

DCC EASTERN ADVENTURES CAMPAIGN GUIDE

By Mark Tasaka, 2017

Take a step forward, if you dare, and enter an exotic and wonderous world where celestial dragons are the messengers of the gods; where entire villages are held hostage by demon possessed cats; where hungry ghosts, with unending appetites, lurk deep within forests... take a step forward and enter the world of Dungeon Crawl Classics Eastern Adventures.

Dungeon Crawl Classics Eastern Adventures has been created for You, the DCC Judge, to provide you with materials you could use for your gaming sessions. In the spirit of the OSR, the rules presented here are not set in stone, and should be modified and adapted to your game as you see fit. Perhaps, you would like to run a campaign where kitsune, koropokuru and tengu exist along side elves, dwarves and halflings, blending both Eastern and Western settings into one. Or, perhaps you would like to

run a tradition medieval Japanese inspired fantasy campaign. How You use this material is for You to decide.

I. Character Funnel

Every adventurer begins their life from a humble beginning, starting out as a simple peasant, who, at one point realises they want more out of life than the lot they were given. The character funnel is the starting point for a Dungeon Crawl Classics campaign, and having Asian themed zero-level character occupations and Asian coinage is a fantastic way of adding an Eastern flair to your campaign. **Table I-I: Occupations** lists 100 unique zero-level occupations and **Section IV: Eastern Coinage** lists coins that could be used in place of the gold, silver and copper currency. As well, tables **V-I Armour** and **V-II Weapons** lists alternative styles of weapons and armour you could use in your campaign.

Table I-I: Occupations

Roll	Occupation	Trained Weapon	Trade goods
01	Ama (deep-sea pearl diver)	Knife (as dagger)	Pearl
02	Arborist	Hand-axe	Pouch filled with seeds
03	Armourer	Hammer (as club)	Okashi gusoku (armour)*
04	Aspiring sushi chef	Knife (as dagger)	3 lbs of raw fish
05	Bandit	Spear	karuta tatami (armour)*
06	Boat builder	Hammer (as club)	2 dozen iron nails
07	Bonsai artist	Clippers (as dagger)	Bonsai tree
08	Calligrapher	Short-sword	Calligraphy brush and fine ink
09	Carpenter	Hammer (as club)	Hemp rope, 50'
10	Chopstick maker	Chisel (as dagger)	Dozen pairs of chopsticks
11	Coal miner	Pick (as battle axe)	Bag filled with coal
12	Firewood collector	Hand-axe	Bundle of firewood
13	Fish merchant	Knife (as dagger)	10 lbs of fish
14	Fisherman	Knife (as dagger)	Fishing net, 10'
15	Fishing net mender	Knife (as dagger)	3' x 3' net
16	Fletcher	Longbow	Quiver with 20 arrows
17	Folklorist	Short sword	Gozo (straw matt), rolled up
18	Gambler	Dagger	Playing cards
19	Gardener	Shovel (as staff)	Pine cones
20	Geisha	Knife (as dagger)	A wig and geisha make-up
21	Geta (sandals) maker	Chisel (as dagger)	3 pairs of sandals
22	Gobo (burdock root) farmer	Sickle (as hand-axe)	Bundle of burdock root
23	Green tea farmer	Sickle (as hand-axe)	Jar filled with tea leaves

