

This document is an additional appendix to go with the Frog and the Goat article on KitN (available [here](#)). It includes the full 5th level party running the Inn and a fistful of new magic items. All of this additional content is designed for Dungeon Crawl Classics.

THE FROG AND THE GOAT - APPENDIX DCC -

Description: Even though the description of the Frog and the Goat Inn itself is system agnostic, I wanted to include some goodies for our core DCC readership. I originally designed the Frog and the Goat Inn as a way to merge my Monday and Wednesday DCC groups, and to shorten travel times in a world where travel times were starting to get in the way of dungeoneering and adventure. Thus, it should only be proper that the location gets some DCC specific flair.

The Keepers of the Inn: The proprietors of the Frog and the Goat are adventurers themselves, and this makes the inn uniquely equipped to cater to the needs of reavers and delvers alike. They also sometimes strike out into the world, either alone or as a group. To this end, I've provided you with full character sheets for each of the Keepers in the end of the document: feel free to use this 5th level party as handouts to walk-ins or as a one shot group for some higher level play. Or pit them against your regular adventure group if you like!

Most of the characters are amalgams of actual characters seen at my table. Rilvac, Tariel and Hadrathia are 80% true to their original versions (down to stats, equipment and magic items), and Raphael, Marina and Harold are combinations of multiple characters, some of them actual people I've met over the years. All of the characters have been made with little to no house rules applied, and should be fairly close to rules-as-written (whatever that means in the case of DCC).

In addition to the character sheets themselves, the magic items and weapons carried by the Keepers can be found at the end of this document.

This was also an excellent chance to show off the content we've put out over the previous 99 articles on KitN (as well as tease some future posts):

- The Keepers of the Inn were equipped according to the piece on [weapons and armor](#), the lists of [tools and tinctures](#) and the extended document on [mundane equipment](#).
- For Marina, the patron details for Daentharr, Progenitus of Inspiration can be found found [here](#). If you need a bunch of herbs, try [this article](#) here.
- For Harold, the deity description for Ildavir can be found [here](#).
- For Tariel, the patron rules for Friggseth are [here](#).
- You'll notice there are two sheets for Raphael. For my take on half-breeds and the rules for rogues, watch [this space](#).

Player:

NAME: HADRATHIA ('THIA)		TITLE: THE EAGER		ALIGNMENT: LAWFUL	
OCCUPATION: HUMAN MINSTREL		CLASS: WARRIOR		GENDER: ♀	LEVEL: 5
STRENGTH: 14/	MOD: +1	HD: D12	HIT POINTS: 42 /		EXP: 290
AGILITY: 10/	MOD: +0	REF SAVE: +2		SPEED: 30' (-5')	
STAMINA: 13/	MOD: +1	FORT SAVE: +4		ACTION DICE: 1D20+1D4	
PERSONALITY: 11/	MOD: +0	WILL SAVE: +1		ATTACK BONUS: +D7 +1/+0	
INTELLIGENCE: 8/	MOD: -1	LANGUAGES: COMMON		CRIT DIE: 1D24	
LUCK: 15/	MOD: +1			CRIT TABLE: V	

WEAPON	INITIATIVE ROLL	ATTACK ROLL	DAMAGE	ARMOR
BLADE OF THE LOST PALADIN*	D20+5	D20/D14+D7+3	1D8+D7+2	MASTERCRAFT BANDED MAIL, MASTERCRAFT KITE SHIELD, WYVERNCREST HELM*
MASTERCRAFT SLING (BULLET X30)	D20+5	D20/D14+D7+1	1D4+1D7	
DAGGER	D20+5	D20/D14+1/+0	1D4+D7+1/+0	
FLINTHOOF (BARDED WARHORSE): RIDER AC +1 & +1 TO ATK ROLLS; INIT D20+5; ATK HOOF +5 MELEE (1D6+3); AC 16 (14); HP 22; MV 60'; ACT D20; SV FORT +6, REF +4, WILL +2; AL N.				ARMOR CLASS: 18 (16) CHECK PENALTY: -4 FUMBLE DIE: D16

NOTE: Initiative adds AGI mod, melee adds STR mod (both to-hit & damage), ranged adds AGI mod (both to-hit & damage). Armor class = 10 + AGI mod + armor bonus.

WARRIOR ABILITIES			
LUCKY WEAPON: LONGSWORD +1	CRITICAL RANGE: 18-20	INITIATIVE BONUS: (CLASS LEVEL)	+5
- CAN SPEND A POINT OF LUCK TO CANCEL A FUMBLE.		DEED DIE:	D7
DEED NOTES			
DISARM: (3) DISARM HELD WEAPON 50%, (4) SUNDER HELD WEAPON 50%; (5+) SUNDER NATURAL WEAPONS ETC.			
INTIMIDATE: (3) FORCE MORALE CHECK ON OUTNUMBERED ANIMALS; (4) FORCE MORALE CHECK ON OUTNUMBERED HUMANOIDS; (5+) JUDGE'S DISCRETION.			
RIDE OVER: REQUIRES MOUNT, ON SUCCESSFUL DEED HORSE CAUSES ADDITIONAL DAMAGE ON TARGET.			

