attempt to use the <i>heart of chaos</i> as soon as possible. If the divine favor is not used immediately (or as soon as one or more targets are within range), the cleric suffers a cumulative -2 penalty to all physical actions and attacks until the <i>heart of chaos</i> is used.
9	The cleric must roll 1d6 along with each spell check for the next 24 hours. The result of the d6 is deducted from the spell check before determining the spell effect.
10	The cleric suffers minor corruption (roll 1d10 on Table 5-3 in the <i>DCC RPG rulebook</i>) and loses one randomly-determined spell for 24 hours.
11	Cadixtat ignores the cleric for the remainder of the day, prohibiting the use of canticles, class abilities, or spells beyond level 1. The only way to regain the favor of the severed chaos, until the next morning, is to deliver the killing blow to nine or more enemies.
12	The cleric loses all class abilities for 1d6 turns or until he deals 10 points of self-inflicted damage, whichever comes first.
13	The cleric must destroy or discard his primary weapon and find a new battleaxe. For each day the cleric does not find and/or use this new weapon to draw blood, he suffers 1d6 damage that cannot be healed by <i>lay on hands</i> . A week-long ritual dedicated to Cadixtat removes this disapproval effect.
14	Cadixtat finds the cleric unworthy until he displays proven combat durability. The cleric's arms and legs grow in a crude, disproportionate manner, causing a -2 penalty to all attacks and physical checks until the cleric loses ½ of his hit points to enemies in melee combat. After that, the cleric's limbs return to normal.

Roll	Disapproval
15	Cadixtat strikes the cleric blind and fills his mind with images of violence. The cleric is at -4 to all actions and spell checks until a "4 dice" result is rolled on a <i>lay on hands</i> check. This may be done via self-healing or by another Chaos-aligned cleric.
16	Angered by the cleric's incompetence, Cadixtat reverses the cleric's ability to <i>turn unholy</i> . Every attempt to use the ability results in "turned" creatures becoming focused on the cleric's presence and focusing all attacks on him. Damage results on the turn unholy table provide healing to the targeted creatures instead, and kill results double their hit points. To return the <i>turn unholy</i> ability to normal, the Cleric must slay a Law-aligned human or humanoid in single combat.
17	The cleric cannot use any canticles or divine favors for the next 1d8 days.
18	The cleric suffers major corruption (roll 1d10 on Table 5-4 in the <i>DCC RPG Rulebook</i>) and loses one randomly-determined spell permanently.
19	The cleric immediately vanishes from his current plane of existence and flies through the black void where the nine severed parts of Cadixtat can be seen spread apart in the distance. The cleric returns to his original location in 1d3 hours and suffers a -1d penalty to all saving throws until getting a full night's rest.
20+	The cleric cannot cast any spells or use any class abilities until he cuts off one of his own fingers and crushes it with an axe in tribute to Cadixtat. For every two fingers missing from the primary hand, attack rolls suffer a -1d penalty. If all fingers have been removed, the cleric must find one of the severed parts of Cadixtat and beg for forgiveness in person.





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**DCC RPG is a complete
role playing game of 1970s
Appendix N fantasy.**



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