



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

...

FREE →



DCC RPG ROAD CREW, Dept. DK-JG

email brendan@goodman-games.com or visit goodman-games.com

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!





TABLE OF CONTENTS

CH. FIVE: Magic

Page 4
Cadixtat...6
Daenthart...11
The Hidden Lord...16
Justicia...20
Malotoch...24
Pelagia...29
Shul...33

CH. SEVEN: Judge's Rules

Page 48
Carnifex...50
Dzzhal...56
Hekanhoda...64
Horned King...72
Klarygovok...78
Magog...84
Nhool...92
Obitu-que...98
Serbok...104
Yila-Keranuz...110

CH. SIX: Quests & Journeys

Page 36
In-Between Escapades...40
Capsule Campaign...43

CH. EIGHT: Magic Items

Page 118
Crafting Magic Rings...120
Patron Weapons...128
Mysterious Manuscripts, Monographs & Manuals...133
Named Swords...136

CREDITS

Writers: Steven Bean, Julian Bernick, Daniel Bishop, Jobe Bittman, Tim Callahan, Colin Chapman, Michael Curtis, Edgar Johnson, Brendan LaSalle, Stephen Newton, Terry Olson, Harley Stroh

Endsheet artists: Doug Kovacs, Peter Mullen

Cover art: Doug Kovacs

Interior artists: Chris Arneson, Tom Galambos, Friedrich Haas, Jim Holloway, Doug Kovacs, Cliff Kurowski, William McAusland, Brad McDevitt, Jesse Mohn, Peter Mullen, Russ Nicholson, Stefan Poag, Chad Sergesketter, Mike Wilson

Cartoons: Chuck Whelon

Editors: Jen Brinkman, Rev. Dak Ultimak

Proofreader: Jen Brinkman

Development, layout & art direction: Joseph Goodman

Layout: Matt Hildebrand

DCC RPG Created by: Joseph Goodman

www.goodman-games.com



CH. NINE: Monsters

Page 148

Making Bugs More Interesting...150

Chaos Lords, Mutants, Degenerates,

Sycophants, Servitors, and Juggernauts...153

DCC Constructs...158

Giants...161

Make Your Freak Unique (Mutations)...165

Reptiles...170

DCC Therianthropes...174

Monstrous Patronage...177

APPENDIX M: Moustaches

Page 184

The 'Stache Stash: Magic

Moustaches for DCC RPG...186

Doug's d200 Random Stuff Chart...190

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



Spoken about for half a decade in hoary whispers, at long last Goodman Games brings you: the DCC RPG Annual.

You absolutely do not need the DCC Annual to play DCC RPG, nor does any material in the 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.

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



\$49.99 GMG5071
FIRST PRINTING

ISBN 978-1-946231-85-7



9 781946 231857 >