NOTES	LOOT & GEAR
BIRTH AUGUR: 26. WARRIOR'S ARM: +2 ON CRITICAL HIT TABLE ROLLS.	- BLADE OF THE LOST PALADIN*
- 30-ISH YOUNG WOMAN, SULLEN AND DEPRESSED.	- WYVERNCREST HELM*
- MASSIVE SCAR ON CHEST, WAS IMPALED ON A DIVINE SPEAR OF NIMLURUN IN THE BATTLE OF WORMWELL MARKET.	- STANDARD ADVENTURER'S KIT
- TRAINED IN HORSEMANSHIP.	- UKULELE - HEAVY PICK
	- HEALING DRAUGHT (HEALS 1 HD)

Player:

NAME: HAROLD LONGMOOR			TITLE: THE FOLLOWED		ALIGNMENT: NEUTRAL	
OCCUPATION: HUMAN BLACKSMITH			CLASS: CLERIC		GENDER: ♂	LEVEL: 5
STRENGTH:	18/	MOD: +3	HD: D8	HIT POINTS:	29 /	EXP: 290
AGILITY:	6/	MOD: -2	REF SAVE: -1		SPEED: 30'	
STAMINA:	14/	MOD: +1	FORT SAVE: +3		ACTION DICE: D20	
PERSONALITY:	16/	MOD: +2	WILL SAVE: +5		ATTACK BONUS: +6/+1	
INTELLIGENCE:	8/	MOD: -1	LANGUAGES: COMMON		CRIT DIE: 1D12	
LUCK:	10/	MOD: +0			CRIT TABLE: III	

WEAPON	INITIATIVE ROLL	ATTACK ROLL	DAMAGE	ARMOR
BLESSED MACE OF ILDAVIR*	D20 - 2	D20 + 6	D6 + 4	MASTERCRAFT FULL PLATE, MASTERCRAFT KITE SHIELD
MASTERCRAFT SLING (BULLET X30)	D20 - 2	D20 + 1	D4 + 1	
				ARMOR CLASS: 18
				CHECK PENALTY: -6
				FUMBLE DIE: D6

NOTE: Initiative adds AGI mod, melee adds STR mod (both to-hit & damage), ranged adds AGI mod (both to-hit & damage). Armor class = 10 + AGI mod + armor bonus.

CLERIC ABILITIES					
DEITY: ILDAVIR, GODDESS OF NATURE		LAY ON HANDS	SAME	ADJACENT	OPPOSED
CL: 5	SPELL CHECK: D20 + 7	12-13	2 dice	1 dice	1 dice
DISAPPROVAL RANGE		14-19	3 dice	2 dice	1 dice
1 2 3 4	5 6 7 8	9 10 11	20-21	4 dice	3 dice
12 13 14	15 16 17	18 19 20	22+	5 dice	4 dice
TURN UNHOLY: D20 + 7		OTHER ABILITIES: ILDAVIR'S PRESENCE (SEE NOTES)			
SPELLS					
BLESSING (255) FOOD OF THE GODS (262) ANIMAL SUMMONING (ILDAVIR, 129)					
SECOND SIGHT (267) HOLY SANCTUARY (263) WORD OF COMMAND (268) STINGING STONE (282)					
DIVINE SYMBOL (275) WOOD WYRDING (284) RESTORE VITALITY (278) CURE PARALYSIS (272)					
REMOVE CURSE (289) TRUE NAME (293)					

NOTES	LOOT & GEAR
BIRTH AUGUR: 6. BORN ON THE BATTLEFIELD: +1 TO ALL DAMAGE ROLLS - TALL, MIDDLE-AGED BEARDED MAN. - TATTOOS OF BADGERS, BEARS AND EAGLES ON ARMS. - ILDAVIR'S PRESENCE: CHANCE TO ENCOUNTER ILDAVIR ___%, TEND TO NATURE TO REDUCE DISAPPROVAL, CUMULATIVE 1% CHANCE TO CAUSE ANIMALISM WITH LAY ON HANDS.	- BLESSED MACE OF ILDAVIR* - GOLDEN FANG AMULET* - TROWEL - STANDARD ADVENTURER'S KIT - CROWBAR - HAMMER - IRON SPIKE X10 - SHOVEL - HOLY SYMBOL (ILDAVIR)

Player:

NAME: MARINA			TITLE: THE BEAUTIFUL		ALIGNMENT: LAWFUL	
OCCUPATION: HUMAN HERBALIST			CLASS: WIZARD		GENDER: ♀	LEVEL: 5
STRENGTH:	9/	MOD: +0	HD: D4	HIT POINTS:	18/	EXP: 290
AGILITY:	10/	MOD: +0	REF SAVE: +2		SPEED: 30'	
STAMINA:	7/	MOD: -1	FORT SAVE: +0		ACTION DICE: D20+D4	
PERSONALITY:	13/	MOD: +1	WILL SAVE: +4		ATTACK BONUS: +2/+2	
INTELLIGENCE:	16/	MOD: +2	LANGUAGES: COMMON, ORC,		CRIT DIE: 1D10	
LUCK:	12/	MOD: +0	KOBOLD, DEMONIC, GRIFFON		CRIT TABLE: 1	

WEAPON	INITIATIVE ROLL	ATTACK ROLL	DAMAGE	ARMOR
DANCING STAFF OF DAENTHAR*	D20	D20+4	D4+2	MASTERCRAFT STUDDED LEATHER, FORCE FIELD BRACERS* ARMOR CLASS: 14 CHECK PENALTY: -0 FUMBLE DIE: D8
MASTERCRAFT CROSSBOW	D20	D20+3	D6	

NOTE: Initiative adds AGI mod, melee adds STR mod (both to-hit & damage), ranged adds AGI mod (both to-hit & damage). Armor class = 10 + AGI mod + armor bonus.