Roll	Occupation	Trained Weapon	Trade goods
24	Haiku poet	Short-sword	Calligraphy brush and fine ink
25	Hair stylist	Scissors (as dagger)	Hand mirror
26	Herbalist	Knife (as dagger)	Bundle of herbs
27	Ikebana florist	Knife (as dagger)	Bundle of cut flowers
28	Indentured servant	Club	Small bag filled with dried barley
29	Inn keeper	Club	Tinderbox, flint & steel
30	Kabuki theatre performer	Staff	Theatrical attire
31	Kimono maker	Scissors (as dagger)	Unfinished kimono
32	Kite maker	Knife (as dagger)	Yard of kite fabric
33	Kitsune geisha	Dagger	Wig & make-up
34	Kitsune haiku poet	Staff	Quill pen & ink
35	Kitsune ink merchant	Staff	3 vials of ink
36	Kitsune musician	Staff	Koto (harp)
37	Kitsune painter	Staff	Set of paint brushes
38	Kitsune potter	Staff	Clay, 1 lbs
39	Kitsune sake brewer	Club	1 bottle of sake
40	Kitsune silk dyer	Scissors (as dagger)	Silk, 3 yards
41	Kitsune silk merchant	Staff	Kimono
42	Kitsune sword polisher	Short sword	Whetstone
43	Koropokuru acupuncturist	Club	Pouch of acupuncture needles
44	Koropokuru calligrapher	Sling	A set of calligraphy brushes
45	Koropokuru fishmonger	Mallet (as Club)	Salted fish
46	Koropokuru flutist	Walking stick (as staff)	Shakuhachi flute
47	Koropokuru herbalist	Knife (as dagger)	Herbs, 2 lbs
48	Koropokuru Noh performer	Club	Make-up set
49	Koropokuru sushi chef	Knife (as dagger)	Raw fish
50	Koropokuru taiko drummer	Drumstick (as club)	Taiko drum
51	Koropokuru tattooist	Needle (as dart)	Vial of ink
52	Koropokuru woodcarver	Carving knife (as dagger)	Block of wood
53	Koi (carp) breeder	Staff	2 lbs of dried fish food
54	Koto (harp) performer	Walking stick (as staff)	Koto (harp)
55	Lantern maker	Chisel (as dagger)	Cast iron lantern
56	Masseur	Walking stick (as staff)	Conical hat
57	Ningyozukai (puppeteer)	Staff	Puppet
58	Noh theatre performer	Staff	Theatrical attire
59	Palanquin bearer	Knife (as dagger)	Wicker backpack
60	Pauper	Walking stick (as staff)	Bag filled with dried red beans
61	Peasant Levy	Spear	Jingasa (conical war helmet)
62	Potter	Staff	5 lbs of clay
63	Puppet maker	Chisel (as dagger)	Puppet
64	Rice farmer	Kama (as hand-axe)	5 lbs of uncooked rice
65	Rice-paper maker	Knife (as dagger)	3 lbs of uncooked rice
66	Sailor	Spear	Lantern, hooded
67	Sake brewer	Knife (as dagger)	3 bottles of sake
68	Sansuke (bathhouse attendant)	Walking stick (as staff)	Back scrubbing sponge
69	Scavenger	Club	Iron pot
70	Shakuhachi (flute) performer	Staff	Skakuhachi (flute)
71	Silk dyer	Scissors (as dagger)	1 yard of silk
72	Silk weaver	Knife (as dagger)	2 yards of fine silk
73	Silkworm breeder	Knife (as dagger)	Jar filled with silkworm larva
74	Soya bean famer	Sickle (as hand axe)	5 lbs of soya beans
75	Soya sauce brewer	Knife (as dagger)	3 bottles of soy sauce

Roll	Occupation	Trained Weapon	Trade goods
76	Storyteller	Walking stick (as staff)	Bamboo canteen
77	Sumo wrestler	Walking stick (as staff)	10 lbs of uncooked rice
78	Sword polisher	Short sword	Sword stand
79	Taiko Drummer	Taiko drumsticks x 2 (as clubs)	Taiko drum
80	Tatami mat maker	Hammer (as club)	Silk rope, 50'
81	Tattoo artist	Knife (as dagger)	Needles and inks
82	Tea ceremony assistant	Knife (as dagger)	Jar filled with green tea powder
83	Tengu fisherman	Knife (as dagger)	Fishing rod
84	Tengu gambler	Dagger	Playing cards
85	Tengu potter	Staff	Clay pot
86	Tengu puppet maker	Staff	3 puppets
87	Tengu sake taster	Short sword	3 bottles of sake
88	Tengu silk merchant	Short sword	Silk, 3 yards
89	Tengu tea maker	Knife (as dagger)	Pouch of fine tea leaves
90	Tengu tea merchant	Dagger	Bag filled with tea leaves
91	Tengu urchin	Stick (as club)	Begging bowl
92	Tengu vagabond	Stick (as club)	Bundle of ratty clothes
93	Thug	Mace	karuta tatami (armour)*
94	Unskilled labourer	Hammer (as club)	Dozen wooden pitons
95	Vagrant	Walking stick (as staff)	Pouch containing dried tea leaves
96	Village idiot	Spear	Conical hat
97	Wigmaker	Knife (as dagger)	Wig
98	Wokou (pirate)	Spear	Conical hat
99	Woodblock artisan	Chisel (as dagger)	Woodblock print
100	Yakuza (gangster)	Short-sword	Tattoo needles and ink

*see Section V for armour

II. Level 1 Characters

Human Classes. The four human character classes in DCC captures the iconic roles of the fighting-man, the cleric, the magic-user and the thief and are applicable to any fantasy setting. Thus, there is no need to 'reinvent the wheel' by replacing these classes. Instead, you could simply give these classes Eastern names to create an Eastern feel for your campaign. The table below provides a listing of alternative names you could give these classes.

Table II-I: Alternative Class Names

DCC Class Names	Alternative Names
Cleric	Sōhei, Yamabushi
Thief	Ninja, Shinobi
Warrior	Samurai, Bushi, Ronin
Wizard	Shugenja

Sōhei. Warrior monks in the service of a temple.

Yamabushi. Warrior monks who dwell high in mountains living isolated lives as hermits.

Ninja. A professional class of assassins, spies and saboteurs who specialises in covert warfare.

Shinobi. An alternative term for ninja.

Samurai. A professional class of warriors in the service of a feudal lord.

Bushi. An alternative term for samurai, with more emphasis placed on the martial aspect of the class.

