

MEANDERING

Issue #3
Spring 2018

“What sets me apart from the others? I have the strength of an ogrek, the speed of a black weasel, and an eighteen inch grauln spike embedded in my left arm. Now, what do you want me to eviscerate?”

Fjer Teffisc, Graft

Spring 2018 brings a new year for Meanderings. I review the Mike Evan's Hubris campaign. Tools of the Trade details and expands thieves tools. Next up are new weapon styles, and house rules for bringing clerics in line with other spellcasters. Meanderings presents a new way to use Luck, defensively.



I present three new unique magical weapons, Flamebrand, Remnant, and the Lionshead axe. Crowd Surfing gives judges tips on bringing cities to life, by engaging the five senses. Direct from Bastion, a new class, the Graft, fusing man, machine, and monster, as well as the first of the Umbral Market articles, rules for bio-organic grafts known as *bioarcana*. Finally, the second set of zero level paper miniatures.

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MEANDERING

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Issue #3 - Spring 2018

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744 Grand Ave. Suite 102, San Marcos, CA 92078

The iconic character from this issue.



Fjer Teffisc

Neutral Warrior (3rd level)

Occupation: Caravan Guard

Strength: 18 (+3)

Agility: 14 (+1)

Stamina: 9 (0)

Personality: 12 (0)

Intelligence: 12 (0)

Luck: 9 (0)

HP: 33; Speed: 30; Init: 3; Warp: 6

Ref: 1; Fort: 2; Will: 1

Base Attack Mod: +3

Attack Dice: 1d20; Crit Die/Table: 1d14/III
(19-20)

Occupation Weapon: Dagger melee+6
(dmg 1d4+4)

Main Weapon: Longsword melee+6 (dmg
1d8+4)

Secondary Weapon: Shortbow ranged +4

(dmg 1d6)

AC: (14/15) ((Studded Leather (+3) Check penalty (-2), (Shield (+1)
Check Penalty (-1) Fumble die (d8))

Equipment: Crowbar (2 gp), 24 arrows,

Funds: 34 cp + 31 gp (700 gp scrip at guildhouse)

Lucky sign: Path of the bear (Melee damage rolls) (+1)

Languages: Common

Grafts: Survival Enhancement I, Fortitude Enhancement I, Critical
Eye, Heightened Strength II

Fjer was a Caravan Guard who was on the East first leg caravan. The trip from Bastion to Outpost East One, the outpost that stages the majority of eastbound scavenging expeditions. Savaged in an attack and poisoned, the Caravan Chymist had little choice but to graft to save Fjer's life. Since that day Fjer has become a well-known umbral runner, selling his services to rival guilds.

Character stats generated by the Upper Level Character generator on the Purple Sorcerer website. https://puplesorcerer.com/create_upper.php

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Meanderings #3

Spring 2018

Welcome to Meanderings #3. There is no specific theme for the issue, other than 'options'. As a long term Gamemaster, I have always liked my players having options.

For classic classes we have *Tools of the Trade*. At the request of one of my backers to give some love to the thief, I present a look at what is in a set of thieves tools. *Reeling in Clerics* Some house rules to bring clerics in line with other classes, making sacrifice a more enticing mechanic. For those classes with deed dice, there's *Bladed Weapon Styles*. Two new Weapons styles for those using a blade, the Cloak and Blade table and the Sword and Scabbard style.

In Defense of Luck brings a slew of options for using Luck defensively, as well as a revised mechanic for Luck recovery for the UnLucky classes.

Zeroes to Heroes More zero levels, as well as Mario Torres' graft as a paper mini. I have also included the Cart, pony, goose, dog, and duck for more farmyard fodder for creative slaughter. Historical note: The Gongfarmer illustrated here is the very first DCC Papermini I drew when I first thought of doing all the occupations, back in 2012.

For the judge, I have written an article on bringing a city to life by focusing on all the senses; *Crowd Surfing*. *Magic Weapons* brings three new unique magic items to you game. Forget Wave, Whelm, and Black Razor, meet Remnant, Flamebrand, and The Wolfshead Axe, familiar feel with a new execution.



New material for the *Bastion Campaign Setting* In *Classes of Bastion*, I present The Graft. The Warrior, enhanced. Mercenaries who graft *bioarcana* and/or *technoarcana* to enhance their fighting abilities. This is the most complex class I've tackled, and it will need playtesting to see if it is even the slightest bit balanced. I have to give special thanks to Jeff Scifert, without his insight, the Graft would be the class man was not meant to see. *The Umbral Market*. The umbral market is the place to find just about anything, and the only place to find some things. In this issue we explore the calling card of the Graft, *bioarcana*.

Drop me a line at epicrpgblog@gmail.com to let me know what you thought. If you bought a physical copy through me, you will get a free PDF as well. As I move forward I will be looking for more help with the zine, if you want to contribute, drop me a line with what you might want to tackle.

Credit where credit is due

The Source of the Inspiration.

The only reason this zine exists is the amazing community that exists for Dungeon Crawl Classics. Joseph Goodman's openness with the License allows us fans to run amok with content. By not charging for use of the license, we end up with the ability to create for very little money. Thank you Joseph.

Purple Sorcerer is probably the most invaluable resource to our community. The man is a true sorcerer, a wizard of programming willing to work for the scraps the community tosses at him, The Crawler's Companion app is the most powerful tool for Judges. (Available for both Android and Apple, as well as online.)

Thick Skull Adventures by Stephen Newton is one of the original Licensees, producing the first 3PP adventure, Attack of the Frawgs. I remember Stephen looking on at Gam3rCon as my favorite halfling of all time, Bub (she of 4 intelligence and 16 strength), was whittled down from her 4 hit points, 1 hit point at a time. I remember watching an 11 year old girl viciously shove a character's head into the millstone in The Served Brandolyn Red.

Speaking of 'firsts', we have The Reverend Dak Ultimak's Crawl zine, Dak made it hard for the rest of us to follow for a long time, by providing such useful issues. Publishing so much that we wanted to see. Twelve issues and counting.

These are the things that keep me intimately involved in Dungeon Crawl Classics, the people, the old school camaraderie, back when guerilla zines were sold without worry of copyright, because only like 11 people saw them.

The Spellburn podcast is another of the early adopters. With 66 episodes out in the wild, they have covered tons of material. Let's hope they publish another 600 episodes!

Daniel Bishop, who wrote my absolute favorite DCC Module, Prince Charming, Re-animator (as well as a ton of other products), is the man behind the curtain of the Raven Crowking's Nest. Daniel does an overview of each product and lists where it is available.

With seeing all the new zines coming out, it seems like I was at the beginning of wave two. Below you will see the covers for three new and upcoming zines. Crawl-Thulhu (available now), Night Soil, and Crepuscular "Sanctum of the Snail."

Finally, there's Reid San Fillipo's Crawling Under a Broken Moon zine, which has now generated a 200+ page campaign setting. The Umerican Survival Guide, I'll be using a lot of this in my MCC RPG Fallout style game. It's wickedly fun. 18+ issues!

Required Resources

Goodman Games - www.Goodman-games.com

The Purple Sorcerer - www.purplesorcerer.com

G+ Community - DCCRPG 3600+ users in the community.