WIZARD ABILITIES	
BASE SPELL CHECK: D20/D14+7	PATRON(S): DAENTHAR, PROGENITUS OF INSPIRATION
CL: 5	FAMILIAR:

SPELLS			
SPELL NAME	LEVEL	€ SPELL CHECK	NOTES
PATRON BOND: DAENTHAR	1	+7	73. KARMIC CASTING: MAY ADD/DEDUCT D5 TO CHECK
INVOKE PATRON: DAENTHAR	1	+7	64. WEAL/WOE: 50/50 CHANCE TO INCREASE/REDUCE LUCK BY D3
DETECT MAGIC	1	+7	90. WEATHER CHANGE NEARBY, ROLL D7 (PG. 115)
COMPREHEND LANGUAGES	1	+7	61. MUST SHOUT TO CAST SPELL
COLOR SPRAY	1	+7	72. CHAIN CASTING: +1 TO CONSECUTIVE SPELL CHECKS
MAGIC MISSILE	1	+7	77. THOSE LOOKING AT CASTER TAKE DC 10 WILL SAVE OR ARE ENTRANCED D3 RND5
MIRROR IMAGE	2	+7	92. DEMONS ATTACK ENEMIES IN 10' (+2, D4) AND AID SPELL FOR 1 MIN.
FIRE RESISTANCE	2	+7	74. TIDE OF ASH: PLANTS KILLED WITHIN 20', PLANT CREATURES TAKE 2D4 DMG.
MAKE POTION	3	+7	38. ROLL D6 FOR CHECK DIE: (1-2) D16; (3-4) D20; (5) D24; (6) D30.

NOTES € CORRUPTION	LOOT € GEAR
BIRTH AUGUR: 12. FOUR-LEAF CLOVER: +1 TO FIND SECRET DOORS. - YOUTHFUL, BEAUTIFUL WOMAN WITH A MANIC STREAK. - PITCH BLACK HAIR. - ODD, DANCING GAIT (RIGHT FOOT 1" LONGER THAN LEFT). - ACTIONS VS. AUTOMATONS AT -1D, HALF DAMAGE REFLECTED BACK. - MUST WORK WITH HERBS OR -2 TO ROLLS EACH DAY.	- DANCING STAFF OF DAENTHAR* - FORCE FIELD BRACERS* - STANDARD ADVENTURER'S KIT - SPACE ELF GLITTER SHIRT - HAND NET - SICKLE - HEALING DRAUGHT (HEAL 1 HD DAMAGE)

Player:

NAME: RAPHAEL			TITLE: THE CLEVER		ALIGNMENT: CHAOTIC	
OCCUPATION: HUMAN URCHIN			CLASS: THIEF		GENDER: ♂	LEVEL: 5
STRENGTH:	14/	MOD: +1	HD: D6	HIT POINTS:	/	EXP: 290
AGILITY:	16/	MOD: +2	REF SAVE:	+5		
STAMINA:	12/	MOD: +0	FORT SAVE:	+2		
PERSONALITY:	13/	MOD: +1	WILL SAVE:	+2		
INTELLIGENCE:	7/	MOD: -1	LANGUAGES: COMMON,		CRIT DIE: 1D20	
LUCK:	12/	MOD: +0	THIEVES' CANT		CRIT TABLE: 11	

WEAPON	INITIATIVE ROLL	ATTACK ROLL	DAMAGE	ARMOR
HANDAXE X4	D20+2	D20*+4/+5	D6+1/+2	MASTERCRAFT STUDDED ARMOR, MASTERCRAFT SPIKED BUCKLER
DAGGER X6	D20+2	D20*+4/+5	D4+1/+2	
MASTERCRAFT LONGSWORD	D20+2	D20*+5	D8+1	
MASTERCRAFT SPIKED BUCKLER	D20+2	D20*+4	D3+1	
THE EYE OF THE NEEDLE*	D20+2	D20*+6	D4+3	ARMOR CLASS: 15 (16)
*DUAL WIELDING: INSTEAD OF D20, ROLL 2XD16 FOR ATTACKS, CRIT ON PRIMARY HAND IF 16 BEATS TARGET'S AC.				CHECK PENALTY: -0 FUMBLE DIE: D8

NOTE: Initiative adds AGI mod, melee adds STR mod (both to-hit & damage), ranged adds AGI mod (both to-hit & damage). Armor class = 10 + AGI mod + armor bonus.

THIEF ABILITIES						
THIEF PATH:	ASSASSIN	PICK POCKET:	+6 (+4) <small>+ AGI mod.</small>	FORGE DOCUMENT*:	+5 (+3) <small>+ AGI mod.</small>	SNEAK DCs: Grass: DC 5 Stone: DC10 Wood: DC15 Gravel: DC 20
LUCK DIE:	D7	CLIMB SHEER SURFACES*:	+10 (+8) <small>+ AGI mod.</small>	DISGUISE SELF:	+10 (+9) <small>+ PER mod.</small>	
BACKSTAB:	+9	PICK LOCK*:	+10 (+8) <small>+ AGI mod.</small>	READ LANGUAGES:	+2 (+3) <small>+ INT mod.</small>	
SNEAK SILENTLY:	+11 (+9) <small>+ AGI mod.</small>	FIND TRAP*:	+7 (+8) <small>+ INT mod.</small>	HANDLE POISON*:	+9	HIDE DCs: Night: DC 5 Moonlight: DC 10 Day w/ cover: DC 15 Day w/o cover: DC 20
HIDE IN SHADOWS:	+10 (+8) <small>+ AGI mod.</small>	DISABLE TRAP*:	+6 (+4) <small>+ AGI mod.</small>	CAST SPELL FROM SCROLL:	D4-1 (D4) <small>+ INT mod.</small>	

* Requires Thieves' Tools.

