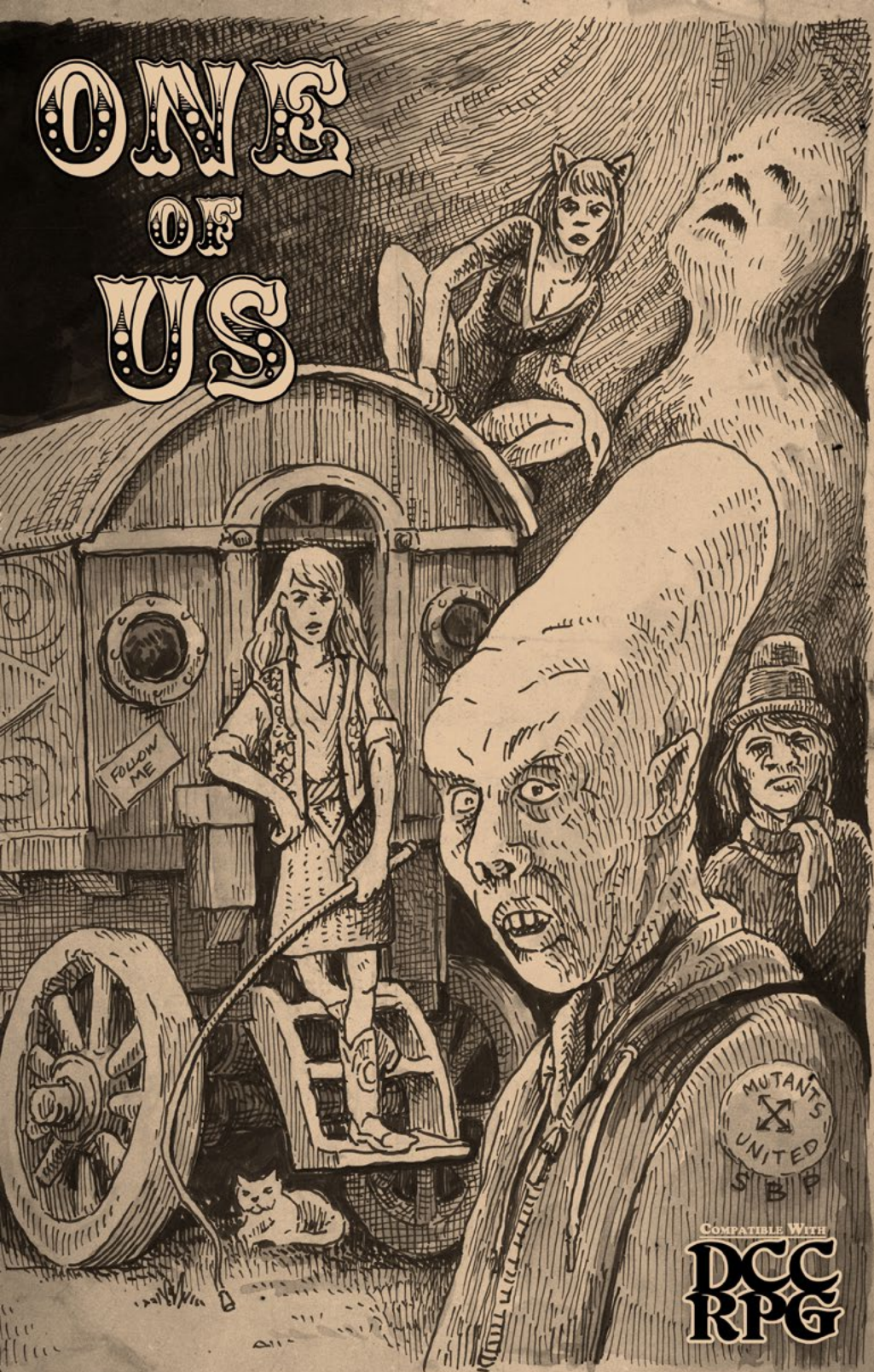
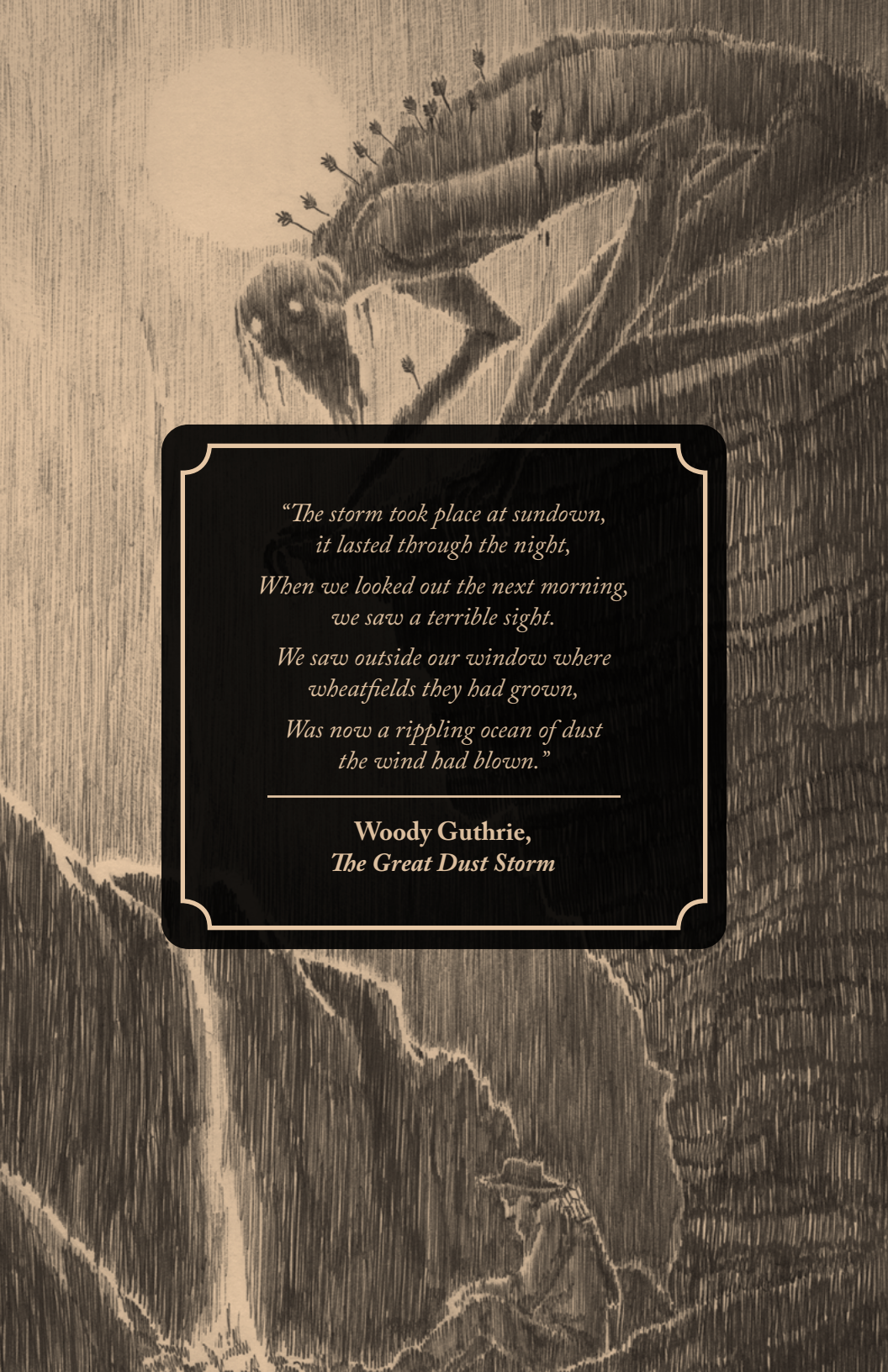