The DCC Product list by Daniel Bishop

<http://ravencrowking.blogspot.ca/2015/09/dungeon-crawl-classics-product-list.html>

Stray Couches Press - Crawl Zine (The first of the first wave of DCC zines, Crawl)

<http://www.straycouches.com/documents/>

Thick Skull Adventures - Stephen Newton (The original 3PP adventure publisher)

<http://www.thickskulladventures.com>

Spellburn - A podcast about the Dungeon Crawl Classics RPG!

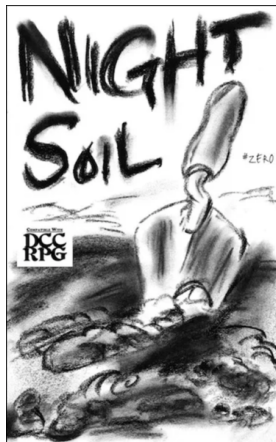
<http://spellburn.com/>

Crawling Under a Broken Moon -

<http://crawlingunderabrokenmoon.blogspot.com/>

Brace for Impact

Here the covers for new and upcoming zines. (which aren't mine)



Review Corner

Hubris by Mike Evans

By R.S. Tilton

Hubris - A World of Visceral Adventure. This is one Hell of a book. It's a great setting, as well as an amazing resource for any DCC Judge. Mike Evans has created a 350 page behemoth. As far as setting, a quote from the book, "Legend states that Hubris was created from the fetid corpse of a long-dead god."

Chapter 1 - Character creation.

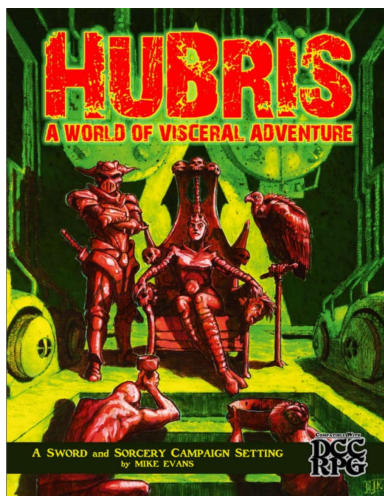
The chapter starts with an Occupations table for Hubris, with entries ranging from the classic farmer and hunter to some excellent occupations that should have been in the DCC RPG rulebook, such as the carpenter, fisherman, or even a prostitute, as well as entries for the new races.

If you're nostalgically missing some of the classes from previous editions of the World's First Role-playing Game, you're in luck. Hubris brings you the Alchemist, Druid, and Shadowdancer, as well a new class, the Blood Witch. The Blood Witch is a nasty piece of work, a witch that works magic with blood, able to cast arcane spells, but only when fueled by blood.

There are five races as class presented: Avarian, Ekrask, Half-demon, Mutant, and the big bad Murder Machine. The Murder Machine is a living construct that goes to ELEVEN! A Warrior of steel and sinew, with built-in armor and weaponry. Avarian are a bird race with some interesting options, based on being lawful or chaotic. Ekrask are a race of advanced yet savage lizardmen. Half-demons are exactly as they are sound, a mixed demon race, with demonic powers and corruption. Finally the mutant, with a massive variety of mutations.

The chapter finishes with some optional rules. I especially like the quick start gear (way more gear than you get in a standard DCC RPG game, but this is Hubris).

Chapter 2 - Equipment. A short but packed chapter. New weapons, armor and gear. In addition, there are additions to many of the tables from the DCC core rulebook as well, including new tool kits, animals and associated gear, transport, alchemical items (and alchemy creation rules),



food, drink, & lodging. There's also a table for prostitutes (but no slaves)...it's that kinda setting.

Chapter 3 - Territories of Hubris. The next 98 pages comprise of a d100 chart for the lay of the land and a d100 table of encounters. The chapter includes locations such as The Blighted Sands, Canyons of the Howling Red Rock, and the Land of Perpetual Stone and Mire.

Chapter 4 - The Wizard's Spellbook. Spells and Patrons. Really cool rules for "The Wizard's Spellbook", from alignment-based covers to characteristics based upon the patron. This belongs in any DCC game in my opinion. 3 new spells and 4 new patrons follow, with full patron write-ups and spells.

Chapter 5 - The Strange and Terrible Gods of Hubris. 12 new gods complete with Invoke the Name Check results and Invoke the Name Spellburn. Interesting gods, like Drallic the Flayer of Flesh, The Stillborn Unwanted Child, and Yelsa, the Goddess of Sex and Violence.

Chapter 6 - GM Tools and Tables. 14 Tables that are worth the price of admission. Tables such as 'Bandits, Brigands, and RapsCALLIONS', 'City District Generator', 'NPC Generator', 'Grave Digging', and 'So You Decided to Make Camp?'

Chapter 7 - Magic Items. The chapter starts with a 4x d100 table that gives 100 million combinations. For example 79, 01, 85, 99 results in the *Broken Femur of the Laughing Giant*; what it does is up to you. Afterwards, 11 example items, including 'The Wondrous Bag of Holding', followed by 12 artifacts from each of the gods of Hubris. The chapter ends with a new item, similar to a "Deck of Many Things", which is based on a standard set of polyhedral dice (d4, d6, d8, d10, d%, d12, and d20). It's AWESOME!!!

Chapter 8 - Monsters of Hubris. More great resources. Two tables: 'Contamination from Demon Possession' and 'What's on Their Festering Dead Body', followed by 45 pages of beasts.

Chapter 9 - Adventures. The last chapter contains two adventures, a 0-level funnel 'It Came...From OUTER SPACE!!!' and a 1st level adventure entitled 'In Her Realm'.

The book finishes with an Appendix N, Index, and OGL.

All in all, this is an excellent book, a great resource for any DCC RPG Judge, even if you don't run games in 'A World of Visceral Adventure'.

In future Bastion articles, I may be referencing some of the information in this book (with Mike's permission of course). The Mutant tables specifically would be a great addition to any warpling encounters.

Tools of the Trade

What are Thieves' Tools?

By R.S. Tilton

Thieves' Tools. What does a pack of thieves' tools consist of? Everyone knows there are lockpicks, but what else? Tools for cutting purses, picking locks, disarming traps, forging documents, climbing walls, etc. Anything a player can think of to assist in their nefarious endeavors should be encouraged, let the player be creative, and the narrative flows.

Basic Thieves' Tools (25gp)

The basic set of tools. Minimal tools required to attempt the skills.

Pick lock: Lockpicks.

Find trap/Disable trap: Disarming knife, clamps.

Climb sheer surfaces: Resin.

Forge document: Parchment, quill, ink.

Handle poison: Kid gloves.



Expanded Thieves' Tools (100gp)

This set of tools provides additional tools, making the skill checks easier, granting a +1 die bonus to skill checks for the skills below.

Pick lock: Lockpicks, files, impression wax.

Find trap/Disable trap: Disarming knife, clamps, scissors, wire.

Climb sheer surfaces: Resin, climbing claws.

Forge document: Parchment, quill, ink, various sealing waxes.