NOTES	LOOT & GEAR
<p>BIRTH AUGUR: 2. THE BULL: +1 TO MELEE ATTACK ROLLS.</p> <ul style="list-style-type: none"> - CHARMING AND HANDSOME 30-SOMETHING MAN. - MIXED RACIAL HERITAGE IS APPARENT: UNUSUAL NOSE, SLIGHT FANGS AND A GREENISH SHEEN OF THE SKIN (ORC!). - LEFT INCISOR IS BROKEN CLEANLY IN A PREVIOUS BAR FIGHT. - CONSTANTLY ELUDICATES HIS SPEECH WITH HAND GESTURES. - PROFICIENT WITH HANDAXES. 	<ul style="list-style-type: none"> - THE EYE IN THE NEEDLE* - THE SILENT BELLS* - STANDARD ADVENTURER'S KIT - THIEVES' TOOLS - PROTECTIVE GOGGLES - SPACE ELF TOWEL - MASTERCRAFT CLOTHES (HIDDEN POCKETS) <p>- BANDOLIER - CROWBAR</p>

Player:

NAME: RAPHAEL			TITLE: THE CLEVER		ALIGNMENT: CHAOTIC	
OCCUPATION: HALF-ORC URCHIN			CLASS: ROGUE		GENDER: ♂	LEVEL: 5
STRENGTH:	14/	MOD: +1	HD: D6	HIT POINTS:	/	EXP: 290
AGILITY:	16/	MOD: +2	REF SAVE:	+5		
STAMINA:	12/	MOD: +0	FORT SAVE:	+2		
PERSONALITY:	13/	MOD: +1	WILL SAVE:	+2		
INTELLIGENCE:	7/	MOD: -1	LANGUAGES: COMMON,		CRIT DIE: 1D20	
LUCK:	12/	MOD: +0	THIEVES' CANT		CRIT TABLE: 11	

WEAPON	INITIATIVE ROLL	ATTACK ROLL	DAMAGE	ARMOR
HANDAXE X4	D20+2	D20*/D14+4/+5	D6+1/+2	MASTERCRAFT STUDDED ARMOR, MASTERCRAFT SPIKED BUCKLER
DAGGER X6	D20+2	D20*/D14+4/+5	D4+1/+2	
MASTERCRAFT MACE	D20+2	D20*/D14+5	D8+1	
MASTERCRAFT SPIKED BUCKLER	D20+2	D20*/D14+4	D3+1	
THE EYE OF THE NEEDLE*	D20+2	D20*+6	D4+3	ARMOR CLASS: 15 (16)
*DUAL WIELDING: INSTEAD OF D20, ROLL 2XD16 FOR ATTACKS, CRIT ON PRIMARY HAND IF 16 BEATS TARGET'S AC.				CHECK PENALTY: - 0
				FUMBLE DIE: D8

NOTE: Initiative adds AGI mod, melee adds STR mod (both to-hit & damage), ranged adds AGI mod (both to-hit & damage). Armor class = 10 + AGI mod + armor bonus.

ROGUE ABILITIES					
CUNNING DIE:	D7	THE CUNNING DIE FUNCTIONS AS A DEED DIE (PG. 42 OF THE DCC RULEBOOK) BUT CAN ONLY BE USED WHEN FIGHTING AGAINST A SINGLE COMBATANT.			SNEAK DCs:
LUCK DIE:	D4	PICK POCKET:	+6 (+4) <small>+ AGI mod.</small>	DISABLE TRAP*:	+6 (+4) <small>+ AGI mod.</small>
BACKSTAB:	+9	CLIMB SHEER SURFACES*:	+11 (+9) <small>+ AGI mod.</small>	DISGUISE SELF:	+7 (+6) <small>+ PER mod.</small>
SNEAK SILENTLY:	+8 (+6) <small>+ AGI mod.</small>	PICK LOCK*:	+8 (+6) <small>+ AGI mod.</small>	INTIMIDATION:	+10 (+9) <small>+ PER mod.</small>
HIDE IN SHADOWS:	+9 (+7) <small>+ AGI mod.</small>	FIND TRAP*:	+9 (+10) <small>+ INT mod.</small>	BOUNTY LEVEL:	111
					HIDE DCs:
					Grass: DC 5
					Stone: DC10
					Wood: DC15
					Gravel: DC 20
					Night: DC 5
					Moonlight: DC 10
					Day w/ cover: DC 15
					Day w/o cover: DC 20

* Requires Thieves' Tools.