ONE OF US



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*"The storm took place at sundown,
it lasted through the night,
When we looked out the next morning,
we saw a terrible sight.
We saw outside our window where
wheatfields they had grown,
Was now a rippling ocean of dust
the wind had blown."*

Woody Guthrie,
The Great Dust Storm

ONE OF US

— ISSUE NO. I —

Welcome to the Dustbowl

You are no hero...

You are a carnie indentured to the mysterious being known as The Madame. In exchange for wondrous powers and “a more perfect self,” The Madame calls upon you to procure magnificent artifacts as you crisscross the dusty and dangerous remains of a once robust and proud land.

Cannibal hobos, shadowy cults, and uncouth hecklers will do everything in their power to prevent your caravan from carrying out its mission.

Grab your barbells and bullwhips
and hop on the caravan to adventure.
We accept you! We accept you! One of us!

COMPATIBLE WITH
**DCC
RPG**

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THE BIG MISTAKE

It happened a couple of generations ago, and those who were around to see it sure aren't around anymore. Something to do with big men fighting about big things which led to an explosion way out in the desert. Something evil leaked into the sky and people got sick and the world we knew was gone. Since then, we have been trying to pick up the pieces.

These are tough times and we have become simpler people. The luxuries and machines that kept the sweat off our backs lie shattered and rusted under a choking blanket of dust and fallout.

That old-time religion sure hasn't lost its fervor, though. The house of worship that have sprung up are those of vengeful gods. Some of them have become powerful enough to become the law of the rebuilt territories. Boy, do they love collecting their tithes and siccing their dogmas on any attempt at free will.

Then you have the other folk way off in the sticks that have taken to the stars for their salvation, with their talk of outer-space men and flying ships.

They battle it out until there's nothing but mush and bone chips, but when you take a step back, it's funny how similar they really are. Maybe there is something up there watching us duking it out and dying a slow and dirty death...

Well, we have been dealt a tough hand, but we have to play it out and see what happens. Strange times, indeed.

OCCUPATIONS Now Hiring!

Roll	Occupation	Trained Weapon	Trade Goods
1	Actor	Wooden Sword (1d4)	Makeup
2	Anthropologist	Cane Knife (1d4)	Book on Anthropology
3	Antiques Dealer	Fine Dagger (1d4)	Ancient Book
4	Astronomer	Cane (1d3)	Telescope
5	Asylum Orderly	Soap in a Sock (1d4)	1d3 Doses of Sedative
6	Asylum Patient	Shiv (1d4)	Straitjacket (+1 AC)
7	Bartender	Club (1d4)	Six Pack of Beer
8	Baseball Player	Baseball Bat (1d4)	Pouch of Tobacco
9	Boater	Grapnel (1d6)	Compass
10	Botanist	Shears (1d4)	Book on Botany
11	Bouncer	Brass Knuckles (1d4)	Rope
12	Boxer	Boxing Gloves (1d3+1)	Smelling Salts
13	Butcher	Meat Cleaver (1d4)	Sausage links (1d3)
14	Candy Butcher	Mallet (1d4)	Bag of Taffy
15	Cartographer	Cane (1d4)	Map of Unknown Origin
16	Cattle Rustler	Branding Iron (1d4)	Lasso
17	Chicken Farmer	Pitchfork (1d8)	Chicken
18	Clown	Mallet (1d4)	Banana Cream Pie
19	Coffin Maker	Hammer (1d4)	Holy Symbol
20	Construction Worker	Sledgehammer (1d10)	Bag of Nails
21	Costume Designer	Shears (1d4)	Roll of fine fabric
22	Dairy Farmer	Branding Iron (1d4)	Cow
23	Dancer	Baton (1d4)	Makeup Kit
24	Delivery Person	Chain (1d6)	Bicycle
25	Demolition Engineer	Shovel (1d6)	Gunpowder
26	Dog Catcher	Long pole with Snare (1d4)	Dog Whistle
27	Drug Dealer	Bowie Knife (1d6)	Small Bag of Drugs
28	Entomologist	Cane (1d4)	Live Scorpion in a Jar
29	Escape Artist	Chain (1d6)	Straight Jacket
30	Escaped Prisoner	Shiv (1d4)	Lockpicking Kit

Continues on next page >

OCCUPATIONS [continued]

Roll	Occupation	Trained Weapon	Trade Goods
31	Ex- Church Leader	Staff (1d4)	Holy Symbol
32	Ex-Cop	Billy Club (1d4)	Handcuffs
33	Ex-Military	Bowie Knife (1d6)	Camping Tent
34	Firefighter	Axe (1d8)	Oxygen Tank
35	Fireworks Maker	Pocket Knife (1d4)	Bottle Rockets (1d12)
36	Fortune Teller	Candlestick (1d4)	Crystal Ball
37	Fruit Picker	Long Stick (1d4)	Canvas bag
38	Furrier	Shears (1d4)	Mink Coat
39	Gambler	Boot Knife (1d4)	Loaded Dice
40	Gourmet Chef	Cleaver (1d4)	Rare Spices
41	Grave Digger	Shovel (1d6)	Preserved Finger with Ring
42	Hobo	Bindlestiff (1d4)	Bottle of Hooch
43	Horse Trainer	Whip (1d4)	Horse
44	Hunter	Hunting Knife (1d4)	Small Game Trap
45	Inventor	Hammer (1d4)	Magnifying Glass
46	Jockey	Riding Crop (1d4)	Horse Tranquilizers (1d3)
47	Journalist	Pen Knife (1d4)	Press Pass
48	Juvenile Delinquent	Switchblade (1d4)	Leather Jacket (as leather armor)
49	Lawyer	Pen Knife (1d4)	Official Letterhead
50	Locksmith	Padlock on a chain (1d4)	Thieves Tools
51	Magician	Saw (1d4)	Magic Wand
52	Magician's Assistant	Dagger (1d4)	Thieves Tools
53	Mechanic	Wrench (1d4)	Can of Gasoline
54	Miner	Pick Axe (1d8)	Lantern
55	Moonshiner	Copper Pipe (1d4)	Bottle of Hooch
56	Mortician	Scalpel (1d4)	Mortician's Wax
57	Mule Skinner	Whip (1d4)	Mule
58	Musician	Boot Knife (1d4)	Banjo
59	Musician	Guitar String (1/3d4)	Guitar
60	Musician	Short Bow (1d6)	Fiddle

Continues on next page >

OCCUPATIONS [continued]