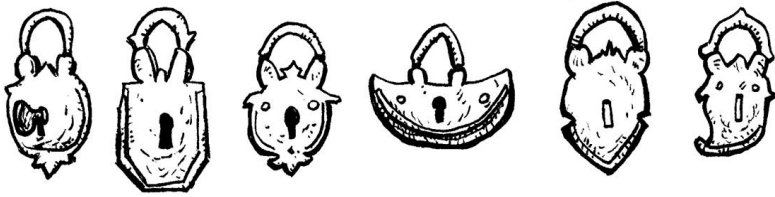
Handle poison: Kid gloves, goggles, petroleum jelly.

Hide in shadows: Soot black, silk mask.

Sneak silently: Soft leather footpads.

Pick pocket: Razor ring.

Disguise self: Flesh wax, spirit gum, stage makeup.



Master's Thieves' Tools (500gp)

The tools of a master thief. Years of plying the trade have given the thief the experience needed to use every tool available. Grants a +2 die bonus to skill checks for the skills below when the player can describe using the tool in the attempt.

Pick lock: Lockpicks, files, impression wax, ear cone, magnifying glass.

Find trap/Disable trap: Disarming knife, clamps, scissors, wire, weights, shims.

Climb sheer surfaces: Resin, climbing claws, 10' silk rope.

Forge document: Parchment, quill, ink, various sealing waxes, seals, gold leaf, accepted samples.

Handle poison: Kid gloves, goggles, petroleum jelly, antidotes, and neutralizers.

Hide in shadows: Soot black, silk mask.

Sneak silently: Soft leather footpads, silencer silk.

Pick pocket: Razor ring, false pouches, counterfeit coins.

Disguise self: Flesh wax, spirit gum, stage makeup, wigs, shoe lifts, false teeth.



Magical Tools

Some thieves may even find magical tools to assist in their nefarious activities. Below are a few ideas, their exact effect is up to the judge.

The Blood Key A lock pick which dissolves into the bloodstream.

Mask of the Faceless A sheet of leathery skin which when placed over the face, can transform the face to any other form.

Shadow Lozenge When placed beneath the tongue a thin vapor of shadow will slither out of the nostrils and cover the body.

Bladed Weapon Styles

Cloak & Blade plus Sword & Scabbard.

By R.S.Tilton

Welcome to another installment of my favorite subject: weapon tables. Building on previous articles in Meanderings, you will see expanded deed tables (See Meanderings #2 - Off the Charts).

Again, thanks to Marzio Muscedere (of ***Steel and Fury*** fame) for the permission to use Mighty Fumbles and Mighty Criticals. I love making the tables, but I make them mostly to inspire players to make their own tables, as the DCC RPG Rulebook suggests on Page 88:

“A warrior may even devise a ‘signature move’ that he frequently attempts based on his particular proclivities. For example, he slashes a bloody red ‘Z’ on an enemy’s chest, or he lodges and leaves his bloody axe deep in the enemy’s skull, inspiring terror among his opponents.”

If you play a warrior, you know that the Mighty deed is the MEAT of the class. Give your character their own style. One of my kids started a level 1 warrior, and wanted to make a weapons style utilizing a torch and oil, so they would spit the oil into the torch to light it and make a flameburst, because the character had a little mental hindrance making them think they had dragonblood. What better way to let your player have their creative fun than to help develop a style all their own.

Perhaps a player is a fan of PARKOOOUUR!!! They want their warrior to run and leap on walls to get dive attacks, and generally allow greater mobility. Maybe the dwarf player watched Lord of the Rings and wants to ride a shield. Pirate fans want to stab the sail and slide down.

Be creative, using the existing tables as a guide to the power level of the attacks. The first level character isn’t going to leap down 100 feet, breaking his fall with an opponent, but who’s to say the level 6 Warrior isn’t skilled enough to attempt that insane maneuver.

Our job as the Judge in DCC RPG is to adjudicate rules. Rules as written can be restrictive. You as a Judge should never say “NO”. Allow an attempt, set that bar at insane heights and see if the player still wants to try. Use the Luck mechanic if you have to.

Cloak & Blade

Cloak & Blade is based upon historical styles; the style utilizes a heavy cloak and a one-handed bladed weapon.



Cloak & Blade

Deed Die Result

- Mighty Fumble** Your cloak becomes tangled, you suffer a -2 AC penalty and can not use the Cloak & Blade weapon style for 1d4 rounds.
- 3 A quick flourish of the cloak obscures your foe's vision. You gain +2 AC versus a single enemy's attacks until your next round.
- 4 You lash the heavy end of the cloak across your foe's eyes partially blinding them for 1d4 rounds (-4 penalty to attacks).
- 5 You bind your opponent's weapon with the cloak. As an action, enemy must make a DC 20 Reflex save to free their weapon from the cloak.
- 6 Weaving and dancing, your cloak is mesmerizing; you gain +1 AC versus all attacks until the next round, and +2 to your next attack.
- 7+ (7-8)* Obscuring your attack, you catch your foe unawares; cause an additional +2d6 points of damage.
- 8 (9-10) With a quick snap of the cloak, you wrap it around your opponent's hand and jerk their weapon away, pulling them off balance and disarming them; foe suffers +2d8 points of damage and -2 AC until the end of the next round.
- 9 (11-13) You lash the heavy end of the cloak across your foe's eyes, partially blinding them for 1d4 rounds (-4 penalty to attacks). While the enemy is blinded, you impale them with your blade, causing +2d10 damage.
- 10 (14+) With a whirling display of heroic proportion, you dance amongst your enemies, nigh untouchable. You gain +4 to AC and +2 to attacks with this weapon for 1d3 rounds.
- Mighty Critical** Your cloak obscures your blade, allowing you to hammer your blade through your foe's skull, instantly killing the opponent. You may also use the deceased as cover (-2 to enemy attack rolls) for the next round of attacks.

*Only Warriors and Dwarves gain access to results higher than 7.

Sword & Scabbard

Sword & Scabbard is a cinematic weapon style utilizing a hard scabbard, and the sword either in the scabbard or as part of a two-weapon attack. One of the more interesting fights with Sword & Scabbard is from a deleted scene from *Kill Bill*. Warriors and Dwarves can use a scabbarded blade to inflict subdual damage.



Sword & Scabbard

Deed Die Result

Mighty Fumble The scabbard is destroyed.

- | | |
|-----------|---|
| 3 | Whipping your scabbarded blade toward the enemy, you let the scabbard slide off of the blade, striking the foe in the face and driving them back 5 feet. |
| 4 | You draw your blade, striking your enemy while using the scabbard defensively. You gain +1 AC until the start of your next round. |
| 5 | You damage your foe, then drop into a defensive stance, using both sword and scabbard to parry, granting you +2 AC until you switch to an attack. |
| 6 | Using the blade to strike your foe, you catch another enemy unaware with the scabbard, inflicting 1d4 points of subdual damage to the secondary enemy. |
| 7+ (7-8)* | With a flurry of scabbard and blade, you lash out, driving your opponent back 10 feet and stunning them for 1 round. |
| 8 (9-10) | Your attack drives your opponent back 5 feet. If another opponent is adjacent to you, you may attack that opponent as a free action; if no other opponent is adjacent, you may choose to follow your initial foe and may attack that opponent as a free action. |
| 9 (11-13) | Inflict +1d6 damage. Additionally, if your opponent is using a bladed weapon as part of their attack, you position your sheath to intercept their attack, partially sheathing their blade in your scabbard. The opponent loses their next attack with that weapon. If the opponent is not using a bladed weapon, you target one of the foe's hands holding a weapon with your scabbard, slamming it onto the foe's weapon hand, causing them to drop the weapon. If the foe is not holding a weapon as part of their attack, your scabbard slap sprains their hand; your foe suffers -1 to further attacks using that hand. |
| 10 (14+) | With a whirling flourish of blade and scabbard, you drive all adjacent enemies back 10 feet, stunning them. Inflict an additional +1d8 points of damage to the primary target. |
- Mighty Critical Whipping your scabbarded blade toward the enemy, you let the scabbard slide off of the blade enough to allow the blade to slice deeply into an artery. Blood gushes from the wound, inflicting +2d6 damage each round until dead.

