

DEMONLAND

SUPPLEMENTAL RULES FOR SWORD & SORCERY ADVENTURES

Base rule system is the Dungeon Crawl Classics RPG.

ABILITY SCORES

Ability scores are generated by rolling 3d6 six times, rerolling any 1s, and assigning each score to the abilities in order. Roll percentile dice for any 18s. Once all scores are rolled, two of them may optionally be swapped.

Strength (STR)

Modifier is added to damage rolls for melee and hurled weapons. Die is used for tasks such as breaking down dungeon doors, etc.

Agility (AGI)

Score acts as armor class, but check penalty from armor also applies to AC. Modifier is added to attack (to-hit) rolls, initiative rolls, and reflex saves.

Stamina (STA)

Score equals base hit points. Modifier applies to fortitude saves.

Personality (PER)

Modifier applies to the number of followers a PC may have (base 4), and is also added to will saves. Die used for NPC reaction checks.

Intelligence (INT)

Characters get a 10% chance to read languages per point above 10. Modifier added to spell checks (sorcerers and half-demons).

Luck (LK)

Modifier applies to crit and fumble table rolls. Die may be added to any roll a number of times per adventure equal to the PC's level (see House Rules below).

ABILITY SCORE MODIFIERS

<u>Ability Score</u>	<u>Modifier</u>	<u>Ability Die</u>
3	-3	d2
4-5	-2	d3
6-8	-1	d4
9-12	--	d6
13-15	+1	d8
16-17	+2	d10
18/01-50	+3	d12
18/51-75	+4	d14
18/76-90	+5	d16
18/91-95	+6	d20
18/96-99	+7	d24
18/00	+8	d30

CHARACTER CLASSES

There are three basic character types:

- Warrior
- Sorcerer
- Half-Demon



Each class is modified as follows:

Warriors: Use DCC warrior chart. d12 hit dice. Warriors do not get a "lucky weapon". Add level to AC and initiative.

Sorcerers: Use DCC wizard chart. d4 hit dice. Sorcerers begin with *Detect Magic*, *Read Magic*, and two other spells that the player may choose. Additional spells gained through leveling are randomly rolled for.

Half-Demons: Use DCC elf chart. d8 hit dice. Automatic *Patron Bond/Invoke Patron*, just like an elf. Ignore the stuff about iron sensitivity, detecting secret doors, etc. Half-Demons get two randomly determined abilities - one beneficial and one detrimental.

ADVANCEMENT CHART

<u>Level</u>	<u>Warrior</u>	<u>Sorcerer</u>	<u>Half-Demon</u>
0	0	0	0
1	1	1	1
2	2,000	2,500	4,000
3	4,000	5,000	8,000
4	8,000	10,000	16,000
5	16,000	20,000	32,000
6	32,000	40,000	64,000
7	64,000	80,000	120,000
8	120,000	150,000	250,000
9	240,000	300,000	400,000
10	360,000	450,000	600,000

Each PC begins play with 5,000 XP.

MISC HOUSE RULES AND SUCHLIKE

* Instead of the d4 hit die for 0-level, characters add their stamina score to their hit point total. Stamina modifier is not added to each hit die. (i.e., a 3rd-level wizard with 10 stamina has 3d4+10 hit points.)

* Each PC may add their luck die (see ABILITY SCORES table above for which die type to use) to any roll a number of times per adventure equal to their level. (i.e. a 3rd level wizard with a 15 luck score has three 8-sided dice he may add to any rolls during the course of a single adventure)

* All PCs have access to the thief skills listed below. In general, they must roll equal/under their level on a d12 to succeed. Where indicated, ability modifiers may adjust the chances of success (although check penalty may also apply in some cases).

Example: A 4th-level warrior wants to pick a noble's pocket. He would normally need to roll a 1-4 (equal/under his level), but since he has a 16 agility (+2 modifier), he succeeds if he rolls a 1-6 on a d12.

Thief Skills

1. Sneak/Hide (AGI)
2. Pick Pocket (AGI)
3. Climb Sheer Surfaces (AGI)
4. Pick Lock (AGI)
5. Find Trap (INT)
6. Disable Trap (AGI)
7. Forge Document (AGI)
8. Disguise Self (PER)
9. Handle Poison

* When attacking from behind, and the target is unaware of the character's presence, a backstab may be attempted. The to-hit roll is made at +4. If a hit is scored, it is an automatic critical hit.

* All PCs may attempt Mighty Deeds. Use the attack die chart below instead of the attack bonuses listed in the DCC rulebook. Warriors are still the only class that adds their deed die result to damage rolls. Sorcerers and Half-Demons apply it to attack rolls only.

CHARACTER ATTACKS

<u>Level</u>	<u>Warrior</u>	<u>Sorcerer</u>	<u>Half-Demon</u>
1	d4	d3	d3
2	d4	d3	d3
3	d6	d3	d4
4	d6	d4	d4
5	d8	d4	d6
6	d8	d4	d6
7	d10+1	d6	d8
8	d10+2	d6	d8
9	d10+3	d6	d10
10	d10+4	d8	d10+1

* At every even-numbered level, the PC has a chance at an ability score increase. Roll a d6 to randomly determine an ability (1 = STR, 2 = AGI, etc.). The player then rolls a d20, and if he rolls higher than the current ability score, the ability is increased by one point. If the score is already 18/XX and he rolls a 19 or 20, then the player may roll percentile dice again, and keep the new result if it is higher. If the percentile roll is lower than the current score, it remains the same. Since characters begin at 2nd level or higher, brand new PCs get a chance at an increase before play begins.