Ronin. A samurai who is not in the service of a feudal lord; a 'master less' samurai.

Shugenja. Mystics endowed with supernatural powers, who often live lives as hermits.

Demi-human Classes

As alluded to in the Occupations table, there are three new demi-human classes, the kitsune, koropokuru and tengu, that could be used in place of the dwarf, elf and halfling classes. Complete class descriptions are found in **Sections VI, VII and VIII.**

III. Languages

Table III-I Eastern Languages contains a listing of 30 languages; as well as a brief description of the races these languages belong to. The table has been designed in a similar fashion as the Appendix L table in the DCC rulebook, with percentage values under each class, corresponding to the chance each class may know a specific language (rolling d100).

Table III-I: Eastern Languages

Languages	% Chance to know language by Class							
	0-Level	Warrior (Samurai)	Cleric (Sohei)	Thief (Ninja)	Wizard (Shukenja)	Tengu	Kitsune	Koropokuru
Amabie	01-08	01-03	01-02	01-02	01	01-02	01-02	01
Ashinaga-tenaga	-	04-05	03	-	02	-	-	-
Bakemono	09-15	06-10	04-08	03-09	03-08	03-08	03-08	02-08
Bakeneko	-	-	09-10	10-12	09-11	-	09-14	-
Hibagon	-	11-13	-	-	-	09-10	-	09-15
Hitotsume-kozō	-	14-15	11-13	-	12-13	-	-	-
Inugami	-	16-18	14-15	-	-	-	15-18	16-20
Jorōgumo	-	-	-	13-16	14-15	-	19-20	-
Kappa	16-20	19-24	16-20	17-20	16-19	11-15	21-27	21-25
Karura	21-25	25-26	21-25	21-22	20-22	16-17	28-31	26-28
Kitsune	26-36	27-35	26-34	23-30	23-30	18-26	-	29-37
Komainu	37-40	36-37	35-45	31-33	31-34	27-29	32-36	38-40
Koropokuru	41-50	38-46	46-54	34-42	35-41	30-38	37-45	-
Kuda-gitsune	-	-	-	-	42	-	46-47	41-45
Mikoshi-nyūdō	51-53	47	55	43-45	43-44	39-41	48-50	46-47
Mizuchi	54-58	48	56	46-50	45-47	42-44	51-52	48-50
Mujina	59-60	49	57	51-53	48-50	45-48	53-54	51-53
Namahage	61-65	50-54	58-61	54-56	51-55	49-57	55-60	54-58
Nekomata	66-69	55-58	62	57-59	56-57	58-60	61-65	59-62
Ningyo	70-73	59-63	63-65	60	58-59	61-65	66-67	63-65
Nue	-	64-65	-	-	-	66-69	68	-
Nure-onna	-	-	-	61-63	60	-	69	66-68
Ogre-magi	74-78	66-74	66-72	64-67	61-67	70-76	70-74	69-74
Oni	79-84	75-83	73-83	68-82	68-72	77-87	75-80	75-79
Onihitokuchi	-	84	-	-	73-75	-	-	-
Onikuma	85-86	85-86	84-85	83-86	76-78	88-92	81-84	80-89
Ryuu	-	87	86-88	-	79-83	93-96	85-88	-
Shojo	87-90	88-92	90-92	87-88	84-88	97-100	89-92	89-92
Tengu	91-100	93-100	93-100	89-97	89-97	-	93-100	93-100
Tsuchigumo	-	-	-	98-100	98-100	-	-	-

Amabie. Three-legged aquatic humanoids, found in salt water oceans, typically near human or demi-human settlements.

Ashinaga-tenaga. A cursed race of humanoids, who possess either disproportionately long arms, or long legs (an ashinaga-tenaga will either have long arms or long legs, but not both).

Bakemono. The cousin of the western goblin, bakemono are short humanoids, rarely growing past 5' tall.

Bakeneko. An intelligence race of cats that are capable of human speech, and are known for plotting revenge against cruel humans and demi-humans.

Hibagon. Hairy humanoid creatures, covered head-to-toe in thick black or brown fur; a fully grown hibagon stands between 6' to 7' in height and weighs over 200 lbs. Hibagon dwell deep within forests, living in small tribal communities.

Hitotsume-kozō. A race of humanoid creatures, standing 4' to 5' feet in height. Hitotsume-kozō have bald oversized heads with a large eye encompassing much of their face.

Inugami. A long lived and intelligent race of dogs that possess the capacity of human speech.

Jorōgumo. A giant shape shifting spider, that often takes the form of a beautiful woman, who uses this form to lure unsuspecting male victims to their death.

Kappa. A turtle-like humanoid creature that inhabits lakes and ponds.

Karura. A humanoid creature that possesses the head of a bird of prey.

Kitsune. A shape-shifting race of humanoid foxes that can take both human and fox form.

Komainu. Intelligent lion-like creatures who guard temples and other holy sites.

Koropokuru. A dwarf-like race of humanoids possessing a love of the forests and the natural world.