*Only Warriors and Dwarves gain access to results higher than 7.

Reeling in Clerics

By the Gods! House rules for Clerics

By R.S. Tilton

In DCC RPG, magic is not Vancian; there are no “spells per day” limits, which is a great for preventing the “15 minute adventuring day”. However, when I Judge or play and I see players rolling lay on hands over and over on the same character, it breaks my verisimilitude.

I look at this from the eyes of the god granting the healing and I see it as an affront to the god. A god grants the cleric the power to heal a creature based upon their alignment and their own Hit Die type. After a failure to heal, or a result which is less than expected, asking for the god to do it again seems like folly. I liken it to asking your boss for a raise, which he grants in some form, but it's not as much as you expected, so you immediately turn around and ask the boss for another raise because it did not meet your expectations!

Rules as written, the cleric can cast lay on hands over and over as long as they wish to risk disapproval. Clerics as healbots makes the game easy mode. I love that DCC lets you cast the same spells over and over, but recovering fully from disapproval just by praying after resting for an evening is a bit too much. Along those lines, I present the following changes, which bring the cleric more in line with the other classes.

Cleric Disapproval: Clerics recover 1 point of disapproval per caster level per day of rest/prayer. Additional disapproval may be recovered via sacrifice as normal and through conversion of non-believers.

Sacrifices: In addition to the information presented in the DCC RPG Rulebook, make the following additions/changes:

A cleric may also make a sacrifice in order to empower a spell. The cleric must make the sacrifice. There is a 10% chance per CL that the cleric's deity notices the sacrifice; on a success, add +1 per 50 gp sacrificed to the spell check roll. The sacrifice must be appropriate to the deity; a bull worth 100 gp sacrificed to the god of the harvest, for example. Evil and some Chaotic deities also accept sentient blood sacrifices, which grant +1 per HD of the sacrificial



creature to the spell check roll. A natural 1 still counts as automatic failure and disapproval.

Lay on hands: In addition to the information presented in the DCC RPG Rulebook, the following additions/changes are suggested: (1) Chain casting the same healing effect on the same character after a single combat is looked upon with disfavor by the gods, who granted their power for the task of healing. Each additional casting incurs an additional 1 cumulative disfavor, regardless of the success of the spell check. A natural 1 still counts as automatic failure and disapproval.

Additionally, the spell check tables on page 31 of the DCC RPG Rulebook should be modified as shown below.

Lay on Hands Table, Alternate Table 1

Spell Check	Same	Adjacent	Opposed (sin)
1	<i>Failure & Disapproval</i>	<i>Failure & 1d3 Disapproval</i>	<i>Failure & 1d6 Disapproval</i>
2-5	<i>Failure</i>	<i>Failure & Disapproval</i>	<i>Failure & 1d3 Disapproval</i>
6-11	1 die	<i>Failure</i>	<i>Failure & Disapproval</i>
12-13	2 dice	1 die	1 die
14-19	3 dice	2 dice	1 die
20-21	4 dice	3 dice	2 dice
22+	5 dice	4 dice	3 dice

Lay on Hands Table, Alternate Table 2

Spell Check Minimum Result					
PC Names	6	12	14	20	22
(same)	1	2	3	4	5
(adjacent)	<i>Failure</i>	1	2	3	4
(opposed)	<i>Failure & Disapproval</i>	1	1	2	3

In addition, the following changes should be made to how a cleric recovers from disapproval, as described in the DCC RPG Rulebook on page 110.

Conversions: A conversion requires a ceremony in which the converted forswears previous oaths to other gods and dedicates himself to the tenets of a single god. Each god has its own conversion ceremony.

Examples: *A god of murder would require a ritual murder as part of the conversion process, while a god of the harvest would require participating in the ritual harvest.*

Conversion recovers 1 point of disapproval per level of character converted. (0-levels count as ¼ level.)



Individual Disapproval ratings:

When another non-believer character offends a god while in the presence of the god's clerical servant, they may suffer a form of disapproval as well. When a cleric casts beneficial spells which target the heretic, the spell checks suffer a penalty based upon their level of disapproval. Refer to the Lay on Hands, alternate table 1. For the first offense the offender is considered adjacent, for the second offense the offender is considered opposite. This

increases the risk of assisting heretics of your own god. (Some exceptions might be a god of mercy, or peace).

Sample Sins

Not spreading the word of your religion (Lawful, Neutral, Chaos)

Stealing from your temple for personal gain (Lawful, Neutral)

Not initiating peace between rivals (Lawful, Neutral)

Lying, Cheating, Stealing (Lawful, Neutral)

Letting an innocent die (Lawful, Neutral)

Not planting crops at the correct time (Lawful, Neutral)

Missing harvest (Lawful, Neutral)

Failing to protect others (Lawful, Neutral)

Corrupting others (Lawful, Neutral)

Letting a forest be razed (Lawful, Neutral)

Letting innocents be harmed, even those of monstrous races (Lawful)

Meddling in the affairs of others (Neutral)

Allowing the natural order to be violated (Neutral)

Not slaughtering an innocent (Chaos)

Not stealing from others for personal gain (Chaos)

Letting an unbeliever live (Chaos)

Not sowing discord (Chaos)

In Defense of Luck

Using Luck Defensively.

By R.S. Tilton

Luck in DCC RPG is almost always used offensively. True, the occasional saving throw is boosted by Luck, but in general, Luck is used by players exclusively to boost spells and attacks. Below I lay out a couple of optional ways to use Luck for survival purposes. Fleeting Luck from the upcoming Lankhmar rules can really make use of additional ways to burn Luck.



Luck Modifier as an AC

Adjustment. The current Luck modifier is added (or subtracted, if the modifier is negative) from a character's AC. This becomes a deterrent to burning Luck due to the effect of the Luck modifier on defensive capability.

Burn Luck to Boost Armor Class.

Just like it sounds, you can burn points of Luck to increase your own Armor Class versus a single attack, in a similar fashion to a one-time roll bonus as described on page 19 of the DCC RPG Rulebook.

Negate or Modify a Critical Hit. Burn 1d4 points of Luck to negate a critical hit. Alternatively, you can burn Luck to adjust the result of a critical hit up or down on the Critical Table.

Luck as Damage Reduction. This is a game changer use of Luck. You can burn Luck to reduce damage on a point-for-point basis; each point of Luck burned reduces damage taken by an equivalent amount. This can be a double edged sword; reduce damage to stay alive now, but if you are killed, that recovering the body check is going to be that much more difficult.