NOTES	LOOT & GEAR
<p>BIRTH AUGUR: 2. THE BULL: +1 TO MELEE ATTACK ROLLS.</p> <ul style="list-style-type: none"> - CHARMING AND HANDSOME 30-SOMETHING HALF-ORC MAN. - HALF-ORC: 15' INFRAVISION. - HALF-ORC: ORC-RAGE ON HALF HP, ATTACK EVERYONE UNTIL DEAD; DC 20 WILL SAVE TO RESIST, - LEFT INCISOR IS BROKEN CLEANLY IN A PREVIOUS BAR FIGHT. - CONSTANTLY ELUDICATES HIS SPEECH WITH HAND GESTURES. - PROFICIENT WITH HANDAXES. 	<ul style="list-style-type: none"> - THE EYE IN THE NEEDLE* - THE SILENT BELLS* - STANDARD ADVENTURER'S KIT - THIEVES' TOOLS - PROTECTIVE GOGGLES - SPACE ELF TOWEL - MASTERCRAFT SUIT (HIDDEN POCKETS) <ul style="list-style-type: none"> - BANDOLIER - CROWBAR

Player:

NAME: RILVAC PENDELBOX		TITLE: THE HAGGLER		ALIGNMENT: NEUTRAL	
OCCUPATION: HALFLING TRADER		CLASS: HALFLING		GENDER: ♂ LEVEL: 5	
STRENGTH: 12 / MOD: +0	HD: D6	HIT POINTS: 23 /		EXP: 290	
AGILITY: 12 / MOD: +0	REF SAVE: +3 (+1)		SPEED: 20' (-5')		
STAMINA: 13 / MOD: +1	FORT SAVE: +3 (+1)		ACTION DICE: D20		
PERSONALITY: 10 / MOD: +0	WILL SAVE: +3 (+9)		ATTACK BONUS: +4/+4		
INTELLIGENCE: 14 / MOD: +1	LANGUAGES: COMMON, HALFLING, LIZARDMAN		CRIT DIE: 1D12		
LUCK: 12 / MOD: +0			CRIT TABLE: III		

WEAPON	INITIATIVE ROLL	ATTACK ROLL	DAMAGE	ARMOR
DAGGER X 4	D20	D20/D16 +4	D4	CHAIN MAIL
SHORT SWORD X 2	D20	D20/D16 +4	D6	
FIFTH OF THE SLASHER*	D20	D20/D16 +5	D5+1	
				ARMOR CLASS: 15
				CHECK PENALTY: -5
				FUMBLE DIE: D12

NOTE: Initiative adds AGI mod, melee adds STR mod (both to-hit & damage), ranged adds AGI mod (both to-hit & damage). Armor class = 10 + AGI mod + armor bonus.

HALFLING ABILITIES		
INFRAVISION: RANGE 30'.	SMALL SIZE: BASE SPEED 20', FIT INTO PLACES.	SNEAK & HIDE: +9 (+AGI mod.)
TWO-WEAPON FIGHTING:	- Action dice: 1d16+1d16 with two one-handed small weapons. - Crit on natural 16, fumble only on 2x natural 1. - If AGI 18 or more, use normal rules.	SNEAK DCs: Grass: DC 5 Stone: DC10 Wood: DC15 Gravel: DC 20
LUCKY:	- Each point spent equals 2 points on roll. - Luck regenerates points equal to level per day. - Can share Luck with others.	HIDE DCs: Night: DC 5 Moonlight: DC 10 Day w/ cover: DC 15 Day w/o cover: DC 20

NOTES	LOOT & GEAR
BIRTH AUGUR: 16. SURVIVED THE PLAGUE: +1 TO ALL MAGICAL HEALING RECEIVED. - 42 YEARS OLD. - A FROSTBITE SCAR SHAPED LIKE A KISS ON LEFT CHEEK. - SUFFERS FROM POWERFUL NIGHTMARES SENT TO HIM BY THE SPIRITS OF THE OLD KINGS, BECAUSE OF AN UNFULFILLED DESTINY.	- CROWN OF THE OLD KINGS* - AMULET OF BROKEN HOPES* - THE CHARMING RING* - FIFTH OF THE SLASHER* - STANDARD ADVENTURER'S KIT - IRON POKER - BAG OF CALTROP (20) - HOODED LANTERN

Player:

NAME: TARIEL WAAR		TITLE: THE FOOLHARDY		ALIGNMENT: LAWFUL	
OCCUPATION: ELVEN TREEWARDEN		CLASS: ELF		GENDER: ♂	LEVEL: 5
STRENGTH: 6 /	MOD: -1	HD: D6	HIT POINTS: 28 /		EXP: 290
AGILITY: 13 /	MOD: +1	REF SAVE: +3		SPEED: 30'	
STAMINA: 11 /	MOD: +0	FORT SAVE: +2		ACTION DICE: D20+1D4	
PERSONALITY: 9 /	MOD: +0	WILL SAVE: +3		ATTACK BONUS: +2/+4	
INTELLIGENCE: 5 /	MOD: -2	LANGUAGES: COMMON, ELVEN,		CRIT DIE: 1D10	
LUCK: 8 /	MOD: -1	HAPPY		CRIT TABLE: II	

WEAPON	INITIATIVE ROLL	ATTACK ROLL	DAMAGE	ARMOR
MITHRIL LONGSWORD	D20+1	D20/D4 +2	D8 -1	WRUKHA'S ROOT ARMOR*,
MASTERCRAFT SHORTBOW (ARROW X20)	D20+1	D20/D4 +5	D6+1	SKULL MASK*, MITHRIL SHIELD
MASTERCRAFT JAVELIN X4	D20+1	D20/D4 +5	D6 +1	ARMOR CLASS: 15 (14)
EBONY SPEAR	D20+1	D20/D4+2	D8	CHECK PENALTY: -1/-0
				FUMBLE DIE: D8 / D4

NOTE: Initiative adds AGI mod, melee adds STR mod (both to-hit & damage), ranged adds AGI mod (both to-hit & damage). Armor class = 10 + AGI mod + armor bonus.