Kuda-gitsune. A small intelligent foxlike creature capable of human speech.

Mikoshi-nyūdō. Humanoid creatures with large bald heads and long necks.

Mizuchi. A massive flying serpent-like creature that dwells in rivers and oceans.

Mujina. An intelligent race of shape-shifting badgers that can take human form.

Namahage. A large ogre-like creature spawned from magical fire.

Nekomata. A cat-like race of humanoid creatures.

Ningyo. An aquatic race of humanoids with the upper body of man (or woman) and the lower body of a fish.

Nue. An intelligent beast with the head of a monkey, the body of a raccoon-dog, the legs of a tiger and the tail of a snake.

Nure-onna. Giant species of intelligent snakes possessing human faces. Nure-onna are capable of human speech.

Ogre-magi. An eastern cousin of the ogre, ogre-magi are larger and more intelligent than their western counterpart, and often possess spell-casting abilities.

Oni. Demonic humanoids, whose form and size varies.

Onihitokuchi. One-eyed ogre-like humanoids with a love for human flesh.

Onikuma. An intelligent race of bears that walk upright and are capable of human speech.

Ryuu. Massive and powerful serpent-like creatures that possess the ability of flight and magic (travellers from the west often refer to these creatures as eastern dragons).

Shojo. An aquatic race of humanoids with a fondness for human brewed alcohol. Shojo often reside in waters near human settlements where they barter for their beloved fiery brew.

Tengu. A race of humanoid crows with mischievous personalities and natural thieving abilities.

Tsuchigumo. A giant race of intelligent spiders, that possess human faces and are capable of human speech.

IV: Eastern Coinage

An alternative form of currency that could be used in place of gold, silver and copper is the ryo, shu and mon coinage. A ryo is equivalent to a gold piece, a shu a silver piece and a mon a copper piece.

Table IV-I

	Copper	Silver	Gold	Electrum
Mon =	1	1/10	1/100	1/1000
Shu =	10	1	1/10	1/100
Ryu =	100	10	1	1/10
Koku* =	1,000	1000	10	1

Table IV-II

	Mon	Shu	Ryu	Koku*
Mon =	1	1/10	1/100	1/1000
Shu =	10	1	1/10	1/100
Ryu =	100	10	1	1/10
Koku* =	1,000	1000	10	1

*Koku is not a coin itself, but is a type of currency.

Mon. A mon is a small round coin, roughly half the size of a western copper piece, made from inexpensive metals such as copper, iron or bronze. The value of the mon is not found in the metal the coin is cast from, but from what the coin represents. A mon represents an unit of dried rice, and these coins are used for obtaining quantities of dried rice from government warehouses. A single mon is only worth a handful of dried rice, and it will take approximately 3 mon to provide enough rice to feed an active person for a day. In fact, it takes a thousand mon to provide enough rice to feed an adult for one year.

V: Eastern Weapons and Armour

A way to create an Eastern feel to your campaign is to substitute some of the weapons and armour with their

Eastern counterparts. Since a single mon is worth very little, the coins have holes in their centres, which allows for a collection of mon to be connected by string. For instance, a hundred mon could easily be connected by a single piece of string, with both ends of the string tied together to create a type of 'mon bracelet'. In fact, most people in the Eastern Realms carry mon in this fashion. Mon are the currency use by the common folk of the Eastern Realms, with such folk rarely encountering shu or ryo coins.

Shu. Approximately twice the size of the mon, the shu is a rectangular coin minted from silver. Unlike the mon, the value of the shu is reflected in the metal it is cast from. Thus, the value of one shu is the amount of the silver alloy used to cast the coin.

Ryu. A ryo is an oval shaped coin, twice the size of the shu. Ryu are minted from a combination of gold and silver alloys, and, like the shu, the value of the ryo is found in the alloys used to cast the coin.

Koku. The koku is not a coin, but is an unit of wealth, and serves as a type of currency in the Eastern Realms. A koku represents the amount of rice required to feed an adult for a single year. Rice is the primary means of taxation in the Eastern Realms, and the prosperity of a fief is measured by the amount of rice it generates each year. A small fief will generate 10,000 koku annually, while larger fiefs will generate 100,000 koku or more each year. The lord of the fief, known as a Daimyo, will paid their retainers in koku. A common foot soldier will be paid 4 koku annually, while an elite cavalryman will be paid 100 koku or more each year. When converted to coin form, koku are typically converted to mon.

Eastern counterparts. For simplicity sake, I have made the Eastern pieces of armour and weapons equal to the existing types of armour and weapons found in the DCC rulebook.

Table V-I: Armour

Armour	Equivalent	AC Bonus	Check Pen	Speed	Fumble Die	Cost
Kusari katabira	Leather	+2	-1	-	d8	20 ryu
Karuta tatami	Studded leather	+3	-2	-	d8	45 ryu
Okashi gusoku	Scale mail	+4	-4	-5'	d12	80 ryu
Kusari tatami	Chainmail	+5	-5	-5'	d12	150 ryu
O-yoroi	Half-plate	+7	-7	-10'	d16	550 ryu
O-yoroi, master crafted	Full plate	+8	-8	-10'	d16	1,200 ryu

Kursari katabira. A lightweight chainmail shirt that can be worn underneath clothing.