Roll	Occupation	Trained Weapon	Trade Goods
61	Musician	Switchblade (1d4)	Accordion
62	Musician	Brass Knuckles (1d4)	Harmonica
63	Natural Wonder (roll for starting mutation)	Big Stick (1d4)	Mirror
64	Natural Wonder (roll for starting mutation)	Jack Knife (1d4)	Lantern
65	Natural Wonder (roll for starting mutation)	Black Jack (1d3/2d6)	Torch
66	Natural Wonder (roll for starting mutation)	Sock full of Quarters (1d4)	Backpack
67	Natural Wonder (roll for starting mutation)	Slingshot (1d4)	Beef Jerky
68	Nurse	Scalpel (1d4)	3 Doses of Antibiotics
69	Paleontologist	Pick Axe (1d8)	Magnifying Glass
70	Person from an Exotic Locale (elf, dwarf, or halfling)	Bullwhip (1d4)	Snake
71	Person from an Exotic Locale (elf, dwarf, or halfling)	Spear (1d8)	Lizard
72	Person from an Exotic Locale (elf, dwarf, or halfling)	Scimitar (1d8)	Monkey
73	Person from an Exotic Locale (elf, dwarf, or halfling)	Ceremonial Dagger (1d4)	Rat
74	Person from an Exotic Locale (elf, dwarf, or halfling)	Short Sword (1d6)	Parrot
75	Pharmacist	Hypodermic Needle (1)	Bottle of Antibiotics
76	Pig Farmer	Shovel (1d6)	Pig
77	Plumber	Lead Pipe (1d4)	Butane Torch
78	Prison Executioner	Billy Club (1d4)	Cloth Mask
79	Prison Guard	Billy Club (1d4)	Handcuffs
80	Psychologist	Walking Stick (1d3)	Book on Psychology
81	Quarry Worker	Hammer (1d4)	Chisel
82	Religious Ephemera Salesman	Briefcase (1d3)	Holy Symbol

Continues on next page >

OCCUPATIONS [continued]

Roll	Occupation	Trained Weapon	Trade Goods
83	Reverend	Collection basket (1d4)	Holy Symbol
84	Runaway	Slingshot (1d4)	Tin Can
85	Short Order Cook	Kitchen Knife (1d4)	Bag of Salt
86	Sign Maker	Wooden pole (1d4)	Set of Paints
87	Snake Farmer	Staff (1d4)	Snake
88	Spiritualist	Cane Knife (1d4)	Ouija Board
89	Sword forger	Decorative Sword (1d6)	Mirror
90	Tattoo Artist	Pocket Knife (1d4)	Tattoo Machine
91	Tattooed Person	Club (1d4)	Book of Secret Knowledge
92	Taxidermist	Skinning Knife (1d4)	Animal Pelt
93	Tobacconist	Pocket Knife (1d4)	Box of Cigars
94	Toolmaker	Ball Peen Hammer (1d4)	Leather Apron (as leather armor)
95	Toy Maker	Whittling Knife (1d4)	Wind Up Toy
96	Ventriloquist	Block of Wood (1d4)	Ventriloquist Dummy
97	Weightlifter	Barbell (1d8)	Leather Gym Bag
98	Well Digger	Pick axe (1d8)	50' Rope
99	Woodcarver	Carving Knife (1d4)	Block of fine wood
100	Wrestler	2x4 (1d6)	Wrestling Mask

CLASSES

The following rules are used in place of the Weapon Training rules in the Dungeon Crawl Classics RPG:

Signature Weapons: 1st level characters may choose two weapons as “signature weapons.” Signature weapons represent the characters’ regular use and familiarity with the weapons of choice. This replaces any weapon a character begins with in a funnel game unless that weapon is chosen as a signature weapon. Signature weapons are used without penalty. Non-signature weapons incur a -1d penalty to both attack and initiative checks. Characters may add a new signature weapon at every odd level.

Switching Signature Weapons

Characters wishing to switch out a signature weapon must announce their desire to do so before the next game session and then use the weapon with the imposed penalties for the session, after which assume they have gotten used to the weight and balance of the weapon and will no longer suffer the penalty.

STRONG-PERSON

With a flick of the wrist, steel bends like taffy in the mammoth grasp of the Strong-person. Feats of strength otherwise relegated to demigods and their like, on display for your examination, ladies and gents. The human form as a righteous sculpture of power and chiseled beauty. Gaze at the sculptured physique that would drive Adonis, himself, into a frenzied jealousy. Behold, the unleashed power of the Atlas.

Hit Points: 1d10 hit points at each level

Signature Weapons: Strong-people prefer to use large, intimidating weapons that display their immense power: hammers, axes, clubs, barbells, etc. They are accustomed to wearing heavy leathers and other styles of armored costumes in their acts.

Critical Hits: While not as versatile as the warrior, few can walk away from a solid hit from the strong-person. Strong-people use critical hit Table G: Giants when rolling a critical hit.

Titan’s Might: Strong-people use a d30 when making Strength checks. This benefit does not apply to attack rolls (fighting effectively is much

STRONG * PERSON



more than raw strength) but would be appropriate for any opposed roles that may arise during combat (grappling checks, disarms, etc.)

Strength of Will: At first level, a strong-person receives a Might Die. This acts as a Deed Die for melee attacks and is used instead of their listed attack bonus. They also add their Might Die to all Strength checks. When attacking inanimate objects (whether unarmed or with appropriate tools), the strong-person applies their Might Die in damage to the object, bypassing any damage resistance it may have. Small objects (like a dagger) normally have 1-4 hit points, medium objects (cell bars, swords) have 4-6 hit points, and larger objects have progressively more hit points depending on their construction. See the second level wizard spell *Shatter* in the DCC RPG rule book for inspiration on how to judge uses of this power.

Example: Lizzie, a level 1 strong-person, rolls her Might Die to bend the bars of a jail cell. She does enough damage to reduce the bars to 0 HP, bending them enough to slip through.

Hidden Reserves: When faced with extreme adversity, a strong-person can tap into their will to draw forth primal strength. They gain the following benefit when expending Personality: for each point expended, they gain an additional Might Die to apply to a Strength based roll. Personality must be expended before any die roll is made.

Example: Lizzie swings her makeshift club at a void scorpion. Knowing how strong its carapace is, she burns 2 points of Personality to help with the attack roll. She gains an additional 2d3 dice to add to her roll.

Expended Personality returns each morning at a rate of 1 point per day. This cannot take the strong-person's Personality score past its maximum. If the strong-person ever spends more points of Personality than their current level on a single roll, they must make an immediate DC 15 Will save or fly into a murderous rage for d4 rounds per point of Personality spent, destroying anything or anyone in their path. They retain the bonus Might Dice that triggered the frenzy for its duration. A strong-person who rolls a natural 1 on this save loses a point of Personality permanently, and the Judge and player are encouraged to develop an associated personality quirk.

Every strong-person struggles with the Beast: a murderous tyrant that lies in wait for the day when it can overpower the strong-person's psyche. At the end of any bout of rage, the strong-person must make a Will save opposed by the Beast. The Beast's opposing die begins at d6 and increases permanently by +1d for every subsequent frenzy. If the PC ever fails this Will save, they are forever lost to their monstrous urges and become an NPC.