Lucky Escape. You burn 1d6-1 points of Luck to instantly succeed on a recovering the body check. You can trigger this effect on your own; no one needs to roll you over. This check occurs after a combat is over and no combatants are within ten feet of the character.

Every use of Luck defensively gives a great opportunity to have an awesome cinematic description. How did that arrow just miss? When you recovered the body, did you find the crossbow bolt stuck in the character's flask?

In my personal games, I want to promote more use of Luck. Thieves and Halflings already regain Luck, but no other standard character class recovers Luck naturally, rules as written. In previous issues, I have presented even more ways to use Luck. To get players to cut loose and burn Luck, I have all character classes (except Thieves and Halflings, who already have a better recovery paradigm) recover 1 point of Luck per 2 class levels each day.

If you really want to have gonzo over-the-top games, consider resetting Luck after each encounter and watch the characters burn Luck early and often. Luck reset occurs after recovering the body checks, however. With this added freedom, you gain a little freedom, too. Encounters become much easier, so you can then design harder encounters in which the expectation is that, to succeed, the characters will almost certainly need to burn 1-3 points of Luck routinely on various rolls.

Magical Weapons

Unique Magical Weapons Tables with Milestones

By R.S.Tilton

I first introduced Magic Weapon Tables in the Gongfarmer's Almanac. A single weapon to introduce the idea of a weapon which is more random in its effect than a boring +1 longsword. I have long held the opinion that magic weapons and items should be unique. The weapons in older editions of the World's First Role-Playing Game could be amazing, with such descriptive names as a +2 flametongue, or a sunblade; those weapons were cool!

I assume every magic weapon found is unique in my traditional DCC RPG games, so even if I did use the random tables from the World's First Role-Playing Game DM's Guide to generate a weapon, that weapon would be unique. The uniqueness of weapons is one of the absolute coolest things about Earthdawn. Each legendary item had its own history, key knowledges, and unique feel.

Unlike a deed die, the effect die only generates a predetermined result; it does not automatically increase attack and damage results. Many times, the effect die result is simply additional damage, especially with the lower end results.

Below I present new weapons that have milestones which can increase their effect die. The weapons can be fairly complex, though tracking their current state is easy enough with tokens. Once a milestone is achieved, and the power is revealed through use, the Judge can let the player know the new effects.



Flamebrand

Forged in the crucible that is Caldera Crenox, the weapon appears as a longsword, pitted and scarred from extreme heat. When grasped, the weapon begins to heat up as the tip glows red hot.

Starting Effect die: d3 **Damage:** 1d8 (as longsword)

First Milestone: Defeat an opponent with the fire damage inflicted from the effect die.

Orange Hot. Increase effect die to d4, weapon gains +1 to attack rolls, and illuminates out to a 10-foot radius.

Second Milestone: Enemy dies by catching fire.

White hot. Increase effect die to d6, weapon gains +2 to attack rolls, and illuminates out to a 20-foot radius.

Final Milestone: At least two enemies die from the molten splash in a single attack.

Molten. Weapon drips molten metal. Increase effect die to d8, weapon gains +3 to attack rolls, and illuminates out to a 30-foot radius. Wielder gains immunity to fire while the weapon is molten. Wielder can make a ranged attack with a molten glob (Range 10/20/30; Damage 2d4).

Heat of the Forge: On a fumble, the weapon's intensity flares, inflicting 1 point of damage to the wielder for each point of the fumble result.

Flamebrand

Effect die	Result
1	+1d3 fire damage.
2	+1d4 fire damage.
3	+1d6 fire damage.
4	+1d6 fire damage, and the foe must make a DC 15 Reflex save or catch fire.
5	+2d4 fire damage, and the foe must make a DC 20 Reflex save or catch fire.
6	+2d4 fire damage, and the foe must make a DC 20 Reflex save or catch fire. As the weapon strikes, molten metal splashes adjacent creatures to the target (except wielder), inflicting 1d4 points of fire damage.
7	+2d6 fire damage, and the foe must make a DC 20 Reflex save or catch fire. As the weapon strikes, molten metal splashes adjacent creatures to the target (except wielder), inflicting 1d4 points of fire damage.
8	+2d6 fire damage, and the foe immediately catches fire (no save). As the weapon strikes, molten metal splashes all adjacent creatures to the target (except wielder), inflicting 3d4 points of fire damage.

When drawn from the scabbard, the blade does not immediately roll maximum damage. It takes 1 round to heat to each effect die level. It also takes 1 round per effect die level to cool before it is safe to return it to the scabbard. Prolonged exposure to the heat of the blade can cause fatigue. Molten metal dripping from the blade will cause damage and possibly ignite flammable materials. It makes a wonderful fire starter.



Remnant

This weapon is all that remains of the bastard sword of King Balhazara III. The weapon appears as a broken long hafted short sword of unusual metal, though to any weaponsmith, it is obviously part of a larger weapon.

Remnant is an empathic sword; the wielder instinctively knows the direction, but not the distance, of the closest missing shard of the weapon. Each time one of the broken shards of the blade is brought in contact with Remnant, it joins the broken blade, thereby increasing the effect die. There are 6 shards to fully restore the blade. The blade is never fully connected when rejoined; the shards loosely float in place, although this does not affect the balance of the blade.

Starting Effect die: d3 **Damage:** 1d6 (as short sword)

First Milestone: Join one of the missing shards to Remnant (1 total).

Increase effect die to d4, weapon gains +1 to attack rolls. Wielder may flick the blade and make a ranged attack with a single shard (treat as a thrown dagger), which then returns to the blade after impact with any object or creature.

Second Milestone: Join at least two more shards to the remnant (at least 3 total, but less than 6 total).

Increase effect die to d6, weapon gains +3 to attack rolls, and damage increases to d8 (as a longsword).

Final Milestone: Join the final shard to Remnant (6 total).

Increase effect die to d8, weapon gains +5 to attack rolls, and damage increases to d10 (as a bastard sword). Remnant ignores AC bonus from shields, as the shards behave in whip-like fashion.

Shrapnel: On a fumble, the wielder is struck by 1d4 shards (taking 1d4 damage per shard), but no more than are currently attached to the blade..

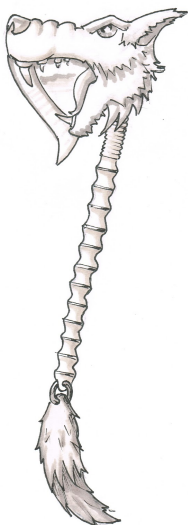
Remnant

Effect Die	Result
1	+1 damage
2	+2 damage
3	+3 damage
4	A shard embeds itself in the foe for 1 round, then bursts from the enemy to rejoin the blade, inflicting +1d4 damage.
5	Two shards embed themselves in the foe for 1d3 rounds, then burst from the enemy to rejoin the blade, inflicting +2d4 damage.
6	Three shards embed themselves in the foe for 1d4 rounds, then burst from the enemy to rejoin the blade, inflicting +3d4 damage.
7	Four shards embed themselves in the foe, then two shards burst free from the enemy each round to rejoin the blade, inflicting +2d4 points of damage each round as they tear free.
8	Six shards embed themselves in the victim for 1d4 rounds, then all shards rip free simultaneously to rejoin the blade in a cyclonic whirl, inflicting 6d6 points of damage.