Karuta tatami. A suit of armour made up of lacquered squares or rectangles of iron connected by chainmail links sewn over a cloth or leather backing.

Okashi gusoku. An easily mass-produced style of armour typically issued to common foot soldiers. The okashi gusoku consists of chest armour (do), thigh guards (haidate), armoured sleeves (kote) and a simple helmet, such as the jingasa (conical helmet).

Kusari tatami. A full body suit of chainmail sewn on either a cloth or leather backing.

O-yoroi. A complete suit of armour consisting of chest armour (do), armoured sleeves (kote), shoulder armour (sote), gauntlets (tekko), thigh guards (haidate), greaves (sune-ate), a war helmet (kubuto), a face-plate (menpo) and a neck guard (shikoro).

O-yoroi, master crafted. A complete suit of armour crafted by a master artisan; only the wealthiest of warriors could afford such armour.

Table V-II: Weapons

Weapon	Equivalent	Damage	Range	Cost
Melee: one-handed				
Katana	Longsword	1d8	-	10 ryu
Wakizashi	Short sword	1d6	-	7 ryu
Bo/jo (long/short staff)	Staff	1d4	-	5 shu
Yari	Spear	1d8	-	3 ryu
Ono	Hand-axe	1d6	10/20/30**	4 ryu
Tanto	Dagger	1d4/1d10***	10/20/30**	3 ryu
Tetsu-ken	Club	1d4	-	3 ryu
Kama	Flail	1d6	-	6 ryu
Melee: two-handed				
No-dachi*	Two-handed sword	1d10	-	15 ryu
Tetsubo*	Battle-axe	1d10	-	7 ryu
Naginata (glaive)*	Polearm	1d10	-	7 ryu
Missile Weapons:				
Daikyu (longbow)*	Longbow	1d6	70/140/210	40 ryu
Hankyu (short bow) *	Short bow	1d6	50/100/150	25 ryu
Shurikens (throwing stars)	Dart	1d4	20/40/60**	5 shu

*two-handed weapons.

**strength modifier applies to damage at close range only.

***element of surprise (i.e. backstab) damage.

Katana. An Eastern sword characterized by a long curved single-edged slender blade.

Wakizashi. A shorter version of the katana designed to be used in fighting in confined spaces.

Bo/Jo. Staves made from hardwood. The bo is a long staff, while the jo is a short staff.

Yari. An Eastern spear with a long straight blade.

Ono. A military style hand-axe.

Tanto. A dagger with a slender single-edged curved blade.

Tetsu-ken. A slightly curved iron pipe that resembles a blunt edged wakizashi.

Kama. A sickle-like weapon adopted from agriculture tools.

No-dachi. An Eastern great sword, characterized by a long curved single-edged blade; a larger version of the katana.

Tetsubo. A spiked or studded two-handed iron war club.

Naginata. A polearm with a long-curved blade.

Daikyu. An Eastern style longbow.

Hankyu. An Eastern style short bow.

Shurikens. Small, easily concealed, throwing weapons with razor sharp edge

DEMI-HUMAN CLASSES

VI: KITSUNE

You are a free-spirited demi-human, with a natural talent for spellcasting. You are long-lived, and through your life you have assumed many identities and lived many lives. You have an adventurous and mischievous spirit; you are never content to settle down in one place for too long; instead you are always travelling from place to place assuming different identities wherever you go. You are secretive and inquisitive; most of those who know you never know what you truly are.

Kitsune are a long-lived shape-shifting race of demi-humans, whose lifespan spans several centuries. In their natural form, kitsune appear as humanoid foxes. Most never see a kitsune in their natural form, as a kitsune will go to great lengths to conceal their identity. Most often, kitsune appear in one of their other two forms: their human form or their animal form.

Hit Points: A kitsune gains 1d6 hit points at each level.

Weapon Training: A kitsune is trained in the use of daggers, javelins, longswords, short swords, longbows, short bows, spears, staffs and slings. The use of armour and shields places a great strain on a kitsune's

spellcasting abilities; therefore, it is very rare to see a kitsune wearing armour or using a shield.

Alignment: Kitsune value their individuality and free-will; they rarely conform to the rules established by society. Instead, they follow their own rules, creating their own definitions of right and wrong. Thus, most kitsune are chaotic in nature, following their own morale codes, instead of relying on laws and customs to dictate their behaviour. Occasionally, kitsune will be of the neutral alignment. Very rarely will a kitsune be of the lawful alignment; these kitsune are often looked upon with pity.