❁ STRONG-PERSON ❁

Level	Attack (Ranged)	Crit Die/ Table	Action Dice	Might Die	Ref	Fort	Will
1	+0	1d4/G	1d20	d3	+0	+1	+1
2	+1	1d4/G	1d20	d4	+0	+1	+1
3	+1	1d6/G	1d20	d5	+1	+2	+1
4	+2	1d6/G	1d20	d6	+1	+2	+2
5	+3	1d8/G	1d20+1d14	d7	+1	+3	+2
6	+3	1d8/G	1d20+1d16	d8	+2	+4	+2
7	+4	1d10/G	1d20+1d20	d10	+2	+4	+3
8	+5	1d10/G	1d20+1d20	d12	+2	+5	+3
9	+5	1d12/G	1d20+1d20	d14	+3	+5	+3
10	+6	1d12/G	1d20+1d20	d16	+3	+6	+4

ACROBAT

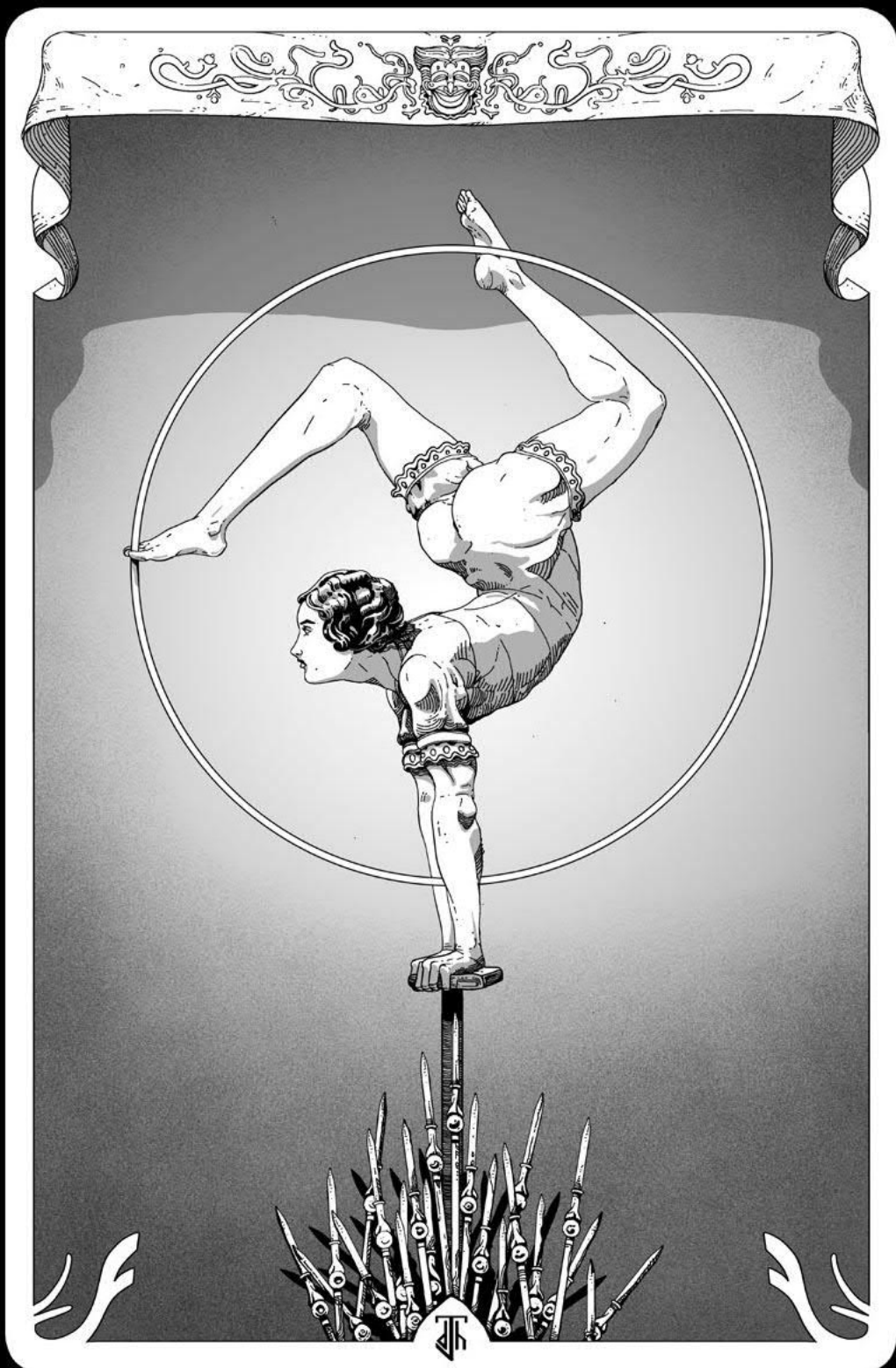
Right before your eyes, bones will rubberize. Muscle and flesh will twist and contort into positions yet to be captured on canvas. From the trapeze, to the straight jacket, to the blade box, this daredevil risks life and limb to put a smile on your face, folks! You will be amazed at this performer's daring dexterity, fluid flexibility, and uncanny accuracy. Jack be nimble, Jack be quick, wherever that knife is thrown, it surely will stick! Do not try this at home, kids!

Hit Points: 1d6 hit points at each level

Signature Weapons: Acrobats gravitate towards weapons that they can use in their acts: shortbows, throwing daggers, darts, and pistols. They avoid armor as it interferes with their nimbleness.

Roll with the Punches: An acrobat's unarmored AC is 13 + half their level rounded up. Agility does not modify this further. They lose this ability while wearing armor or are otherwise restrained.

Cat's Grace: Acrobats always land on their feet; they take half damage from falling. Any spell effect or attack that would allow them to take half damage on a successful Reflex saving throw does no damage instead, and half damage on a failure.



✿ ACROBAT ✿							
Level	Attack (Melee)	Crit Die/ Table	Action Dice	Tumbling Die	Ref	Fort	Will
1	+1	1d6//	1d20	d3	+1	+1	+0
2	+1	1d8//	1d20	d4	+1	+1	+0
3	+2	1d8//	1d20	d5	+2	+1	+1
4	+2	1d10//	1d20	d6	+2	+2	+1
5	+3	1d10//	1d20	d7	+3	+2	+1
6	+3	1d12//	1d20+1d14	d8	+4	+2	+2
7	+4	1d12//	1d20+1d16	d10	+4	+3	+2
8	+4	1d14//	1d20+1d20	d10+1	+5	+3	+2
9	+5	1d14//	1d20+1d20	d10+2	+5	+3	+3
10	+5	1d16//	1d20+1d20	d10+3	+6	+4	+3

Land Sailor: An acrobat's base speed is 40'. They also gain a flight speed of 20'. This is not true flight, but a representation of the acrobat's ability to leap, flip, and climb their way to difficult spots. At the end of their "flight," they must come into contact with an object capable of supporting their weight or they will fall.

Ambidextrous: Acrobats fight with two weapons as halflings.

