

## “The Judge” as a Dungeon Crawl Classic Patron

by Paul at [No Dice Left Behind](#)

In hushed whispers over your many years you have heard cult-like rumors of a secret version of the cosmos. Each person’s fate is ruled in duality by two groups of gods, “Players” and “Judges”. The “Players” are often the younger of the gods but far greater in number, and “Judges” while not directly at odds with “Players” are merciless. Both similarly beholden to a force of fate known in the ancient tongues as “Polyhedrons” and an even older more powerful singular god “The Dark Master”. The Dark Master himself is benevolent in his generosity but unyielding in his edict, “Let the Polyhedrons fall where they may.”

Worship of this secret pantheon is treacherous. The Dark Master will not answer our prayers. He sits eternally watching over all and reading the holy tomes “Appendix N”. Judges are the definition of mercurial holding court with their Players for motives only they know. Players on the other hand are highly active gods who cheer and emboldening us for glory and riches heedless of any mortal danger we might face. Players feed on those moments as other gods do on worship but be fearful of losing their favor. In the dark corners of Player’s domains, they each rule realms of limbo that we can be banished too never to return. Scrawled are the words “old characters” on the monolithic “filing cabinets”, fragile yet ageless and enduring “folders”, and the foul desecrated reaches of “my car’s back seat”. While you might not die, your soul and its sagas will wither till a time so great and long that even the Players and Judges have all gone.

### **Invoke Patron: “The Judge” (as optional spell-like ability)**

A character’s “Player” offers up its prayers for aid directly to “The Judge”, one cosmic force leading to the other. Such is the weight of fate, good and ill are represented in equal measure. The “Author”, a minor force, has also added a blank column to provide a space to randomize the results adding more mystery to the Polyhedrons.

Roll 1d30 +/- Luck modifier in the center of the table to invoke “The Judge” or to cast “The Judge” patron spells when learned.

**Table J.1 Invoke Patron “The Judge”**

1 or less	Curse of the Phlogiston: Every class and racial ability now gains a mercurial magic effect. Ignore rolls of “no change”.
1	Natural, Fumble of Fate. Reroll 1d14 (no mods) twice and take both effects.
2	Your fate is no longer yours alone. You must borrow new dice to use the rest of the session. If none are willing you are shunned to be the torch bearer forfeiting any and all xp gains.
3	All is dust. All your material possessions (coins, weapons, armor, spell books, magic items, beverages, everything) save only your pajamas turn to dust and are immune to all restorative powers.
4	The Nameless. Your character’s name is removed from the world and a new one must be earned. Till then it is known only as “what’s-it’s-name-you-know-who”.

5	The Aim-less. All ranged actions (including leap) have a 20% chance of hitting a party member till a Remove Curse or a Divine Aid is successful on a 20+.
6	Spoken for. You must name all your Polyhedrons you have been using this session and respectfully address them asking for their aid every time you roll. Continues until you roll a natural 20 in the course of play.
7	The Frozen. You can no longer remove, un-equip, or put down any of your items/gear until you earn Luck (fleeting or attribute).
8	Haunted. An ethereal imp-like creature haunts your character narrating out loud for all to hear all your character's actions, ALL ACTIONS. Roll 1d6 on 1-3 the narration is flattering and on a 4-6 it's bland and boring.
9	Marked. For the life of the character if the Player rolls this result twice the Player may never roll on this table again.
10	The Lost. All direction choices made by any party the character belongs to are chosen at random.
11	The Horror. The third wall breaks, the character becomes aware they are a character, and loses their mind in the eyes of the other characters.
12	The Icon. The character becomes an iconic member of its faith and is now "turnable" to clerics from opposing faiths.
13	The Named. The character's "true name" becomes an invocable spell requiring the character to listen to any who invoke them no matter how distant they are and forcing them to reply, limits of the reply at Judge's discretion.
14	The Judged. The Judge gains +1 die shift on ALL further die rolls this session.
15 - 16	The Polyhedrals don't care what you want. They want to hear from the player on your (roll a 1d6) 1-3 left 4-6 right. That person now rolls on this table for you with their luck modifier.
17	Empowered. Gain +1 die shift to further rolls this session.
18	The Gift Horse. Pick one attribute not typically used with your character's class or race and it becomes 18, but not Luck.
19	The Likable. The character is granted a familiar determined fully at random and appears immediately.
20	The Unlikely. The character will no longer trigger hidden traps whenever possible. Judge's Option: Keep this secret and describe the effect as a bonus to scouting.