Magic: Kitsune are natural spellcasters, practicing arcane magic in the same fashion as wizards and elves. Like wizards, a kitsune's spells are randomly determined; like elves, a kitsune automatically receives the invoke patron and the patron bond spells.

Caster Level: A kitsune's caster level is the same as their class level. For instance, a 3rd-level kitsune has a caster level of 3.

Supernatural patrons: A kitsune automatically receives the invoke patron and patron bond spells at 1st-level.

Luck: At 1st-level a kitsune can apply their luck modifier to their spell checks for a single spell of their choosing.

Once this spell is selected, the kitsune cannot apply their luck modifier to any other spell. This modifier does not change as the kitsune's Luck score changes.

Karma: Kitsune are blessed with good karma. As a result, a kitsune regains 1 spent Luck point after a full night's rest, up to their maximum natural Luck score.

Shape-shifting: Kitsune can shape-shift into three different forms: their natural form, a human form and an animal form. When a kitsune shape-shifts, their clothing and the items they are carrying do not change during the transformation; thus, a kitsune must be mindful of what clothing they are wearing and gear they are carrying during the transformation process. For instance, a kitsune must have clothing readily available that could accommodate for their bushy tail when transforming to their natural form.

In their animal form, a kitsune takes the form of a fox. The smaller size and the keen animal senses of a fox can be advantageous for a kitsune in many situations. In the fox form, a kitsune can see up to 60' in total darkness, and gains a +4 bonus to their perceptions checks due to their animal senses. However, in the fox form, a kitsune's attack actions are limited to bite attacks, which inflicts 1d3 (+strength modifier) points of damage. As well, a kitsune cannot use humanoid speech (a kitsune is, however, able to use the speech of foxes and other related mammals) or cast magic in their fox form.

A kitsune's appearances in each of their forms remains consistent to the form they take. That is, as a human, a kitsune will always appear as the same person whenever they take this form. However, due to generations of living among humans, kitsune have developed the talent for altering their appearances through disguises and theatrical skills.

Languages: At 1st-level, a kitsune automatically knows Common, the kitsune racial language and a randomly determined language. A kitsune knows one additional language for every point of their Intelligence modifier. The additional languages are randomly determined, as described in Table III-I: Eastern Languages.

Action Dice: A kitsune's action dice can be used for attacks or spell checks at any level. At 5th-level, a kitsune can cast two spells in a single round: the first with a d20 spell check and the second with a d14 spell check. Likewise, a kitsune can make two attacks in a single round, using a d20 for their first attack and a d14 for their second attack. Alternately, a kitsune can cast one spell and make one attack in a single round, using a d20 for one check and a d14 for the other. It should be noted the results of mercurial magic supersede the action dice, so a kitsune with a particularly high (or low) spell check die from mercurial magic uses that result instead (with her total actions still limited by her level).

Table VI-I: Kitsune

Level	Attack	Crit Die/Table	Action Dice	Known Spells	Max Spell Level	Ref	Fort	Will
1	+1	1d6/II	1d20	3	1	+1	+1	+1
2	+1	1d8/II	1d20	4	1	+1	+1	+1
3	+2	1d8/II	1d20	5	2	+1	+1	+2
4	+2	1d10/II	1d20	6	2	+2	+2	+2
5	+3	1d10/II	1d20+1d14	7	3	+2	+2	+3
6	+3	1d12/II	1d20+1d16	8	3	+2	+2	+4
7	+4	1d12/II	1d20+1d20	9	4	+3	+3	+4
8	+4	1d14/II	1d20+1d20	10	4	+3	+3	+5
9	+5	1d14/II	1d20+1d20	12	5	+3	+3	+5
10	+5	1d16/II	1d20+1d20	14	5	+4	+4	+6

Table VI-II: Kitsune Titles

Level	Title by Alignment		
	Law	Neutral	Chaos
1	Conformist	Changeling	Nonconformist
2	Homebody	Spell Seeker	Trickster
3	Formalist	Spell Weaver	Prankster
4	Traditionalist	Pathfinder	Radical
5	Conservative	Way Seeker	Free Spirit

VII: KOROPOKURU

You are a short stocky demi-human with a love for the natural world. You love the forests, the fresh air and sleeping outdoors under the stars. Only out of necessity will you venture underground, to the dark caverns your western kin call home. Most consider you a dwarf; while you share many similarities to the dwarves of the west, you possess several characteristics that sets you apart from your western kin.

Koropokuru are short stocky folk, possessing similar proportions as their western kin. Koropokuru stand on average a few inches shorter than their western cousins, with the average koropokuru standing 4 feet tall. Like their cousins in the west, koropokuru grow thick long beards. Their hair tends to be black in colour, with greying appearing in the middle years.

Hit points: A koropokuru gains 1d10 hit points at each level.

Weapon Training: Koropokuru are trained in the use of the following melee weapons: longswords, clubs, daggers, darts, flails, hand-axes, maces, short-swords, spears and war hammers. As for ranged weapons, koropokuru are trained to use: short bows, crossbows, slings and javelins. Koropokuru can wear whatever types of armour they can afford. Due to their small stature, koropokuru are unable to wield the following weapons: two-handed swords, lances, polearms, battle axes and longbows.