Tumbling Die: Acrobats add this die to any roll involving feats of gymnastics and use it in lieu of their attack bonus for ranged attacks. They may attempt Mighty Deeds with ranged attacks.

NATURAL WONDER

The Children of the Atom! Nature's Next Step! Evolution-A-Go-Go, baby! A one-of-a-kind twist on the norm! This one is not for those faint of heart, but certainly for those of refined curiosity. Living, breathing progress. Walking, talking science. Folks, we could learn a lot from these Natural Wonders!

Hit Points: 1d6 hit points at each level

Weapon training: Natural wonders come in all shapes and sizes and are comfortable with using weapons and armors that complement their uniqueness.

The Madame's Perfect Children: Natural wonders are the heart and soul of the circus and may spend and recover Luck as halflings.

Atomic Singularities: Each natural wonder is born with gifts that range from simple physical differences to supernatural abilities. Natural wonders roll for starting mutations from the Mutation table. Additional options can be found in Volume 1, chapter 9 of the DCC RPG Annual or the MCC RPG. Upon their apotheosis of achieving 1st level, they may roll for a number of physical or mental mutations equal to their Luck modifier plus 1 (minimum of 1) from the Mutant Crawl Classics Table 3-2: Mutations. Natural wonders may use glowburn when activating mutant powers.

Mother's Milk: Natural wonders are fortified against the debilitating effects of radiation. They make saving throws against it at +1d, and any damage or effects are halved.

✻ NATURAL WONDER ✻						
Level	Attack	Crit Die/Table	Action Dice	Ref	Fort	Will
1	+1	1d8/III	1d20	+1	+1	+1
2	+2	1d8/III	1d20	+1	+1	+1
3	+2	1d10/III	1d20	+1	+2	+2
4	+3	1d10/III	1d20	+2	+2	+2
5	+4	1d12/III	1d20	+2	+3	+3
6	+5	1d12/III	1d20+1d14	+2	+4	+4
7	+5	1d14/III	1d20+1d16	+3	+4	+4
8	+6	1d14/III	1d20+1d20	+3	+5	+5
9	+7	1d16/III	1d20+1d20	+3	+5	+5
10	+8	1d16/III	1d20+1d20	+4	+6	+6



MUTATIONS

These rules are adapted from Volume 1 of the DCC RPG Annual. See that tome for more options.

1) Roll a d6 to determine number of mutations:

D6 Mutations

1-4	1
5	2
6	1d3+2

.....

2) If you need to determine a random body part for your mutation, roll a d24

D24 Location

1-2	Head
3-7	Torso, Front
8-12	Torso, Back
13-14	Right Arm
15-16	Left Arm
17	Right Hand
18	Left Hand
19-20	Right Leg
21-22	Left Leg
23	Right Foot
24	Left Foot

.....

3) Roll d100 to determine mutations

D100 Mutation and Description

1-5 Bestial Armor. Gains substantial natural armor (+2d2 AC) be it (1) thick rhino-like hide, (2) a leathery turtle shell, (3) a glistening black insectile carapace, or (4) tough crocodilian skin.

.....

6-10 Bestial Arms. One or more arms have been replaced (roll 1d3): (1) left arm; (2) right arm; (3) both arms. Replacements include (roll 1d6): (1) mantis-like spiked grasping forelimbs (1d6 damage), (2) reptilian hands with gecko-like pads (provide +1/+2 to climb), (3) crab or scorpion-like pincers (1d6 damage), (4)

large octopoidal tentacles or masses of smaller ones, (5) frog-like webbed hands (provide +1/+2 to swim), or (6) spindly, clawed insectile forelimbs (1d4 damage).

.....

11-15 Bestial Head. Head of a (1) fly (can consume decaying matter with no ill effect), (2) spider (1d2 damage plus DC 10 Fort save or lose 1d4 Str), (3) cockroach (1d3 damage), (4) mosquito (1d2 damage plus 1 hp/round blood drain), (5) centipede (1d4 damage plus DC 10 Fort save or paralyzed for 1d7 hours), or (6) ant (1d4 damage), as well as dark, shiny skin all over.

.....

15-20 Bestial Legs. One or both legs have been replaced (roll 1d3): (1) left leg; (2) right leg; (3) both legs. Replacements include (1) furred goat-like legs with cloven hooves, (2) both legs merged into a long snake-like or worm-like tail, (3) frog-like legs with webbed feet, (4) clawed, bird-like legs and feet, (5) furred, feline or canine legs, or (6) long, spindly, clawed insectile legs.

.....

21-25 Bestial Mouth. Mouth and nose have merged and changed into a (1) bird-like or octopoidal beak (1d3 damage), (2) spider's chelicerae (1d2 damage plus DC 10 Fort save or lose 1d4 Str), (3) elephant's mouth, tusks (1d5 damage) and prehensile trunk, (4) smilodon's muzzle and sabre-teeth (1d6 damage), (5) snake's mouth and nostrils (1d2 damage plus DC 10 Fort save or lose 1d4 Sta), (6) mosquito's proboscis (1d2 damage plus 1 hp/round blood drain), (7) frog's mouth and sticky tongue, or (8) lam-prey-like rasping mouth (1d3 damage).

.....

26-30 Blood Change. Blood is completely replaced with (1) acid (attacker causing damage in melee must make DC 12 Ref save or be splashed suffering 1d4 damage, then 1d4 damage again the following round), (2) living insects (swarm attacks when host is slain), (3) slime (primeval slime of same HD as host attacks when host is slain), or (4) poison (anything biting must make DC 10 Fort save or be paralyzed for 1d7 hours).

.....

31-35 Boneless Mass. Bones are dissolved. Becomes a pulsing, moving skin-sack that can hold vaguely normal form when needed, but may ooze through small gaps.

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- 36-40 **Brain, Enlarged.** Brain enlarges to double its normal size. +2d2 Intelligence.
- 41-45 **Deadly Spit.** 1d3 times/day, may spit a glob of (1) acid (1d4 damage, then 1d4 damage the next round), (2) fire (1d4 damage, may ignite flammables), or (3) poison (DC 10 Fort save or lose 1d4 Sta). Range is 20'.
- 46-50 **Features, Enlarged.** One or more natural features are grossly enlarged to triple their normal size (roll 1d6): (1) one ear; (2) both ears; (3) one eye; (4) both eyes; (5) mouth; (6) nose. If mouth is enlarged, increase bite damage by one die (+1d). Others provide +1 bonus to use appropriate sense.
- 51-55 **Features, Inhuman.** Face is (1) devoid of mandible form, leaving a flapping wet mess in place of the mouth and nose, (2) stripped of flesh leaving a grinning skull, (3) covered in eyes with no other features visible, (4) is a mass of wriggling worm-like tendrils, (5) a twisting, pulsing knot of bloody flesh and bone, or (6) distorted and rent by twisted alien metal barbs and hooks. Creatures of 1 HD or less must make a DC 10 Will save or flee for 1 round.
- 56-60 **Fetid.** Constantly emits horrendous, vomit-inducing fetor. Creatures within 5' must make a DC 12 Fort save or be sickened for 1d4 hours (-1 to all actions while ill).
- 61-65 **Fragrant.** Constantly emits intoxicating aroma. Creatures within 5' make a DC 12 Will save per round or stand rapt.
- 66-70 **Gills.** Gains the ability to (1) breathe water and air, or (2) breathe water only.
- 71-75 **Head, Extra.** Gains 1d2 extra heads. These are (1) located in the same general area, or (2) located at random body parts. Extra head is (1) agreeable with original, or (2) argumentative. Extra heads may provide extra actions at the judge's discretion.
- 76-80 **Natural Weapons I.** Bite enhanced with (1) small fangs (1d3 damage), (2) boar-like tusks (1d4 damage), (3) saber-like canines (1d6 damage), or (4) elephantine tusks (1d5 damage).