ELF ABILITIES				
INFRAVISION: RANGE 60'.		IMMUNITIES: IMMUNE TO MAGICAL SLEEP AND PARALYSIS.		
IRON ALLERGY: NO IRON WEAPONS OR ARMOR FOR LONG PERIODS, 1 HP OF DAMAGE PER DAY OF CONTACT.				
HEIGHTENED SENSES: +4 TO FINDING SECRET DOORS.		LUCKY SPELL: MENDING +1		
BASE SPELL CHECK: D20/D4+3		PATRON(S): FRIGGSETH, THE SEED IN THE EARTH		
CL: 5	FAMILIAR: THE CHROMATIC KNIGHT*			
SPELLS				
SPELL NAME	LEVEL	ε	SPELL CHECK	NOTES
<i>Patron bond</i>	1		+3	FRIGGSETH, B3. BLUE 7-POINTED STAR ON FOREHEAD WHEN CAST
<i>Invoke patron</i>	1		+3	31. BLOODSHOT EYE OPENS ON FOREHEAD WHEN CAST (10 MIN)
MENDING	1		+4	93. GREATER POWER (NO EFFECT), LUCKY SPELL
MAGIC SHIELD	1		+3	25. TERRIFIES DUMB ANIMALS WITHIN 50' FOR 1D4 ROUNDS
SPIDER CLIMB	1		+3	20. RUSH OF WIND AROUND CASTER, 50% TO SMOTHER TORCHES
RUNIC ALPHABET: MORTAL	1		+3	55. NO CHANGE
FIND FAMILIAR	1		+3	14. SLEEP OF AGES, SLEEP FOR 1 DAY AFTER CASTING

NOTES & CORRUPTION	LOOT & GEAR
BIRTH AUGUR: 18. GUARDIAN ANGEL: +1 TO SAVING THROWS TO ESCAPE TRAPS. - HAIR CONSISTS OF LEAFY FRONDS. - HOARSE, GRAVELLY VOICE.	- WRUKHA'S ROOT ARMOR* - SKULL MASK* - CAMO CLOAK - BANDOLIER X2 - STANDARD ADVENTURER'S KIT - SHOVEL - RED WOODEN MALLET - CANDLE - MIRROR SHARD

ITEM NAME: STANDARD ADVENTURER'S KIT
ITEM TYPE: A COLLECTION OF GEAR & TOOLS
DESCRIPTION: THE STANDARD LIST OF EQUIPMENT FOR DUNGEON DELVING AND ADVENTURE IN GENERAL. (TOTAL COST 4 GP 9 SP 2 CP.)
LIST OF GEAR: - BACKPACK - SACK - WATERSKIN - FLINT & STEEL - BEDROLL - TORCH X5 - HEMP ROPE (50' / 15 M) - RATIONS X7
CHARACTER/PLAYER USING ITEM:

ITEM NAME: WRUKHA'S ROOT ARMOR
ITEM TYPE: MAGICAL ARMOR
DESCRIPTION: WRUKHA'S ROOT ARMOR IS A TANGLED MASS OF ROOTS AND TWIGS, WHICH MAGICALLY PROTECTS THE WEARER FROM HARM.
ABILITIES AND RESTRICTIONS: - GRANTS AN ARMOR CLASS BONUS OF +3 WITH NO ARMOR CHECK PENALTY AND A FUMBLE DIE OF D4. - HAS TO BE WORN ON SKIN, COUNTS AS REGULAR CLOTHING. - GRANTS +2 TO CAMOUFLAGE CHECKS AND HIDING IN NATURAL ENVIRONMENTS.
CHARACTER/PLAYER USING ITEM:

NAME: THE CHROMATIC KNIGHT
FAMILIAR TYPE: FOCAL FAMILIAR
DESCRIPTION: A 1' TALL BIO-AUTOMATON KNIGHT FROM FRIGGSETH'S PHYTOID FUTURE, CLAD IN CHROMATIC ARMOR CARVED IN THE SHAPE OF LEAVES AND FLOWER PETALS.
ABILITIES AND RESTRICTIONS: - TELEPATHIC COMMUNICATION WITH MASTER, MASTER CAN SEE THROUGH FAMILIAR'S EYES. - MASTER CAN CAST SPELLS THROUGH FAMILIAR, WITH +1 TO SPELL CHECK - GRANTS MASTER +1 TO AC. - PERSONALITY: CHARITABLE; INT: 7; HP: 4; AC: 15, ATK: LEAF BLADE +1 (D3); SAVES: AS MASTER.
CHARACTER/PLAYER USING ITEM:

ITEM NAME: THE SKULL OF TRUTH
ITEM TYPE: ENCHANTED MASK
DESCRIPTION: THIS SKULL MASK WAS ORIGINALLY TAKEN AS A TROPHY FROM A VILE SERVANT OF THE GREAT GOD MORGON, AND LATER ENCHANTED WITH A RUNE OF VERACITY BY TARIEL THE FOOLHARDY, AN ELVEN TREEWARDEN OF MODERATE INFAMY.
ABILITIES AND RESTRICTIONS: - THE RUNE OF VERACITY HAS BEEN CARVED ON THE FOREHEAD OF THE MASK, FORCING THOSE VIEWING IT TO BE UNABLE TO LIE OR DECEIVE (DC 25 WILL SAVE TO RESIST). - THE ITEM COUNTS AS A MAGICAL HELM, AND MAY GRANT SITUATIONAL BONUSES TO INTIMIDATION CHECKS.
CHARACTER/PLAYER USING ITEM:

ITEM NAME: THE CROWN OF THE OLD KINGS

ITEM TYPE: ANCIENT RELIC CROWN

DESCRIPTION:

THIS BLACKENED WROUGHT IRON CROWN HAS FIVE DAUNTLESS PRONGS, AND EMANATES THE WILL OF LONG FORGOTTEN ROYALTY FROM BEYOND THE GRAVE..