Alignment: Most koropokuru are lawful, respectful folk, who obey the rules set out by their elders and follow the laws of their communities. Neutral koropokuru are less common, and those of the neutral alignment typically lean towards the life of adventure, leaving their homes to explore the world beyond the boundaries of their forest homes. Chaotic koropokuru are very rare, and those of the chaotic alignment are typically outcasts, expelled from their communities for deviant behaviour.

Attack modifier: Like dwarves and warriors, koropokuru do not receive a fixed attack modifier at each level. Instead, they receive a deed die, which is applied as bonuses to their attack and damage rolls, or used perform mighty deeds of arms (see warrior description in the DDC rulebook for more detail).

Mighty Deed of Arms: Like warriors and dwarves, koropokuru can perform mighty deeds of arms in combat.

Sling: From an early age, koropokuru have been trained to use the sling. A koropokuru could use their action die to make two sling attacks with a -1d penalty (e.g. if a koropokuru's action die is 1d20, they can make two sling attacks using 2d16); these attacks could target a single opponent or multiple opponents. Like the halfling's ability of due-weapon fighting, fumbles only occur when a koropokuru rolls a natural one on both dice.

Koropokuru have a natural talent for finding ammunition for their slings. A koropokuru can replenish a supply of 20 sling stones by searching an area for 10 minutes. This

area must contain materials that could be used as sling stones (e.g. small pieces of rock).

Luck: At 1st level, a koropokuru’s luck modifier is applied to both their attack and damage rolls when using a sling.

Infra-vision: Koropokuru can see up to 60’ in total darkness.

Slow: Like dwarves, koropokuru have a base movement speed of 20’.

Sense Fresh Water: Gold and gems are not as important to the koropokuru as they are to their western kin. Instead, koropokuru value the outdoors, the fresh air and their forest homes. While their western cousins have the gift for sensing gold and gemstone, koropokuru have the talent for finding fresh sources of water. A koropokuru will automatically tell the direct of fresh water when they are within a 100’ of a fresh water source. Moreover, a koropokuru could determine, by scent alone, whether something has been contaminated or poisoned (e.g. poison that has been slipped into a meal).

Woodland Skills: Due to generations of living in the woodland realms, koropokuru have developed skills in

foraging for food and medicine, by identifying and using the various plants, herbs and roots that are found in a woodland environment. As well, koropokuru are skilled trackers, fishermen and hunters (they only hunt out of necessity as their preferred diet is fish). Thus, when making skill checks involving these skills, koropokuru are considered trained in these skills and roll 1d20 for these checks.

Handling Animals: Koropokuru have a natural ability in handling animals. Therefore, all skill checks made to handle animals are made with 1d20.

Languages: At 1st level, a koropokuru will automatically know Common, the koropokuru racial language and one randomly determined language (see dwarf entry in Appendix L of the DCC rulebook). Koropokuru with high intelligence scores will gain an additional language for every point of their intelligence modifier. The additional languages are randomly determined, as described in Table III-I: Eastern Languages.

Action dice: A Koropokuru receives a second action die at 5th level.

Table VII-I: Koropokuru

Level	Attack (deed die)	Crit Die/Table	Action Dice	Ref	Fort	Will
1	+d3	1d10/III	1d20	+1	+1	+1
2	+d4	1d12/III	1d20	+1	+1	+1
3	+d5	1d14/III	1d20	+1	+2	+1
4	+d6	1d16/IV	1d20	+2	+2	+2
5	+d7	1d20/IV	1d20+1d14	+2	+3	+2
6	+d8	1d24/V	1d20+1d16	+2	+4	+2
7	+d10+1	1d30/V	1d20+1d20	+3	+4	+3
8	+d10+2	1d30/V	1d20+1d20	+3	+5	+3
9	+d10+3	2d20/V	1d20+1d20	+3	+5	+3
10	+d10+4	2d20/V	1d20+1d20	+4	+6	+4

Table VII-II: Koropokuru Titles

Level	Title by Alignment		
	Law	Neutral	Chaos
1	Disciple	Wanderer	Outcast
2	Teacher	Pioneer	Trouble-maker
3	Mentor	Traveller	Deviant
4	Chief	Explorer	Vagabond
5	Master	Seeker	Rebel

VIII: TENGU

You are a trickster, a mischief-maker, and at times a trouble-maker. You are the teller of tall tales; the singer of strange songs. You call the mountains, the forests and the open skies your home. You would rather gamble than do an honest day's work. Most consider you lazy; but, you consider yourself resourceful, as you always find ways to reap the greater benefits from the least amount of work.