- 81-85 Regeneration.** Heals 1d6 hit points per round except for damage from fire or acid. Regeneration cannot resurrect.
-
- 86-90 Spined Hide.** Flesh is covered in (1) sharp eruptions of bone, (2) porcupine-like spines, or (3) plant-like thorns. This provides +1 AC, and any melee attackers must make a DC 10 Ref save or take 1d3 damage
-
- 91-95 Tail.** Gains a tail that is (1) prehensile and may hold objects and grip things, (2) tipped with a spiked bony club (1d6 damage), (3) a scorpion-like tail and telson (1d4 damage plus DC 10 Fort save or lose 1d4 Str), or (4) finned like a fish or eel, doubling swimming speed.
-
- 96-99 Wings.** May fly with (1) bat-like wings, (2) dragonfly-like wings, (3) feathered wings, (4) butterfly-like wings, or (5) patagia (may glide only). Flying/gliding speed is double normal movement rate.
-
- 00 Judge's choice!** Work with the player and make something cool!

OTHER CLASSES

The core DCC RPG and MCC RPG classes are easily brought into the setting of The Big Mistake. The Madame always needs those who are willing to fight or steal for her.

THE MYSTIC [WIZARD]

There are other worlds beyond ours, ladies and gentlemen, dark and mysterious worlds that our simple minds cannot even begin to fathom. Strange gods and alien knowledge. Voices of the long departed, wisdom of the ancients. Our mystic will lift the veil and offer you a peek into the unknown. Don't be surprised if the world you know is turned on its head after experiencing the aether of the Other Side. Do not fear, do not be frightened, come inside and be enlightened!

Mystics in service of The Madame start with *Patron Bond* and *Invoke Patron* as bonus spells.

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THE REVIVALIST [CLERIC]

Brothers and sisters, we are soaked in sin! Repent and bask in the pleasure of the divine light of the almighty! Banish the evil and darkness slithering across this damned landscape and help usher in a renaissance of enlightenment! Today, we have a real treat for you- a direct line to the powers at a reduced ticket price. Salvation for sale!

New Faith:

Alignment (if used): Law

Gods: The Bright Shining Path

Weapons: Clubs, staff, whip or switch, flamethrower

Unholy Creatures: As lawful religions, serpents, capitalists

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THE STRANGER FROM A STRANGE LAND [ELF, DWARF OR HALFLING]

From parts unknown... Secret knowledge, sacred rituals, and exotic practices. Marvel at the beauty of unbridled humankind! We have scoured the highest mountains, the driest deserts, the hottest jungles to add some spice to your life! Remove the shackles of the mundane and experience life the way it was meant to be lived, au natural, as they say. Embrace the inner you and let freedom be your guide!

EQUIPMENT

Technology in the dustbowl is reminiscent of the early to mid-20th century America. Some of it survived the Big Mistake, but a lot of it is manufactured by backwoods tinkers. Occasionally, some experimental bit of super-science is unearthed from a ruin.

What do the people of the big mistake use for currency? Some towns might use greenbacks, others water, and some like shiny things. Food is probably always welcome. Some places we don't like to talk about trade in other, darker pursuits. Use whatever works at your table.

The circus is an egalitarian and democratic community. Personal property is respected, but most things are shared among all members. If there's a question about who owns something, it'll be settled by a vote. The circus provides a roof over your head and food in your gut, and when times are tough those who need the most care are given it.

WEAPONS AND ARMOR

Ranged Weapons	Damage	Range	Ammo
Little guns	1d6+1	30/90/150	6 shots
Big guns*	1d10+2	100/200/300	6 shots
Scatter guns*#	3d6	10/25/50	2 shots
'Splosives***	4d6	50/90/115	NA

* - requires two hands.

- +2 to hit at close range, half damage at long range.

*** - roll to attack vs AC 10, using the best of Strength or Agility modifiers. If you miss, the grenade lands 2d10 feet in a random direction from the target. A fumble means you dropped it at your feet. Oops! Everyone within 15 feet of the boom needs to make a DC 12 Reflex save for half damage. Armor subtracts an equal amount of damage as its AC modifier. Everyone in the blast radius is gonna be hard of hearing for 1d6 rounds (-1d for casting spells unless accustomed to hearing loss).

Armor Type	AC	Fumble Die	Speed
Nekkid	10	d4	Normal
Light	+2	d8	Normal
Medium	+4	d12	-5'
Heavy	+6	d16	-10'
Shield	13 or +1 AC if AC already 13 or higher	d8	Normal

Light armor – Heavy work coveralls, road leathers, and athletic padding are examples of what would constitute light armor.

Medium armor – Mail hauberk, Dayfield body shield, laminar made of wood or bone, heavy smith apron.

Heavy armor – Trench armor, archaic panoply (Strong-people love a Greek aesthetic), breastplate made from a cast-iron stove door, etc.



THE MADAME

The Madame has been known by many names, all of which have been lost to the swirling sands of time. Imprisoned within an ornate golden carnival wagon by an unknown force, she lures followers to collect artifacts that, when combined, will release her from bondage. In her confinement, she calls upon her servant Enoch, parasitic twin of black-draped giant known as Anach, to deliver messages and directives.

The Madame is particularly benevolent to those ostracized due to their exotic pursuits and presentations. She provides sustenance, shelter, and ancient secrets to those devoted enough to risk life and limb for her cause. Likewise, she will provide opportunities for those willing to change their semblance for the benefit of the show at Level 1. With the promise of “a more perfect self,” the Children of the Madame use their bestowed gifts in attempts to restore her to her former radiant glory. Gruesome vengeance will come to any that breach her family’s creed of oneness.

The Madame leads her caravan through the dusty villages and outposts of a nation recovering from the “Big Mistake,” collecting nature’s curiosities and providing a magical diversion to the dusty, huddled masses along the way.

For the Madame, the notions of Law and Chaos are peripheral, for all are one that bask in the moonlight of the midway.

THE MADAME’S GIFT

You who are the Children of the Madame...

You are endowed with a great gift. She applauds your commitment to your craft and grants you access to powers from beyond. Accept and love who you are, who you long to be, and the Madame will carry you.

Sign here upon this parchment, and forever you will be within Her embrace. With this gift, you understand the reciprocity that will lead you to A More Perfect Self.



Invoke Patron

12-13 A Loving Cup The caster sups from The Madame, gaining a +1d to Intelligence checks, including spell checks, for one turn.