ABILITIES AND RESTRICTIONS:

- GRANTS USER +5 TO WILL SAVES.
- ADDS +2 TO ALL COMMUNICATION CHECKS INVOLVING MORALE OR PERSUASION.
- THE OWNER IS VISITED IN THEIR DREAMS BY THE SPIRITS OF THE OLD KINGS, WHO JUDGE THEIR ACTIONS ACCORDING TO THEIR IRON-CLAD BARBARIAN CUSTOMS.

CHARACTER/PLAYER USING ITEM:

ITEM NAME: AMULET OF BROKEN HOPE

ITEM TYPE: CURSED AMULET

DESCRIPTION:

A MOLDERING, MUMMIFIED PINKY ON A WOVEN CORD, WORN AROUND THE NECK AS A PENDANT.

ABILITIES AND RESTRICTIONS:

- GRANTS USER +4 TO WILL SAVES.
- GRANTS USER +1 TO BOTH REF AND FORT SAVES.
- USER IS DRIVEN BY A FORCEFUL MOTIVATION TO ACHIEVE THEIR GOALS.
- THE CURSE APPLIES A DEATHWISH ON THE BEARER, RUSHING THEM TOWARDS THEIR END (JUDGE FORCES WILL SAVES TO AVOID RASH ACTION WHEN STRESSED). UNLESS THE CURSE IS BROKEN, THE ITEM CAN ONLY BE TRADED AWAY, FOR A PRICE OF AT LEAST 1000 GP OR THE HOPE AND FEARS OF THE RECIPIENT.

CHARACTER/PLAYER USING ITEM:

ITEM NAME: THE CHARMING RING

ITEM TYPE: ENCHANTED RING

DESCRIPTION:

A LARGE SILVER KNUCKLE RING, WITH AN ORANGE GEM.

ABILITIES AND RESTRICTIONS:

- ONCE PER DAY, USER CAN CAST CHARM PERSON (DCC RULEBOOK PG. 131) ONCE PER DAY, USING HIGHEST STAT BONUS + LVL AS THE SPELL CHECK.
- FOR THE SPELL CHECK, RESULTS 1-5 ARE TREATED AS FUMBLES (ONLY 1 IS A NATURAL FUMBLE); APPLY EFFECTS AS DETAILED IN SPELL AND THE MAGIC OF THE RING IS LOST UNTIL RENEWED WITH A RITUAL.
- NO SPELLBURN IS POSSIBLE FOR THE SPELL CHECK.

CHARACTER/PLAYER USING ITEM:

ITEM NAME: FIFTH OF THE SLASHER

ITEM TYPE: CURSED KRIS

DESCRIPTION:

A DARK, TWISTED BLADE, IT'S WAVY EDGE FOREVER GLISTENING WITH WET BLOOD RESIDUE.

ABILITIES AND RESTRICTIONS:

- KRIS +1; DMG 1D5 +1
- INT 16; CHAOTIC
- OOZES VIOLENT URGES WHEN WIELDED.
- WHEN FIRST BLOOD IS DRAWN IN A COMBAT FORCES AN EGO CHECK ON THE WIELDER, IF CHECK IS FAILED WIELDER GOES INDISCRIMINATELY BERSERK FOR 1D3 + LVL ROUNDS.
- CONTAINS 1/5 OF THE SOUL OF A DEGENERATE MURDERER, BELONGS TO A SET OF 5 BLADES.

CHARACTER/PLAYER USING ITEM:

ITEM NAME: DANCING STAFF OF DAENTHAR

ITEM TYPE: ENCHANTED STAFF

DESCRIPTION:

A MAGNIFICENT CREATION OF DIVINE INSPIRATION, THIS CARVED STAFF SEEMS TO HAVE A MIND OF ITS OWN.

ABILITIES AND RESTRICTIONS:

- STAFF +2, DMG ID4+2
- INT 12, NEUTRAL
- COMMUNICATES WITH GESTURES AND DANCE
- ADDITIONAL BENEFITS FOR SERVANTS OF DAENTHAR:
 - CAN BE COMMANDED TO MAN ANY WORKSHOP OR SIMILAR, EFFECTIVELY WORKING AS EFFICIENTLY AS 7 MUNDANE WORKERS.
 - CAN SPEED UP ANY CRAFT TASK OR SPELL: ROUNDS BECOME SECONDS, TURNS BECOME ROUNDS, HOURS BECOME TURNS, AND DAYS BECOME HOURS. STAFF IS INERT AFTER TASK COMPLETION FOR AS LONG AS TASK TOOK IN TOTAL.

CHARACTER/PLAYER USING ITEM:

ITEM NAME: FORCE FIELD BRACERS

ITEM TYPE: TECHNO-RELIC

DESCRIPTION:

DESIGNED IN ANOTHER TIME, THESE WELL-USED BRACERS HUM WITH STRANGE ENERGY.