21	Deemed worthy. The character's main hand weapon becomes magic as per the Sword Magic in the DCC rule book with alignment and characteristics determined at random. Judge Option: Keep properties secret only describing the weapon as gaining a sensation of strange power.
22	Light as a feather. The character's armor no longer incurs a check or speed penalty and its fumble die is reduced by 2 shifts, below d4 becomes no fumble die.
23	The Honored. When you eventually fail your “Recovering the body” roll your character’s body will not naturally decompose until buried and any who loot you will be cursed. Judge’s Option: Keep the latter secret and emphasize that the other players will never forget this character. Oh yes, they will remember.
24	Changing Winds. The physically closest Player other than the one invoking the Judge to the die roll gains +1d10 to a random attribute on their current character. A third Player must make both rolls.
25	Fickle Forged. The character’s main hand weapon becomes unbreakable until lost, sold, etc. at which time all the character’s weapons break.
26	Giant! The character becomes “Enlarged” permanently until dispelled. Death does NOT revert the character to original size. Roll 1d20 +/- luck mod on the spell table starting with a result of 12 on the table as a 1 rolled.
27	Simple is best. The character gains one level immediately, but can gain no other bonuses, blessings, boons, etc. this session.
28	The channeler. The character now hears everything said by the Judge to the Players and feels compelled to echo it. Intelligence checks may be required to understand what is said/repeated.
29	Lucky. All spent Luck is regained up to maximum.
30	Natural, an invisible force as if a massive boulder crushes your foe into oblivion. A burning magic circle emblazons the ground surrounding it with the words, “Death Stamp”.
30+	The next three die rolls the invoking player is required to make are critical successes even if that would normally not be possible.

**Table J.2 “The Judge” Patron Spells**

1	Snack Break
2	Uneventful Travel
3	Take it to the Bank
4	Reroll the Bones
5	Retire Gracefully

### Snack Break

**Level:** 1 **Range:** Varies **Duration:** Varies **Casting time:** Instant **Save:** None

**General** Some adventures are non-stop encounters and you just need a break. You ever think to yourself wouldn't it be nice to just sit down for a few minutes of rest to catch your breath and a few hit points?

**Manifestation** Varies

1 or Less	Roll initiative.
1 Natural	The character loses the spell and it must be rediscovered.
2-11	The spell cannot be cast again this session and lose points of temporary stamina equal to the result.
12-13	You are guaranteed by the Judge time for one meal. Depending on your gratitude this can be reduced to only enough time for a potty break.
14-17	Regain 1d4 points of hit point or attribute loss.
18-19	Instantly feel the beneficial effects of one night's sleep.
20-23	As 18-19 but for the whole party
24-27	Regain lost hit points, lost attribute points, and other fatigue symptoms are wiped clean.
28-29	Fortitude save DC's for the rest of the session are halved.
30 Natural	No actions for the rest of the session can be interrupted.
30+	Re-roll, the effect applies to your party and the contents of the next encounter. For example, those goblins who have an ambush waiting for you up ahead.

### Uneventful Travel

**Level:** 2 **Range:** Varies **Duration:** Varies **Casting time:** 1 out of combat action **Save:** None

**General** It's not glorious to worry about bandits or monsters around every bend in the road or to have to take guard shifts while camping. BUT what if you didn't have to?

**Manifestation** Nothing happens. That is the point.

1 or Less	The maximum number of the worst result on the encounter tables being used occurs the maximum number of times till the party gets to its destination.
1 Natural	The character loses the spell and it must be rediscovered.
2-11	The spell cannot be cast again this session and lose points of luck equal to the result.
12-13	The silence is maddening. You hear nothing as you travel. Every 12 hours that pass traveling characters must make a will save starting at 8 and increasing by one every 12 subsequent hours till they reach their destination. Every failed roll the character loses 1 point of Personality.
14-17	12 hours unhindered. No xp, random item finds, etc.
18-19	24 hours unhindered. No xp, random item finds, etc.
20-23	Your party gets lost. Triple travel time but unhindered.
24-27	A magic fog carries you to your destination 1d6 months before you left. Be wary of causing paradoxes. Paradoxes are bad. The gods do not like paradoxes. Your Judge probably likes paradoxes. Go cause a paradox and find out.

28-29	Your trip while otherwise uneventful your party discovers a new variety of rash causing grass. Everyone makes a DC 15 fortitude save or suffer -3 on all rolls after arriving at your destination for 7 days. Judge's Option: The grass' oils and pollens are difficult to get out of the character's gear and the effect pops back up periodically for months.
30 Natural	Your party travels unhindered even by mosquitos to your destination.
30+	Your king, having heard of your heroics, has sent 10 of his elite guards to escort you to your destination. They do not follow <i>your</i> orders.