Enough shards must be connected to Remnant to activate each Milestone effect. If, for example, the completed blade (containing all 6 shards) currently has 2 shards embedded in a foe, then the effect die is only d6, as only Milestone 2 is effectively active due to the number of shards currently attached to Remnant (which is 4).

Wolfshead Axe

This mithril axe is forged with a massive wolfshead motif as part of the head of the axe. The haft is made of pure moonstone, elaborately carved and inlaid with silver. The axe shines brighter as the full moon approaches.



Starting Effect die: d3 **Damage:** 1d10 (as battleaxe)
silver

First Milestone: Make a kill under the light of a full moon.

Increase effect die to d4. Weapon now indicates the phase of the moon by the darkness of the weapon; during the full moon, it illuminates a 30-foot radius.

Second Milestone: Make a kill in the dark of the new moon.

Increase effect die to d6. +4 to attack lycanthropes. Any hit of 20+ counts as a critical hit versus lycanthropes.

Final Milestone: Kill a lycanthrope in the light of a full moon.

Increase effect die to d8. +6 to attack lycanthropes. The Wolfshead Axe is considered a full moon, forcing nearby lycanthropes to transform into their animal form.

Wolfshead Axe

Effect die	Result
1	+2 damage
2	+3 damage
3	+4 damage
4	The axe bites into the target, tearing a chunk out of the enemy and causing the target to bleed for 1d4 points of damage each round for 1d4 rounds.
5	Full Moon. The wolfshead emits brilliant radiance. All enemies within 30 feet must make a DC 20 Will save or be blinded for 1d6 rounds.
6	Half Moon. Forces a lycanthrope into human form. Ground fog rises, granting the wielder cover from all attacks for 2d6 rounds.
7	New moon. Darkness emanates from the axe in a 30 foot radius, extinguishing all terrestrial sources of light; the wielder can still see with perfect clarity within the darkness. The effect lasts for 2d6 rounds.
8	The wolfshead opens its jaws and latches onto the enemy with ferocious strength (treat as a grappling attack, Strength 18). The enemy must tear away from the axe with a successful grapple check, as per the Grappling rules on page 96 of the DCC RPG Rulebook. Foe suffers 1 point of damage per point of the axe's Strength check upon successfully escaping the grapple, as it tears chunks of flesh from the foe.

Breathing Life into Your Game

Crowd Surfing - Judge Tips for Bringing a Crowd to Life.

By R.S. Tilton

Flat descriptions make games boring. You could have the best adventure in the world, but an unimaginative Judge can ruin it by reading boring text straight from a book. The Judge is the eyes, ears, nose, and hands of the players. When you describe an area, remember to engage all the senses, even esoteric “sixth-senses” which can evoke feelings like a sense of foreboding.

If you’ve played the Assassin’s Creed games, you can see how a video game can do it well...to an extent. People react to what’s going on around them; when combat ensues they DO something, they don’t just stand there. One of the things I wish for in computer games are realistic schedules. (Skyrim does it to an extent, but not perfectly.) In a bustling city, passersby will bump the characters as they move through crowds; however, not every single one of them is a thief attempting to steal their goods.

Bringing the city alive is a matter of all the senses, I can’t emphasize the need for expressing this enough. Sight, sound, smell, touch, and of course, taste. However, the “feeling” of being in a crowd is also a form of sensation. I will review each sense below.

Sight. This is the most obvious, but it is often overlooked regardless. The Judge might just mention a place is crowded, without going into details. What time of day is it? Are the traders just arriving? Closing up shop? How do the people look; are they healthy, tired, happy? Are there urchins everywhere? Is this a poor district, or a wealthy district? That should be apparent from looking around. What type of clothing is worn in this area? Are there naked priests and priestesses beckoning you to worship at the Temple of Fertility?

Sound. A bustling medieval/fantasy city should be loud during the day, and at night in certain districts. Merchants, hawkers, town criers, animals, kids running around, etc. Sound can be ominous when absent. A group of adventurers return to the city, but instead of the normal sights and sounds, the streets are empty, the few merchants present are silent, or at best, timid about hawking their wares. This should be a warning bell to the characters that something is amiss.

Smell. A city is rife with smells, especially where bathing is more of a monthly (or even annual) event, rather than a daily ritual. Unwashed farmhands, perfumed nobles or prostitutes, horses, unclean rats, and stinking gong buckets. Fresh baked bread, the scent of cooked meat, even the scent of fresh fruit, would fill the market. Many of the industrial districts lay outside the residential quarters due to the smells the processes generate. For instance, historically, tanneries often smelled of heavy ammonia (urine) used to tan the leather.

Touch. Another often overlooked sense is touch. This one is difficult to use for describing crowds, but not for the surroundings; the feel of mud underfoot, the chill of freezing air on the skin, or the heat of hundreds of bodies pressed into a small area.

Taste. Taste is often overlooked, but easier to incorporate than touch. Overwhelming smells have taste. When that thick musky scent of body odor hits your nose, it evokes the taste of onions, or when the smell of freshly baked bread is so strong you can taste it.

Sixth Senses. This is where the Judge can help further develop the game; foreboding, joy, impending doom. Think about the atmosphere you want to convey, then put that atmosphere into every other sense; remember this when you want to run a horror game. Really get them psyched out. Channel the depravity in mankind, make the players guess at every sound you describe, make the players second guess their every decision.

During your prep for the game, think about the atmosphere you want to convey to the characters as they enter the city. Each city should have its own feel. A city under a beneficent ruler that everyone loves will be a happy city. The sound of children laughing and playing, loving couples strolling through the softly lit evening under the stars, joyous celebrations in the inns; these are the sights and sounds you'll encounter. The very same city, under a despotic and tyrannical ruler, one that rules through fear and punishment, would have a much different set of sights and sounds. Children, battered and bruised, cowering and crying in the shadows, women scurrying home before dark, trying to remain unseen, and taverns filled with whispers of treason, while eying every newcomer with murderous suspicion.

Classes of Bastion – The Graft

A Warrior...enhanced

By R.S. Tilton & Jeff Scifert



I teased this class last issue in the occupations section with the grafts listed in the *Occupations of Bastion* article. This class is inspired by cyber-samurai, but with a distinctly horrific twist. This is a very, very involved class, and it will need a lot of playtesting to make it fun, playable, and balanced. I would love to hear some playtesting feedback on this class.

The Graft

You are an enhanced human, a brutal sign of end-times, sacrificing your humanity for survivability, a mercenary who fights for the highest bidder. Whether using the crude *bioarcana* grafts or the more refined *technoarcana* ones, and unlike those with minor grafts, you are less than human, and yet so much more, part machine, part monster, one step away from a permanent trip to the Warpwastes. With each replacement, you risk your very essence and humanity.

The Graft is grafted with numerous *bioarcana* or *technoarcana* grafts, enhancing their formidable combat training. Virtually all Grafts obsessively seek to gain additional grafts. Viewed with suspicion and awe by the average survivor, you know you are more than the sum of your parts. You know! The voices tell you.

You will note that the starting statistics for The Graft are less than spectacular: only d8 Hit Points, poor saves, and no deed die. The Graft starts as a less-than-optimized warrior, but with use of the grafts, a highly modular class is created.

Hit points: The Graft gains 1d8 hit points at each level.