14-17 Revelation 13 The Madame is intrigued by the potential of the subject and bestows “The Mark” upon them. The caster becomes a fearsome presence for 1d3 rounds. Anyone wishing to harm, or even disagree, with the caster must first make a morale check. Failure means the opponent cannot attack the caster (losing their turn for trying), acquiesce, or flee from the caster if they do not wish to accept the caster’s demands.

18-19 Revelation 19 The whirling wail of a phantom calliope fills the minds of all enemies in a 60 ft radius for 1d4+CL rounds. Each round, opponents in range must make a Will save or be overwhelmed by the urge to do nothing other than dance. The dancing is so intense that the opponents will take 1d6+CL damage for each failed Will save.

20-23 Revelation 20 The caster is gifted fire breathing for the next three rounds. Any targets in front of the caster within a 60’ range is dealt fire damage equal to the caster’s current hit points+2d6 (DC 15 Reflex save for half) and must make another DC 15 Reflex save at the beginning of their next turn or take an additional 1d6 fire damage.

24-27 Luke’s Authority Serpents rain from the sky. All enemies in a 100’ radius are attacked by 1d4+CL vipers.

Viper: Init +3; Atk bite +5 melee (1d6 + poison); AC 12; HD 1d4; MV 30’; Act 1d20; SP poison (1d3 Stamina damage DC 16 Fort save or death) SV Fort +6, Ref +4, Will +2; AL N

28-29 The Book of Enoch The earth trembles and from the cleaves rises a humanoid that will be known as Enoch’s Kin. The giant will be of the caster’s service for 1d3+CL rounds.

Enoch’s Kin stand 12’ tall and are pure sculptured muscle. Their skulls are elongated, and their eyes are large and black. Small membranous wings jut from their shoulder blades but are far too small to function for flight.

Enoch’s Kin: Init +2; Atk Bone Scythe +13 melee (2d10+6) AC 18 HD 40, MV 30’ Act 1d24 SP regenerate 3 HP every round, crit on 19-24, SV Fort +10, Ref +3, Will +5 AL L

30-31 The Book of Enoch, cont. The earth trembles and from the cleaves rises 1d6+CL humanoids that will be known as Enoch's Kin. They will be of the caster's service for 1d3+CL rounds

32+ The world goes dark and the caster is transported into the ethereal plane that exists within The Madame's wagon. The Madame will answer one question of the caster's choice and bequeath to them a great and powerful artifact left to the judge's discretion. The recipient must present a new follower for the Madame in one week's time or lose the artifact.

Patron Taint

Whenever a PC attempts to cast a spell or access their Gift and patron taint is indicated, roll 1d4 on the table below.

Roll	Result
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- | | |
|---|---|
| 1 | The caster grows one foot taller. If this result is rolled a second time, the caster grows two more feet. If this result is rolled a third time, the character grows another three feet. More than likely, you will be sleeping outside from now on, partner. |
| 2 | The caster becomes one foot smaller. If this result is rolled a second time, the caster shrinks another foot. One more roll like that, and you'll be sleeping in a matchbox. Careful around them horses, Junior. |
| 3 | The caster becomes haunted by the ghosts of past performers. Unable to sleep for 1d4 nights, the PC receives a -2 to Strength but will learn a secret from a party member's past. Everybody is running from something in this crew. |
| 4 | The caster must successfully cast patron bond on an NPC to create a new follower for the Madame within twenty-four hours, or permanently lose two points to their Intelligence score. Chip in or ship out. |



MONSTERS

RAG CREEP

*Plastic flowers, melting sun, fading moon falls upon
Dying world of radiation, victims of mad frustration
Burning globe of oxygen fire, like electric funeral pyre*

Rag Creep: Init +1; Atk claw +1 melee (1d4 plus poison) or as weapon +1 melee or ranged; AC 11; HD 1d6 +1; MV 20'; Act 1d20; SP poison (DC 10 Fort save or suffer nightmarish hallucinations for 1d4 hours), infravision 100'; SV Fort +1, Ref +0, Will +0, AL C

These four foot-tall, tumorous humanoids wrap themselves in black rags soaked in grain alcohol, psychedelic desert flower, and camphor. This pungent tincture is the only thing that soothes their radiation-burned skin. Rag Creeps are nocturnal, as the sun's rays cause their skin to sizzle with great pain. Their tiny beady eyes glow blue in the night, so they have taken to wearing welding goggles as not to alert prey.

The Rag Creep's wrappings are quite flammable. If the odds are against them, a Rag Creep may self-immolate and attempt to grapple a foe to aid the pack.



WITHERER

*And so it was that later
As the miller told his tale
That her face, at first just ghostly
Turned a whiter shade of pale*

Witherer: Init +1, Atk claw +1 melee (1d4); AC 13, HD 2d8 +1; MV 20'; Act 1d20; SP Cursed Embrace (DC 13 Will save or -2 Strength for 1d14 days); SV Fort +1, Ref +0, Will +0, AL C

Off behind the brush, a mournful moan grows. If you follow, you will find an old woman huddled and rocking to the rhythm of her cries. The stories are always similar: her children were lost to the water while she was out tending some livestock or securing sustenance in town. She needs you to find them and find them now.

A witherer initially presents as an aged woman draped in snake skins. Her exposed flesh is covered in filth and her eyes are entirely black. Witherers are tormented spirits tethered to water sources close to settlements. An ethereal manifestation of both sorrow and vengeance, the witherer stalks in between the long hours of moon-bright nights. It feeds off empathy and goodwill.

Witherers will attempt to embrace compliant adventurers willing to lend a helping hand. Any character embraced by a witherer must make DC 13 Will save or lose 2 points of Strength for 1d14 days. This curse can be lifted if the victim searches the nearby water source and discovers the skeletal remains of the witherer's children.

If its request is denied, the screaming witherer will explode in an ectoplasmic blast. All living things within a 30' radius must make a DC13 Will Save or take 1d8 damage and suffer a permanent -1 to Will saves. The witherer will return to its haunt on the next full moon. An offering of a child's skeleton will permanently vanquish the witherer and restore lost Will.

THE DUST

The Dust: Init +0; Atk special; AC 12; HD 3d8; MV fly 30'; Act special; SP undead traits, immune to non-magical damage, attack all creatures in a 20' x 20' space (DC 12 Fort save or 1d3 Stamina damage, +1 to Fort save DC for each round spent inside); SV Fort +4; Ref +4; Will +6; AL N.

The Dust is a swirling cloud of fine sand. Unlike mundane dust storms, the Dust saps the life from those trapped within its stinging winds. The smallest sized cloud will usually cover a 20' x 20' space, but they can grow to storms that blot out the sun – gaining an additional 1d8 hit die for 10' x 10' accumulation. Those who are drained of Stamina inside the Dust are slain and rise immediately as Dusters, undead creatures who spend eternity trapped in the Dust. A 20' x 20' sized cloud will have 1d5-1 Dusters inside of it, with an additional 1d4 for each 10' x 10' added to the base Dust size. Worst of all, the Dust can pass through any barrier in one turn, even one that is airtight. How does the Dust get in? Who knows, but the Dust always finds a way.