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### Take it to the Bank

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**Level:** 3 **Range:** Touch **Duration:** Varies **Casting time:** 1 out of combat action **Save:** None

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<b>General</b>	How many times has it been impractical to get all the loot back to town to sell it? The tunnel is too small. The stuff is too big. We only have ten henchmen. Blah Blah Blah. This spell solves the meta problem.
<b>Manifestation</b>	Dual vortices appear in the air, one consuming the pretties to be sold and the other spraying the default value in coins and gems at the party.
1 or Less	Only one vortex appears but much larger. All within 30 ft must make a DC 15 reflex save without spending Luck or be consumed with the loot. The dead stamp is the reward for the greedy. Judge's Option: Characters who fail the save wake up the next morning locked in a bank vault as they are being discovered by guards.
1 Natural	The character loses the spell and it must be rediscovered.
2-11	The spell cannot be cast again this session and lose points of luck equal to the result.
12-13	Economic trade winds blow with ferocity pelting all present for 1d4 damage per 100 gold pieces in trade value with the coins and gems requested. Dwarves get a DC 15 reflex save to dive for cover as they can smell it coming.
14-17	The cosmos answers the request but musters instead portals to a nearby goblin/dragon/dwarf stronghold openly throwing your goods to them through one and sucking their precious metals and gems with the other to you. The portals stay open for 1d6 rounds and are large enough for the owners to travel through in either direction.
18-19	Only 50% of the expected value appears but no one is harmed as the coins and gems sputter into reality.
20-23	A perfect sculpt of the casting character's head made of precious metal or stone of the approximate value appears, make a DC 20 Will save to attempt to sell or trade as the character's vanity won't let it go.
24-27	None of the characters present have ever seen any of the coins or gem types before. A dwarf's nose can confirm they are valuable, but it may take Personality rolls to spend as you must reassure/convince the merchant.
28-29	The coins and gems blow everywhere for a bonus of 20% of value, but the clattering is loud enough to be heard up to a quarter mile. If outside coins and gems will likely land in trees, bushes, etc. and may be difficult to find.
30 Natural	The coins float delicately to the ground pre-rolled and sorted in banker's ribbons. Gems appear as needed in small silk lined hand carved wooden master-crafted boxes. A letter

thanking you for your patronage appears signed by a bank from the largest city in the known world.

30+ A medium size drawstring wool sack falls to the ground. Upon inspection the inside is larger than the outside and is filled with the value in gold coins. The dimensional effect lasts until sufficient coins are removed to where the bag could hold its current contents. The sack's weight is negligible.

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### Reroll the Bones

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**Level:** 4 **Range:** Self **Duration:** Permanent **Casting time:** 1 Action **Save:** None

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**General** Almost every Player has asked to reroll something about one of their Characters. This is their chance if they are willing to take the risk.

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**Manifestation** The sound of dice being rolled at the characters feet.

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1 or Less The Polyhedrons either didn't understand or are enraged at your heresy, reroll the entire Character from scratch including name. The character instantly becomes a zero level peasant. All acquired possessions vanish and are replaced with random zero level starting equipment. You are NOT granted a dead stamp.

1 Natural The character loses the spell and it must be rediscovered.

2-11 The spell cannot be cast again this session and lose points of luck equal to the result.

12-13 You are granted one reroll for something from the previous round.

14-17 Another player (determined randomly) is granted a reroll on their next turn.

18-19 You ignore fumble for the rest of the current session.

20-23 Everyone in the party except you ignores fumbles for the rest of the session.

24-27 Reroll a character's lowest attribute.

28-29 Reroll all a character's hit points.

30 Natural You are granted one reroll to be used at any time during this game session including now.

30+ You have gifted your good fortune to the Judge! Your Judge is granted one reroll this session.

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### Retire Gracefully

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**Level:** 5 **Range:** Self/Party **Duration:** Permanent **Casting time:** 1 Action **Save:** None

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**General** Sometimes you absolutely don't want to do an encounter. This spell warps reality guiding the Polyhedrons just enough to extricate you and sometimes your party from the predicament. This need not be reserved for only combat and should be allowed for social encounters as well.

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**Manifestation** Time moves forward slowly, viewed as a series of still image action vignettes.

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1 or Less The character and party suffer the worst possible outcome of the encounter.

1 Natural The character loses the spell and it must be rediscovered.

2-11 The spell cannot be cast again this session and lose points of luck equal to the result.

12-13 The character escapes but not without taking maximum possible damage, reduce hp to 1 or Personality to 2.

14-17	The character's spell is heard by all as confusing babbling stunning all present for a single moment, reroll initiative.
18-19	The character narrowly escapes the encounter but not without first enduring a singular blow in the form of hit points from a single attack or in Personality damage (1d10) to reflect humiliation, etc.
20-23	The character's escape becomes a secondary plot element obvious to all but is granted +4 to AC and any rolls for the next 3 rounds with the direct intent of leaving.
24-27	The party must endure the encounter without this character, it stayed out in the hallway, straggled behind on the road, etc. The character may still be faced with the aftermath.
28-29	The party succeeds without the character. They get full XP and the character gets nothing save the ire of the party.
30 Natural	Your character immediately advances to level 11. Hand the character sheet to the Judge who will now award the honor of "NPC". A stamp is preferred but not required.
30+	The character and party accomplish the best possible outcome and it is narrated by a mysterious voice granting all who hear it a sense of awe for the PCs.