Weapon training: The Graft is trained in the use of these weapons: battleaxe, club, crossbow, dagger, dart, flail, handaxe, javelin, lance, longbow, longsword, mace, polearm, shortbow, short sword, sling, spear, staff, two-handed sword, and warhammer. Grafts wear whatever armor they can afford, though grafted armor is the most coveted.

Grafts: A Graft begins play with one weapon graft, one enhancement graft, and two utility grafts (see the *Bioarcana* Grafts article).

Alignment: Grafts are almost invariably mercenaries, selling their enhanced skills for profit. The vast majority of Grafts are Chaotic.

Attack modifier: The Graft begins as a formidable opponent in combat, and some combat grafts can enhance their attack modifiers. Some grafts, like tentacles, grant bonus action dice, though only one Graft bonus action die may be used in a single turn.

Critical hits: A trained combatant, The Graft is able to find weak points in their foes defenses.

Warp Surge: Unlike spellburning, Grafts do not burn physical ability scores when they want to push their *bioarcana* grafts to their limits; instead, through pure willpower, they enable their graft to Warp. A Warp Surge is similar to spellburn; each point of Warp surged adds to the graft activation result on a 1-for-1 basis and temporarily increases their Warp score.

Warp Score: Any character which is grafted has a new ability score called Warp. Therein lies insanity, through the loss of humanity. Each piece of *arcana* grafted to any character has a static Warp cost which add together to generate a character's Warp ability score. Those unfortunate beings with too high a Warp score (the point where the Warp ability score exceeds a character's Personality score) have lost their humanity and may lash out at their allies, friends, and family. Roll on the Warp Shock chart below immediately when this occurs.

Normally, a grafted character cannot reduce Warp below the accumulated value of grafted *arcana* (generally their Warp score); the Graft class is an exception. Grafts are conditioned to Warping and learn how to quell their Warp; they reduce their total Warp score by their Warp resistance value (equal to 1 + class level). Thus, a 3rd level Graft with a total Warp of 6 from installed grafts would instead have a Warp score of 2.

Table M8-1: The Graft

Level	Attack	Crit Die/Table	Threat Range	Action Die	Ref	Fort	Will	Warp Resistance
1	+1	1d10/III	20	1d20	+0	+0	+0	2
2	+2	1d12/III	20	1d20	+0	+0	+0	3
3	+3	1d14/III	20	1d20	+1	+1	+1	4
4	+4	1d16/IV	19-20	1d20	+1	+1	+1	5
5	+5	1d20/IV	19-20	1d20+1d14	+1	+1	+1	6
6	+6	1d24/IV	19-20	1d20+1d16	+2	+2	+2	7
7	+7	1d30/V	19-20	2d20	+2	+2	+2	8
8	+8	1d30/V	18-20	2d20	+2	+2	+2	9
9	+9	2d20/V	18-20	2d20	+3	+3	+3	10
10	+10	2d20/V	18-20	2d20	+3	+3	+3	11

Table M3-2: The Graft Titles

Level	Titles
1	Graft
2	Freak
3	Beast
4	Twisted
5	Monster

**Warp Shock (Roll d8)**

Warp shock lasts for 1d6 rounds.

- 1 The character randomly attacks the nearest creature; friend, or foe.
- 2 The character begins speaking in a random language from a random place and time--perhaps a moving speech from Churchill, a line from Shakespeare, or even a Monty Python skit.
- 3 The character continues to fight as normal, but they are overcome by bloodlust and will begin to eat the first fallen foe.
- 4 The character is driven; they will not flee or withdraw, preferring to fight to the death.
- 5 The character panics, dropping their weapons and either surrendering or cowering behind a powerful ally.
- 6 The character is delusional and attacks imaginary foes; it's possible (Judge's discretion) that any creature in the same place as the delusion may be attacked instead.
- 7 The character develops a hatred of all magic. They attack the nearest enemy spellcaster; if there are no enemy spellcasters, they turn on an allied spellcaster.
- 8 The character becomes completely confused, performing a different action each round of the shock (reroll on this table randomly each round, ignoring any results above 7).

The Umbral Market – *Bioarcana* Grafts

Grafting Bio-organic Body Parts.

By R.S. Tilton & Jeff Scifert

One of the things you can find in the Umbral markets of Bastion are *bioarcana* grafts, sometimes just called grafts. Hereafter is an overview of these grafts. Grafts are extremely complex, and will almost certainly require a dedicated zine issue to cover in detail. Grafts which function like spells will appear in a later issue. Below are the more generic grafts. This is a placeholder; once MCC RPG is released, grafts will be updated and expanded.

Grafts in this article are described in generic terms. *Bioarcana* based grafts are torn from warp creatures, distilled from other sentients, and are then injected, infused, or grafted onto the recipient. Is that Strength enhancement generated from the muscles of an ogre, or maybe the blood of a hobgoblin, or even the ground bones of a giant, soaked in the blood of the strongest man in town, and burned on a pyre built from the tallest oak in the city. Unless two characters are receiving the graft from the same chymist or mog, each graft should look different.

Mogs are specialized in knowing which parts have power, while chymists are specialized in transfusions, infusions, and refining the essence of monsters. Often chymists and mogs will work together at an apothecarium to create the *bioarcana*.

Warp Score: Any character which is grafted has a new ability score called Warp. Therein lies insanity, through the loss of humanity. Each piece of *arcana* grafted to any character has a static Warp cost which add together to generate a character's Warp ability score. Those unfortunate beings with too high a Warp score (the point where the Warp ability score exceeds a character's Personality score) have lost their humanity and may lash out at their allies, friends, and family. Roll on the Warp Shock chart in Chapter 8 immediately when this occurs. Normally, a grafted character cannot reduce Warp below the accumulated value of grafted *arcana* (generally their Warp score); the Graft class is an exception.

Grafts

Bioarcana: These are the alchemically treated body parts of other races, monsters, and worse, which are ritually grafted as a symbiote onto the grafter. While some carry *bioarcana* of the warped; many are parasitic and powerful warped *bioarcana* can cause insanity.

Technoarcana: These are mechanical devices, ritually enchanted by Weavers to bond with the graft host. *Technoarcana* can not be enhanced by Warp surging. (*Technoarcana* will be covered in more depth in the Summer 2018 Issue - Magic & Technology).

Active and Static Grafts

Active grafts are generally those grafts that may be used at-will. A graft activation check for an active grafts is rolled each time that graft is used, similar to a spell check. Warp surging (see Chapter 8), and of course the burning of Luck, may be used whenever an active or passive graft's activation check roll is made. Active grafts are denoted with a superscript "A" next to the graft name.

Static grafts are minor grafts which give a permanent static boost. No graft activation checks are necessary to access the graft effects. These are the most common grafts for other classes to receive. They have a static Warp cost. Static grafts are denoted with a superscript "S" next to the graft name.

Bioarcana Graft Activation

When an "Active" *bioarcana* is used, roll a d20 + Personality modifier + class level (similar to a spell check).

Natural 1: Failure, Warp shock, and graft disabled.

2-6: Failure and graft disabled.

7-10: Failure

11-20: Graft functions at half efficiency.

21-27: Graft functions at normal efficiency.

28-31: Overdrive! Graft functions at double efficiency.