DUSTERS

Dusters: Init +0; Atk bite +2 melee (1d6); AC 12; HD 1d10; MV 20'; Act 1d20; SP undead traits; SV Fort +2; Ref +0; Will +0; AL N.

The remains of those poor souls consumed by the Dust. Dusters will perish if removed from the Dust for 1 round, their crumbling remains carried on the wind.



ONE OF US STRETCH GOAL MONSTERS

by Michael Curtis



DUST PREACHER



The churches were jammed and the churches were packed.

The dust storm blew and it blew so black

That the preacher could not read a word of his text.

So he folded his Bible but he took up a collection.

—”So Long (It’s Been Good to Know Yuh)”

Dust Preacher: Init +3; Atk tithe (range 40’, one target; target must succeed on DC 13 Will save or suffer 2d8 dmg) or slam +2 melee (1d5) or claw +2 (2d4); AC 15; HD 4d8+2; MV 30’ or fly 40’; Act 1d20 (or more; see below); SP tithe powers (see below), un-dead traits; SV Fort +4, Ref +2, Will +3; AL C.

Faith is always tested in times of calamity and even the staunchest adherents to the Good Word might be found wanting. As the Big Mistake lay waste to the land, there were some shepherds who decided to shear their flocks instead of protecting them. These avaricious souls demanded tithes from their congregations, looking to line their pockets before heading to greener pastures. However, whether through happenstance or divine retribution, these greedy men of the cloth found damnation instead.

Dust preachers were once men, but are now cursed entities of the Dust Bowl. Unable to earn their final rest, they feed on the life energy of the living, drawing the very vitality of the souls from their victims with a gesture. Looking like a mortal man dressed in the black cloth from a distance, there is little mistaking a dust preacher for human once seen up

close or when it display their damned powers. The dust preacher's skin is cracked like the earth itself, inky darkness visible beneath the fractured flesh. In lieu of eyes, miniscule roiling dust storms containing silently screaming faces fill its eye sockets. A cloud of desiccated soil follows the dust preacher everywhere, transforming into a 10' tall dust devil to carry it about when it desires to travel.

The dust preacher has a terrible ability learned men call the tithe. This power allows the dust preacher to siphon away the life force of its victims and then, in turn, funnel the stolen vitality back into fearsome super-natural displays. A successful tithe attack on an opponent drains 2d8 hit points from the target, which is added to the dust preacher's total. The dust preacher fuels its abilities by expending its own hit points—natural or stolen—to manifest these powers. It can only manifest a single power each round regardless of hit point pool available. These abilities and the hit point cost to activate them is as follows:

Dust Preacher Tithe Power	Hit Point Cost
Make a second attack with a d14 using its slam or claw attack	1
Make a second attack with a d16 using its slam or claw attack	2
Dust cloak. The whirling soil that follows the dust preacher gathers around its body, granting it a +2 AC bonus against missile attacks and a +2 Reflex save bonus. This power lasts until the dust preacher's next action.	2
Make a second attack with a d20 using its slam or claw attack	3
Conjure a buffeting wind. All creatures within 20' in the direction the dust preacher is facing must succeed on a DC 12 Fortitude save or be knocked prone.	3
Summon dust storm. All creatures in a 20' diameter area up to 40' away from the dust preacher are engulfed in a maelstrom of abrasive grit. These creatures must make a DC 10 Fortitude saving throw, taking 3d6 damage on a failed save and half as much on a successful one.	5
Static Lightning blast. A single creature within 60' of the dust preacher is struck by a bolt of static electricity and must make a DC 13 Reflex saving throw, suffering 6d6 damage on a failed save or half as much on a successful one.	7
Static lightning storm. As above, but the area of effect is 30' in diameter and has a range of 120'. All creatures in the area of effect must make a DC 13 Reflex save, suffering 6d6 damage on a failed save or half as much on a successful one.	10



GUT-FLY

Gut-Fly: Init +1; Atk stomach +4 melee (1d4 plus entanglement); AC 14; HD 3d8; MV 20' or fly 40'; Act 1d20; SP infravision 60', digest prey (1d8 damage per round); SV Fort +3, Ref +2, Will -2; AL N.

Spawned from the abattoir that is the Dust Bowl, gut flies were once normal insects drawn to the dead, bloated corpses of cows, sheep, and men baking under the sky. In time, however, the residual changes left in the wake of the Big Mistake transformed them into something else. Gut-flies appear as monstrous blow flies, with carapaces of iridescent black. An average gut-fly is nearly the size of a horse, and its buzzing wings sound like a cacophony of screaming damned souls as it descends upon its prey.

Gut-flies get their name from its unique form of feeding and reproducing. The fly can open its abdomen to release its stomach from inside its body. This organ then drops while remaining connected to the gut-fly by its thick, cable-like intestines, and can reach a target up to 30' away from the fly. The gut-fly's stomach is covered with sticky mucus that easily entangles and envelops its prey, which the insect then reels back into its body at a rate of 15' per round where it is digested and consumed. A victim drawn into the gut-fly's body suffers 1d8 damage per round until reduced to 0 hit points, at which point it is either entirely digested or transformed (see below).

A victim struck by the gut-fly's stomach is entangled and loses its best action die while so enmeshed in the insect's digestive system (a creature with only a single action die cannot perform any action, for example, while a PC with a d20 and a d14 action die can only use its d14 action die to perform an action on its turn, subject to normal class restrictions). Escaping the stomach's adhesive grip requires either a successful DC 14 Strength check by the victim, or by inflicting 10 points of damage to the stomach and intestines, which are AC 12. Bludgeoning weapons inflict no damage and become entrapped by the sticky digestive organ. Allies attempting to break the victim free by raw strength must also succeed in a DC 10 Reflex saving throw to avoid their hands becoming stuck to the adhesive guts of the fly.

The gut-fly can lift up to 250 lbs. of a meal into its carapace. Larger, heavy targets cannot be reeled in and effectively anchor the gut-fly to the ground. In this case, the insect can be pulled down with a DC 12 Strength check, bringing it in range of melee attacks. The gut-fly cannot

release a trapped victim from its sticky digestive tract willingly, but some have been known to pull free entirely from its stomach and intestines to escape; these insects soon perish from their injuries or starvation.

The gut-fly usually consumes a victim captured by its stomach, but also uses this mechanism as a means of reproduction. There is a 1 in 10 chance any victim reduced to 0 hit points by its digestive system is not devoured but transformed into a gut-fly maggot. The gut-fly maggot remains inside its parent for 24 hours before being deposited on or inside decaying flesh where it will grow to adulthood. This infant version of the gut-fly has the following stats:

Gut-Fly Maggot: Init +2; Atk bite +1 melee (1d3+1); AC 11; HD 2d8; MV 10'; Act 1d20; SP blind (cannot see, but immune to sight-affecting attacks), keen sense of smell (can detect organic material up to 60' away), bore (the maggot can eat its way through soft organic matter at a rate of 1' per round); SV Fort +1, Ref +1, Will -4; AL N.

The gut-fly maggot undergoes its transformation into adulthood after 48 hours

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