Tengu are a demi-human race of 'crow-men'. A fully grown tengu stands just over 5' tall. Like birds, tengu have hollow bones, which allows them to fly; thus, it is rare for an adult tengu to weigh more than 80 lbs. Tengu usually live in isolated locations, with their dwellings hidden within ancient trees, on mountain sides or in abandoned temples. Tengu spend much of their time near roads frequented by travellers; there, they wait for unsuspecting travellers, where they use their talent of stealth and thievery to steal food and goods from their unsuspecting victims. Often their victims do not realize that the theft has occurred until after they have reached their destinations, many miles away.

Hit Points: A tengu gains 1d6 hit points at each level.

Weapon Training: Tengu are trained to use blackjacks, blowguns, crossbows, daggers, darts, garrotes, hand axes, short swords, slings and staves. It is uncommon for a tengu to wear armour, as armour inhibits their ability to fly and places restrictions on their thieving skills.

Alignment: Most tengu are chaotic, living their lives by their own morale codes, valuing their free-will and independence above all else. Sometime tengu are neutral, whereby they balance their values of freedom and independence with a tolerance for the laws established by society. These tengu are often found in isolated human communities, serving as guides, watchmen and scouts. Lawful tengu are very rare, as tengu view conformity and law-abiding behaviour as symptoms of illness.

Flight: Although walking is the primary means of mobility for a tengu, tengu have the capacity of flight. Tengu can fly short distances, such as flying from treetop to treetop (or rooftop to rooftop in urban areas). To fly, a tengu cannot be wearing armour (as this restrict the movement necessary for flight) or weighted down with too much gear; tengu can fly, however, carrying a moderate amount of gear (this will be up to the Judge's discretion). A tengu can fly up to their movement speed (30'). The ability to fly can also be used to avoid damage from falling. For instance, if a tengu is pushed off a building, they could spread their wings and glide to the bottom of the building, landing safely on their feet.

Mimicry: While thieves have the Thieves' Cant, tengu have the talent for mimicking the different sounds they hear. A tengu's ability to mimic sounds is within reason, of course. For instance, a tengu can easily mimic a human's voice, the meow of a cat or the bark of a dog; they, however, cannot imitate, with the same volume and intensity, the roar of a mighty dragon.

Thieving Skills: A tengu receives the same set of thieving skills as a thief. Please see DCC rulebook for details.

Languages: At 1st-level a tengu knows Common, the tengu racial language and an additional randomly determined language. A tengu knows one additional language for every point of their intelligence modifier. The additional languages are randomly determined, as described in Table III-I: Eastern Languages.

Luck and Wits: Like thieves, tengu receive a luck die each time they spend a luck point. For instance, at 1st-level a tengu's luck die is d3. Let's say the 1st-level tengu burns 2 luck points to perform an arduous task. The tengu added 2d3 roll to their d20 roll to perform this task.

Like thieves, tengu can recover lost luck points up to their natural maximum luck score. Starting at 1st-level a tengu can recover 1 spent luck point after a full night's rest. At every odd level afterwards, a tengu can recover an additional spent luck point after a full night's rest (this, of course, cannot exceed their natural maximum score). Thus, at 3rd-level a tengu can recover 2 luck points after a full night's rest; 5th-level 3 luck points; 7th-level 4 luck points; and 9th level 5 luck points.

Action dice: A tengu uses their action dice for any normal activities, including attacks and skill checks. At 6th-level a tengu receives a second action die.

Table VIII-I: Tengu

Level	Attack	Crit Die/Table	Action Dice	Luck Die	Ref	Fort	Will
1	+0	1d10/II	1d20	d3	+1	+1	+0
2	+1	1d12/II	1d20	d4	+1	+1	+0
3	+2	1d14/II	1d20	d5	+2	+1	+1
4	+2	1d16/II	1d20	d6	+2	+2	+1
5	+3	1d20/II	1d20	d7	+3	+2	+1
6	+4	1d24/II	1d20+1d14	d8	+4	+2	+2
7	+5	1d30/II	1d20+1d16	d10	+4	+3	+2
8	+5	1d30+2/II	1d20+1d20	d12	+5	+3	+2
9	+6	1d30+4/II	1d20+1d20	d14	+5	+3	+3
10	+7	1d30+6/II	1d20+1d20	d16	+6	+4	+3

Table VIII-II: Tengu Titles

Level	Title
1	Rascal
2	Trickster
3	Mischief-maker
4	Sneak
5	Rogue

Table VIII-III: Tengu Thief Skills

Level	1	2	3	4	5	6	7	8	9	10
Skill										
Backstab	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Sneak silently*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Hide in shadows*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Pick pocket*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Climb sheer surfaces*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Find trap+	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Disable trap*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Forge document*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Disguise self++	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Read Languages+	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Handle poison	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Cast spell from scroll+	d12	d12	d14	d14	d16	d16	d20	d20	d20	d20

*The tengu's agility modifier, if any, also modifies the checks for these skills.

+The tengu's intelligence modifier, if any, also modifies the checks for these skills.

+The tengu's personality modifier, if any, also modifies the checks for this skill.