32+: Godlike Graft functions at triple output, and Warp score increases temporarily (1d6 points of temporary Warp; Warp "heals" as per normal ability score healing, except it is reduced in value by the "healed" amount).



Weapon Grafts

Weapon grafts have a Warp cost of Tier x2.

Tiers represent the relative power of the graft.

For example, The Fangs graft below lists 3 different damages: 1d6 (I), 2d4(II), and 2d6 (III); the (III) indicates a Tier III graft.

Fangs^S Gain secondary attack; +d16 Action die, 1d6 (I), 2d4(II), 2d6 (III) damage.

Claws^S Gain secondary attack; +d20 Action

die, 1d4 (I), 1d6 (II), 1d8 (III) damage.

Massive Claw^S Replace existing hand with massive claw; 1d8 (I), 2d6 (II), 2d8 (III) damage.

Horns^S (I) May be used in a Charge for 2d6 damage.

Spikes^S (I) Cause 1d6 damage to a foe that fumbles an attack versus the character.

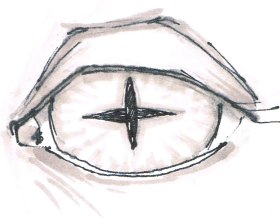
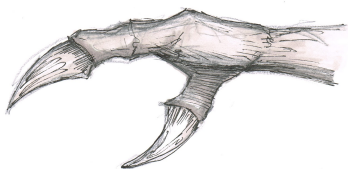
Venom Sacs^A (I) Spit attack with poison. (Centipede Poison: DC 12, 1d12 damage on failed Fort save, range 10 feet).

Caustic Blood Spray^S (I) The character's blood has been treated with an enzyme that reacts to the air. When the character suffers a critical hit, the attacker must make a DC 12 Reflex save; on a failure, the attacker is coated in acidic blood which causes 1d4 points of damage per round for 1d4 rounds.

Gorgon Eye^A (II) One of the character's eyes is replaced with a gorgon's eye. When revealed to a foe, foe must make a Reflex save DC 10+class level; on a failure, they are temporarily turned to stone (1d6 rounds).

Tentacle, arm^A (I) Character's arm has been replaced with a prehensile tentacle which has a 10 foot reach. The tentacle can hold a weapon, or be used in grappling to provide a +4 bonus.

Tentacles, mouth^A (I) Character has 4-6 tentacles around their mouth. Besides being disconcerting to foes (+2 to intimidation rolls), the tentacles grant a +2 to grappling checks.



Enhancement Grafts

Enhancement grafts have a Warp cost of Tier x2. Note: In DCC RPG games, ability scores are normally limited to a maximum of 18. In MCC RPG, ability scores can be raised above 18.

Survival Enhancement^S (I) Increase Hit Die to d10, (II) Increase Hit Die to d12.

Reflex Enhancement^S (I) Boost Reflex save adding +1 to saves, (II) Boost Reflex save adding +1 to saves.

Fortitude Enhancement^S (I) Boost Fortitude save adding +1 to saves, (II) Boost Fortitude save adding +2 to saves.

Will Enhancement^S (I) Boost Will save adding +1 to saves, (II) Boost Will save adding +2 to saves.

Heightened Agility^S Gain +2 Agility for each Tier. (max 3).

Heightened Stamina^S Gain +2 Stamina for each Tier. (max 3).

Heightened Strength^S Gain +2 Strength for each Tier. (max 3).

Heightened Intelligence^S Gain +2 Intelligence for each Tier. (max 3).

Heightened Personality^S Gain +2 Personality for each Tier. (max 3).

Essence of Luck^S Gain thief's Luck and Wits ability (see thief class, DCC RPG core rulebook, page 36).

Increased Speed^S +10 feet speed per Tier. (max 3).

Luck Factor^S Gain halfling's Good Luck Charm ability (see halfling class, DCC core rulebook, page 60).

Berserker Gland^A Gain +5 Hit Points, +2 to Attack, +2 to Damage, and +2 to Saving Throws for 1 turn.

Utility Grafts

Enhancement grafts have a Warp cost of Tier x1.

Eyes

Critical^S (II) Increase threat range by 1.

Dwarven^S (I) Gain infravision 60 feet (see dwarf class, DCC core rulebook, page 52)

Eagle^S (I) Gain +2 to vision-based skill checks.

Elven^S (I) Gain an elf's Heightened Senses (see elf class, DCC core rulebook, page 57).

Carapace^S Gain +1 AC per Tier. (max 3).

Thick Fur^S Gain +1 AC per Tier. (max 3).

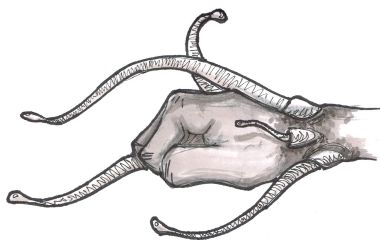
Centaur Body^S (III) Become half-man, half quadrupedal. Carry weight doubles. +2 Strength.

Elven Blood Transfusion^S (I) Gain immunity to magical sleep and paralysis (see elf class, DCC core rulebook, page 57).

Chameleonic Graft^S (II) Gain thief's ability to Sneak Silently (see thief class, DCC core rulebook, page 35).

Regeneration^A (III) Gain cleric's Lay on Hands ability (limited to self only) (see cleric class, DCC core rulebook, page 30)

Tendrils^S (I) Gain +1d to skills requiring fine manipulation. The tendrils will also keep a weapon from being disarmed.

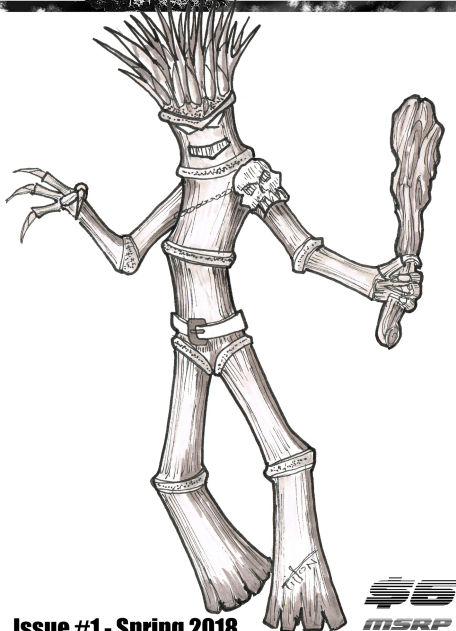


Cost: The availability and cost of grafts, especially *bioarcana* grafts, varies wildly. A graft will typically cost *Tier xd4* x 3d4x10gp* (*dice explode on max result). A Judge can rule any graft is currently unavailable, but the mog or chymist knows EXACTLY what they need to make the graft, if you can acquire it.

Working rules:

Spell-like *bioarcana* grafts: *Bioarcana* grafts which function as spells have a Warp cost equal to the spell level. A Graft may have up to their class level in *bioarcana* grafts that function as spells. A spell-like *bioarcana* graft, like other *bioarcana*, is a bio-organic remnant from another creature. A graft which produces the effect of a *flame hands* spell could be from the stinger of a Markauthian lava bee, a soot-tongue gecko, or even a dragon's flame gland.

A spell-like graft has a Warp cost of 2x the level of the spell it replicates.



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