MONEY/STARTING FUNDS

Demonland is metal-poor. As a result, small gemstones called *rupees* are used as currency. The *rupee* is equivalent to the gold piece commonly used in less pretentious settings. Each PC begins play with 3d6 x 20 rupees.

WEAPONS

Since Demonland is a metal-poor setting, only the following weapons are available at the start of play. Metal weapons are extremely rare, and are usually imbued with strong enchantments.

<u>Weapon</u>	<u>Damage</u>	<u>Cost</u>
Blackjack	1d3/2d6* (subdual)	3
Blowgun w/ crystal darts	1d3/1d5*	6
Club	1d4	3
Dagger (flint)	1d4/1d10*	3
Dagger (glass or crystal)	1d4/1d10*	30
Garrote	1/3d4*	2
Handaxe (wood/flint)	1d6	4
Mace (stone head)	1d6	5
Bow (sharpened wood arrows)	1d6	30
Sling	1d4	2
Spear (flint head)	1d8	3
Staff	1d4	1

* second number is *backstab* damage

ARMOR

Note that armor offers damage reduction rather than making you harder to hit. Check penalty reduces AC.

<u>Armor</u>	<u>Damage Reduction</u>	<u>Check Pen.</u>	<u>Speed</u>	<u>Fumble Die</u>	<u>Cost</u>
Unarmored	--	--	--	d4	0
Leather	DR1	-1	--	d8	50
Basilisk Hide	DR2	-2	--	d10	350
Hydra Scale	DR3	-3	-5'	d12	800

SPELLS CHART: SORCERERS AND HALF-DEMONS

	<u>1st Level (d14)</u>	<u>2nd Level (d20)</u>	<u>3rd Level (d20)</u>	<u>4th Level (d8)</u>	<u>5th Level (d8)</u>
1	Charm Person 131	ESP 166	Binding 270	Control Fire 238	Fecund Fungi 247
2	Chill Touch 133	Forget 170	Breathe Life 202	Control Ice 239	Invisible Stalker 249
3	Choking Cloud 134	Invisibility 172	Consult Spirit 204	Polymorph 243	Magic Bulwark 251
4	Detect Magic 260	Invisible Companion 173	Demon Summoning 206	Transmute Earth 244	Mind Purge 252
5	Enlarge 139	Knock 175	Dispel Magic 208	Wizard Sense 245	Replication 253
6	Flaming Hands 142	Levitate 176	Eldritch Hound 211	Desecrate 298	Weather Control 302
7	Force Manipulation 143	Locate Object 178	Entropic Maelstrom 213	Vermin Blight 300	Whirling Doom 303
8	Magic Shield	Mirror Image 182	Eternal Champion 214	Player Choice	Player Choice
9	Read Magic 152	Monster Summon. 184	Fly 217		
10	Sleep 155	Phantasm 187	Gust of Wind 219		
11	Spider Climb 156	Ray of Enfeeble. 190	Planar Step 225		
12	Darkness 258	Scare 191	Slow 228		
13	Paralysis 264	Shatter 193	Transference 232		
14	Player Choice	Spider Web 196	Turn to Stone 233		
15		Strength 198	Water Breathing 235		
16		Banish 269	Animate Dead 285		
17		Curse 273	Speak with Dead 290		
18		Lotus Stare 276	Reroll		
19		Reroll	Reroll		
20		Player Choice	Player Choice		

HALF-DEMON ABILITIES

(roll one beneficial and one detrimental)

Beneficial (d12)

1. Sharp teeth. Bite attack for 1d4 + STR modifier damage.
2. Once per adventure you can produce a sharp barb from your body. Treat as a dagger.
3. Hardened demon-hide skin. DR1.
4. Fire resist 5.
5. +4 to spell checks when casting Summon Monster or Summon Demon.
6. Ultravision 60'. You can see in full color, even in complete darkness.
7. Supernaturally sly and agile. +2 to all agility-based thieving skills.
8. Invisible to mindless undead creatures, such as zombies, skeletons, and so forth.
9. Ghoul-touched. Once per adventure, you can feast on a corpse and regain hit points. Make a spell check on the Lay on Hands chart as if healing someone of the same alignment. A minimum of 1 die is healed.
10. Devilishly sexy. Treat personality score as 18/51 when dealing with those sexually attracted to your gender.
11. Vampiric touch. You may make an attack roll against any living enemy. If the attack hits, look up the attack roll result on the Lay on Hands chart (adjacent). The attack deals that many d6's of damage, and heals you for a like amount. Usable up to 3 times per adventure.
12. Fiendish quickness. Once per adventure you may move double your normal speed and take twice the normal number of actions in a single round.

Detrimental (d8)

1. Vulnerable to cold. +5 damage from cold-based attacks.
2. Vulnerable to silver. Silvered weapons cause double damage against you.
3. Chthonic heritage. -2 to all rolls in daylight.
4. Hideous deformities. Personality score is 6.
5. Emaciated. -2 strength and stamina.
6. Atrophied legs. -10' speed.
7. Parasitic host. Must consume 3x the normal amount of food and water per day.
8. Enlarged organs. When an enemy scores a critical hit against you, it gets +4 to its roll on the crit table.

SAMPLE PATRONS

1. **Lamashtu**, Mother of Monsters
2. **Sarku**, Lord of Worms
3. **Thasaidon**, Lord of the Seven Hells Beneath the Earth, and the Hells of Man's Heart Above the Earth, which are Seven Times Seven
4. **Tsathoggua**, the Sleeper of N'Kai
5. **Thamogorgos**, Lord of the Abyss
6. **Cthun**, Overlord of the Underworld