ABILITIES AND RESTRICTIONS:

- GRANTS TO WEARER +1 TO AC.
- IF HIT BY A CRITICAL ATTACK OF ANY KIND, WEARER ROLLS AGAINST LUCK (AIMING EQUAL OR BELOW); IF SUCCESSFUL THE CRITICAL IS DEFLECTED BACK AT THE ATTACKER, AND THE BRACERS LOSE POWER (RECHARGING AT JUDGE'S DISCRETION).

CHARACTER/PLAYER USING ITEM:

ITEM NAME: THE EYE IN THE NEEDLE

ITEM TYPE: RELIC CLOAK PIN (THROWING DAGGER)

DESCRIPTION:

THIS INNOCUOUS LONG NEEDLE CAN EASILY BE MISTAKEN AS A SIMPLE CLOAK PIN, BUT CLOSER INSPECTION REVEALS THE MARK OF HIDDEN LORD, THE GOD OF SECRETS UPON THE BROADENING BLADE.

ABILITIES AND RESTRICTIONS:

- THROWING DAGGER +1; DMG ID4+1
- THE BLADE HAS NO INTELLIGENCE, AND DOES NOT COMMUNICATE WITH ITS WIELDER, BUT THEY SOMETIMES FEEL LIKE THEY ARE SPIED UPON BY SOMETHING ELDRITCH.
- GRANTS THE WIELDER 15' INFRAVISION (OR INCREASES THEIR INFRAVISION BY 15').
- CHAOTIC USERS MAY USE THE PIN TO CAST PATRON BOND: HIDDEN LORD.

CHARACTER/PLAYER USING ITEM:

ITEM NAME: THE QUIET BELLS

ITEM TYPE: MAGICAL BRACELET

DESCRIPTION:

A TARNISHED BRACELET OF SILENT BELLS, ALL WITH THEIR TONGUES CUT OUT.

ABILITIES AND RESTRICTIONS:

- GRANTS THE WEARER +3 TO SNEAK & HIDE CHECKS (OR GRANTS THE ABILITY TO SNEAK AND HIDE; APPLIES TO RELEVANT THIEF SKILLS AS WELL).
- THE WEARER MAY CUT THE CORD AND UNLEASH CACOPHONIC SONIC BLAST; BLAST CAUSES 3D12 DAMAGE IN A 25' RADIUS WITH NO SAVE, THE ITEM IS DESTROYED IN THE PROCESS.

CHARACTER/PLAYER USING ITEM:

ITEM NAME: BLADE OF THE LOST PALADIN

ITEM TYPE: ENCHANTED SILVER LONGSWORD

DESCRIPTION:

AN INTRICATELY CARVED SILVER LONGSWORD OF ANCIENT DESIGN.

ABILITIES AND RESTRICTIONS:

- SILVER LONGSWORD +1; DMG 1D8 +1
- INT 4; LAWFUL
- COMMUNICATES IN INSTINCTUAL, QUIET URGES.
- ADDITIONAL BENEFITS FOR LAWFUL WIELDERS:
 - UNDEADBANE +1
 - GLOWS WHEN UNDEAD WITHIN 100'

CHARACTER/PLAYER USING ITEM:

ITEM NAME: WYVERNCREST HELM

ITEM TYPE: RELIC HELM

DESCRIPTION:

AN ANCIENT GREAT HELM WITH AN EMERALD WYVERN STATUE ATOP IT.

ABILITIES AND RESTRICTIONS:

- ONCE PER DAY, THE STATUE CAN SHOOT ITS TAILSPIKE AS A SPECIAL ATTACK: USE WEARER'S MISSILE ATTACK ROLL; DMG 1D5 + POISON: POISON: DC 16 FORT SAVE, IF SUCCESSFUL DEAL 1D6 HP DAMAGE, FAILED SAVE PARALYSES TARGET.
- CAUSES A -1 PENALTY TO MORALE CHECKS OF OPPONENT'S WITH 3 OR LESS HD.
- PROTECTS WIELDER AS A MAGICAL HELM WOULD.

CHARACTER/PLAYER USING ITEM:

ITEM NAME: BLESSED MACE OF ILDAVIR

ITEM TYPE: RELIC MACE

DESCRIPTION:

CRAFTED IN THE SHAPE OF THE BLADE LEAF CREST, THIS MACE WAS CREATED BY THE SMITH HAROLD LONGMOOR AND BLESSED PERSONALLY BY ILDAVIR.

ABILITIES AND RESTRICTIONS:

- GRANTS +1 ON TO-HIT AND DAMAGE ROLLS AGAINST CREATURES UNHOLY TO ILDAVIR.
- MAY BE USED AS A HOLY SYMBOL OF ILDAVIR.
- OTHER ABILITIES MAY MANIFEST IF COMMITTED TO GREAT DEEDS IN THE SERVICE OF ILDAVIR, GODDESS OF NATURE.

CHARACTER/PLAYER USING ITEM:

ITEM NAME: GOLDEN FANG AMULET

ITEM TYPE: RELIC AMULET

DESCRIPTION:

FOUND IN A TOMB OF THE OLD KINGS, A GOLD-PLATED FANG OF A SABER-TOOTH CAT HANGS ON A THICK GOLDEN CHAIN.

ABILITIES AND RESTRICTIONS:

- GRANTS WEARER 30' INFRAVISION (OR INCREASES INFRAVISION RANGE BY 30').
- GRANTS WEARER +3 ON PERCEPTION ROLLS.

CHARACTER/PLAYER USING ITEM: