

MEANDERING

\$8
MSRP



#4 - February 2020

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Thanks!

R. Scott Tilton

This is the final issue under the
/EpicMeanderings Patreon umbrella .

I wish to thank my former patrons with the greatest
appreciation imaginable. You are all part of the History of
Meanderings, and Tony, Hope to see you at the table soon!

New Year, New Beginnings.

Meanderings #4

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Meanderings #4

February 2020

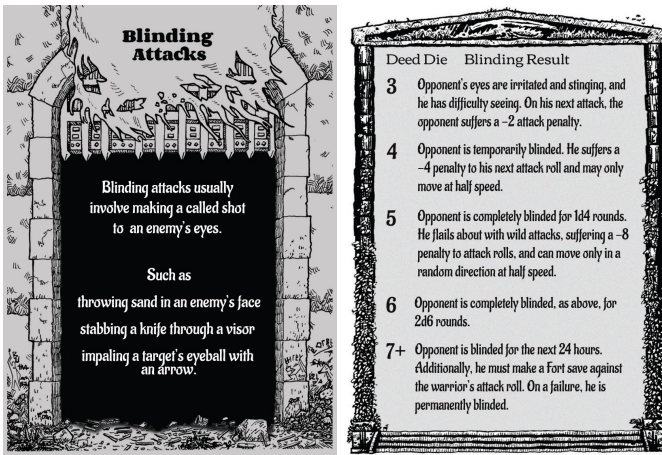
Welcome to Meanderings #4. Better late than never.

New Year, New directions, as you may know 2018 & 2019 were rough for me content wise. I hit a stumbling block on the Bastion portion. So I'm going to deal with Bastion in its own zine, I have an article being written now for the inaugural issue of the Bastion focused zine. Meanderings will be a strictly DCC RPG zine in focus.

This issue is definitely magic intensive. From Black Grimoires and the conjurer class, as well as a full blown new Patron loosely based upon the myth of King Midas and his golden touch.

You will notice the new price tag, with my Patreon stalling out, I decided to raise the price now, and use the funds for paying for art and articles. Your dollars hard at work.

Exciting news, I will also have a brand new non-zine product hitting the digital & POD shelves very soon, the Deck of Might Deeds. The original intent was to release it purely as digital and POD on Drivethru, however, I'm exploring some other options right now, for larger sizes. Here's the In current layout preview)



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. I will be paying for written and art content. Currently I'll be paying \$5-10+ per piece of art (depending upon complexity). It's not a lot, but it's better than free.

Sword & Sorcery Classes

Non-human classes converted to humanocentric Sword & Sorcery

By R.S. Tilton

This article aims to reskin the existing non-human classes into human classes for humanocentric Sword & Sorcery games. To accomplish this, I first removed some of the built in class features which are based upon the non-human race, such as infravision. Second, I modified the weapon training as required to make it more Sword & Sorcery, and less fantasy. I then added new abilities or tweaked the base stats to make up for removed abilities: some removed abilities didn't need replacements as other abilities were removed which were the counter to those abilities.

Many classic tales of Sword & Sorcery feature mercenaries, a sword for hire, ready to slit a throat for a few pieces of coin. Conan, and The Black Company, are two notable mentions here. Conan oft leads a group of mercenaries, or is found as a mercenary for hire. Andrew Offut even wrote a novel titled Conan the Mercenary. The Black Company follows a mercenary band in the employ of some wicked sorcerers.

Conjurers are another type of sorcerer, specifically those which conjure beings from other dimensions. They summon demons, and bond them to their will. Conjurers often fill the villain role in Sword & Sorcery novels, however, here I present more of a conjurer who calls upon otherworldly patrons, once who constantly bargains with those supernatural beings. Elric of Melnibone is a classic example of a sorcerer that bargains with supernatural beings.

Then comes the Bravo. Per the definition a bravo is a hired thug or assassin. Meaning bold. Thus the halfling class is transformed from a jovial two fisted fighting machine, to a street thug, wielding a pair of weapons, with their own luck. The classic street duelist from history.

Whether you want to just add these new classes to your regular Dungeon Crawl Classic game, or as new options for the Lankhmar setting. I hope you enjoy playing these new characters as much as I did designing them.

The Conjurer (Elf reskin)

You are a conjurer, one who has made pacts with supernatural beings. You did not spend years secluded away learning magic; your magic comes from your patrons, bought with body and soul. Expect your patrons to request favors in return for their benevolence. Failure to perform these favors could result in dooms, including a geas.



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

Weapon training: A conjurer is trained in the use of the dagger, dart, longsword, shortbow, short sword, staff, and spear.

Magic: Conjurers practice arcane magic sustained by traffic with otherworldly creatures. More so than wizards, they form relationships with specific demi-beings and can directly request aid from beyond. Where a human wizard may cast a spell to summon a demon a few times

in his life, a conjurer may converse repeatedly with the same demon so many times over so many centuries that long-term arrangements become feasible. All conjurers have one or more extraplanar patrons who sustain their magic. As such, their spells tend more toward those associated with elemental or demonic powers. Conjurer spells are determined randomly like a wizard's, except for invoke patron and patron bond, as described below.

Caster level: Caster level is a measurement of a conjurer's power in channeling a spell's energy. A conjurer's caster level is his level as a conjurer. For example, a 2nd-level conjurer has a caster level of 2.

Supernatural patrons: Like wizards, conjurers can invoke supernatural patrons. A conjurer automatically receives the spells patron bond and invoke patron at 1st-level in addition to his other spells. All of a conjurer's

spells are granted by their patrons. New patrons may grant new spells. Each spell will carry the patron's taint and possibly mercurial effect.

Supernatural Luck: Conjurers truck with supernatural forces, constantly pushing their luck. Beginning at first level, whenever a conjurer chooses to burn a point of Luck when casting a spell, they gain a luck die and its effects, similar to a thief of equal level, as follows. First, the conjurer rolls a luck die when he expends Luck while casting a spell. The luck die is indicated on Table 1-7: Thief, located on page 37 in the DCC rulebook. For each point of Luck expended, he rolls one die and applies that modifier to his roll. For example, a 2nd-level conjurer who burns 2 points of Luck adds +2d4 to a d20 roll.

Action dice: A conjurer's action dice can be used for attacks or spell checks at any level. At 5th-level, a conjurer can cast two spells in a single round, the first with a d20 spell check and the second with a d14; or he can make two attacks, the first with a d20 attack roll and the second with a d14; or he may combine an attack with a spell check.

Table M4-1.1: Conjurer

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

* Plus *patron bond* and *invoke patron*.

Table M4-1.2: Conjurer Titles
Level Title (all alignments)

1	Bound
2	Wyrd
3	Magician
4	Warlock
5	Conjurer

The Mercenary (Dwarf reskin)

You are a sword-for-hire. Mercenaries fill one of two roles: either you are a company man, belonging to a company of mercenaries, or you are a freesword, selling your blade to the highest bidder, often as a bodyguard (see below).



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

Weapon training: Mercenaries prefer to battle with a weapon and shield, because it's hard to spend that gold when you're dead. A mercenary will fight with any weapon they can lay hands to.

Mercenaries wear whatever armor they can afford.

Attack modifier: Mercenaries do not receive a fixed attack modifier at each level. Instead, they receive a deed die, just like a warrior. See the DCC RPG rulebook.

Mighty Deed of Arms: Mercenaries have a militant heritage that glorifies martial prowess. Like warriors, they can perform Mighty Deeds of Arms in combat. See the warrior entry for a complete description.

Sword and board: Mercenaries excel at fighting with a shield in one hand and a weapon in the other. When fighting with a shield, a mercenary always gains a shield bash as a second attack. This shield bash uses a d14 to hit (instead of a d20). The mercenary adds his deed die to this number, as with all attacks, and can attempt Mighty Deeds of Arms involving the shield as well as his weapon. The shield bash does 1d3 damage. Most mercenaries customize their shields with spikes or sharp edges to do more damage. Mercenaries with multiple action dice (levels 5+) still receive only one shield bash each round.

Greed: A mercenary can sense treasure laying about: they gain an improved die step bonus to search checks for treasures as shown on Table M4-2.1.

Companions: Mercenaries tend to gather in bands or companies, fighting for the side that pays the most. When fighting with mercenary companions of the same band or company, they gain a +1 bonus to AC and morale.

Freesword: A freesword is skilled at defending his employer. A freesword instinctively shields an employer within 5 feet of themselves with their own shield, granting a +1 AC to both themselves and their employer.

Luck: At first level, a mercenary's Luck modifier applies to attack rolls with one specific kind of weapon (e.g., "longsword," not "swords"), just as a warrior's does. This kind of weapon must be chosen at 1st-level, and the modifier remains fixed over time, even if the mercenary's Luck score changes.

Action dice: A mercenary receives a second action die at 5th-level. Mercenaries always use their action dice for attacks. A mercenary's shield bash is always in addition to his base action dice.

Table M4-2.1: Mercenary

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

Table M4-2.2: Mercenary Titles

Level	Companions	Freesword
1	Mercenary	Tough
2	Corporal	Bully
3	Sergeant	Sellsword
4	Lieutenant	Bodyguard
5	Captain	Freesword

The Bravo (Halfling reskin)

You skirt the line between warrior and rogue. Bravos are lightly armed, and armored, but quick on their feet, and quicker with their tongue.



Hit points: The bravo gains 1d6 hit points at each level.

Weapon training: Bravos prefer to battle with a weapon in each hand. The bravo has learned the use of the club, dagger, handaxe, longsword, short sword, and sling. A bravo wears no armor heavier than quilted and may use a buckler. Bravos add their base Reflex save bonus to Armor Class.

Two-weapon Fighting: (as halfling, see page 60 in the DCC RPG rulebook). A bravo may use two different sized weapons, as well as a buckler.

Stealth: Bravos are quite good at sneaking around, as fate tends to intervene. They receive a bonus to sneaking silently and hiding in shadows depending on their class level, as shown on table M4-3.1. This can be used in the same manner as a thief's abilities.

Good luck charm: Bravos are notoriously lucky. A bravo gains additional bonuses when expending Luck, as follows.

First, the bravo doubles the bonus of burning Luck. For every 1 point of Luck expended, the bravo gains a +2 to his roll.

Second, unlike other classes, the bravo recovers lost Luck to a limited extent. The bravo's Luck score is restored each night by a number of points equal to his level. This process cannot take his Luck score past its natural maximum. (The process works similar to how the thief ability is described in the DCC rulebook.)

Third, the bravo's luck can rub off on those around him. The bravo can expend Luck to aid his allies. The ally in question must be nearby and visible to him. The bravo can act out of initiative order to burn Luck and apply it to the ally's rolls. The bravo loses the Luck, and the ally receives the benefit. The bravo's Luck modifier can apply to any roll made by an ally: attack rolls, damage rolls, saves, spell checks, thief skills, and so on.

Note that the good luck charm ability applies to only one bravo in the party. There is luck to having a bravo with an adventuring party, but there is not "more luck" to having more than one bravo. If multiple bravos accompany an adventuring party, only one of them counts as a good luck charm, and that cannot change through rearranging or separating the party. Luck is a fickle thing governed by gods and game masters, and players would do well not to attempt to manipulate the spirit of this rule.

Wit's and Bravado: The bravo may use the Rallying Maneuvers (see page 91 in the DCC rulebook) or Taunt (see below) mighty deeds as a warrior of equal level. (Deed die rolled for effect only, not for attack and damage bonus)

Action dice: The bravo's action dice can be used for attacks or skill checks.

Table M4-3.1: Bravo

Level	Attack	Crit Die	Action Dice	Stealth	Ref	Fort	Will
1	+1	1d8/III	1d20	+3	+1	+1	+1
2	+2	1d8/III	1d20	+5	+1	+1	+1
3	+2	1d10/III	1d20	+7	+2	+1	+2
4	+3	1d10/III	1d20	+8	+2	+2	+2
5	+4	1d12/III	1d20+1d14	+9	+3	+2	+3
6	+5	1d12/III	1d20+1d16	+11	+4	+2	+4
7	+5	1d14/III	1d20+1d20	+12	+4	+3	+4
8	+6	1d14/III	1d20+1d20	+13	+5	+3	+5
9	+7	1d16/III	1d20+1d20	+14	+5	+3	+5
10	+8	1d16/III	1d20+1d20	+15	+6	+4	+6

Table M4-3.2: Bravo Titles
Level Title (all alignments)

1	Silvertongue
2	Whip
3	Tough
4	Bullyboy
5	Bravo

Taunt Mighty Deed

With a sharp tongue the warrior may force an opponent to attack with reckless abandon. To accomplish this deed, it must be performed on a round in which an overt attack by the bravo is not performed; their complete focus is on pouring their malice and mockery into disrupting their enemy's thoughts.

Deed Die Taunt Result

Deed Fumble	Enemy is bolstered in his next attack against you as he calms his nerves and prepares a just retribution. Enemy's attacks against the taunter are at +1d for next round.
3	Enemy launches a reckless assault, suffering -1 AC until their next round.
4	Enemy becomes focused upon the taunter, suffering -1 AC versus attacks by the taunter's allies until their next round. The enemy will attempt to kill the taunter for 1d2 rounds to the exclusion of all other targets.
5	Enemy becomes focused upon the taunter, suffering -2 AC versus attacks by the taunter's allies until their next round. The enemy will attempt to kill the taunter for 1d3 rounds to the exclusion of all other targets.
6	Enemy becomes focused upon the taunter, suffering -3 AC versus attacks by the taunter's allies until their next round. The enemy will attempt to kill the taunter for 1d3 rounds to the exclusion of all other targets.
7-8	Enemy becomes focused upon the taunter, suffering -4 AC versus attacks by the taunter's allies until their next round. The enemy will attempt to kill the taunter to the exclusion of all other target until one of them is dead.
9-10	Enemy becomes focused upon the taunter, suffering -4 AC versus attacks by the taunter's allies until their next round. The enemy will attempt to kill the taunter to the exclusion of all other target until one of them is dead. Enemy is at -1d to attacks due to his rage.
11-13	Enemy becomes focused upon the taunter, suffering -4 AC versus attacks by the taunter's allies until their next round. The enemy will attempt to kill the taunter to the exclusion of all other target until one of them is dead. Enemy is at -2d to attacks due to his rage.
14+	Enemy is so enraged that they throw down their weapons and leap at the taunter, attempting to strangle them. The taunter may make two immediate attacks with one handed weapons which automatically hit. No mighty deeds or other effects, such as critical hits, may be applied to this roll.
Critical Deed	The enemy is so enraged that they throw down their weapons and leap at the taunter, attempting to strangle them. The taunter may make two immediate attacks with one handed weapons which are automatically critical hits. Roll on the appropriate critical hit table for each attack.

Note: The Critical fumbles and deeds first appeared in Steel & Fury by Purple Duck Games, ignore these results if you do not own this product. I heartily recommend Steel & Fury. The results also include the expanded result tables per Meanderings #2.

Crimson Tabards

Running a funnel with less than optimal players.

By Jason Knepper

Funnel Red Shirts, or Crimson Tabards.

In the absence of a full group of players, running a funnel (without a greater-than-normal probability of a party wipe) can be challenging. Funnels, by their very nature, require PCs, and the attrition rate can be severe.

So, in order to meet the high body count demanded without guaranteeing a complete party wipe at your table, try this solution: First, have your players (or even a single player!) roll up O-level funnel-bait as usual. (If you're looking for a fast and automated way of generating your O-level characters, check out the tools at puplesorcerer.com.)

After creating their PCs, the players place a single d6 on the corner of each character sheet. This is the number of "Red Shirts" or NPCs that are accompanying the PC during the funnel. Narratively, they have identified that PC as their leader (for Moorcock readers, think of the short story "Sailing into the Future" in the "Sailor on the Seas of Fate" book), or they just happen to be around that PC in the mob when bad things happen. The die faces should add up to 26 minus the number of actual PCs in the game (e.g. two die faces should show 5 and two should show 6 for a single player with 4 PCs). Judges can change this total number based upon the buffer against party wipe they want their player(s) to benefit from: the higher the number on each of the dice, the more Red Shirts each character has following them around and the more likely each PC is to survive.

For the remainder of the funnel, this die acts as a counter for the Red Shirts present with the PC and when an encounter indicates that a character takes damage, the character can elect to have one of their Red Shirts take the hit instead. There is one caveat: if the PC was attempting something that resulted in damage that only that PC could possibly receive (e.g. tinkering with a trapped chest by themselves) then the judge may rule that the PC must take the damage. However, in the case of traps or monsters that could affect any character present, the player just reduces the die face on their Red Shirt die one step to indicate that one of the other NPCs perished instead of the PC.

If a PC dies while they still have Red Shirts with them, the judge can rule that either the Red Shirts flee out of fear or, if plausible in the scenario, they join with other groups of Red Shirts and are therefore distributed among the other PCs, increasing each of their Red Shirt dice as appropriate.

Attack Rolls

If an attack roll is called for, the judge determines how many of the Red Shirts can make attack rolls (using their PC's attack and damage dice). If it's hard to determine, just roll for half of that PC's Red Shirts.

Saving Throws

If a saving throw is called for, the judge determines how many of the Red Shirts must roll saving throws (using their PC's saving throw modifiers). If it's hard to determine, just roll for half of that PC's Red Shirts. Failures and successes result as indicated in the encounter. If a PC fails their save but one of their Red Shirts succeed at theirs, the player can have that Red Shirt suffer the effect of the failed save and the PC receives the benefit of the successful save. However, the judge can overrule this if it is unfeasible given the situation.

Skill and Item Checks

If a skill check is called for, roll a d6 and compare the result to the Red Shirt number for the relevant PC. If it is the same or lower than the remaining number of Red Shirts, one of them is trained in the skill based upon their background. Roll a skill check using their assigned PC's relevant ability score.

If a player decides that a certain mundane item (such as might be appropriate for a O-level character to have) is needed, they can roll a d6 and compare the result to the number of Red Shirts remaining for the relevant PC. If it is the same or lower, the judge can determine that one of the Red Shirts has the item in question or something similar. Judges are encouraged to keep track of the items generated in this manner as they remain for further use; the judge may overrule this check result if they feel it is being abused by the player to "magic hat" any item they want. Alternatively, the PC can make a Luck check to determine if remaining Red Shirts have a skill or an item when needed. In this case, it is recommended to apply a -1d penalty for each lost Red Shirt on these checks.

Reduced Dice Rolls

If you want to reduce the number of dice rolls in-game, the player can roll on the DCC Starting Occupations table for each of their Red Shirts and just record their occupation and starting equipment. This adds to the record keeping and character creation times, but can speed up play in-game.



Hahaha! Well I'm glad we brought a few men in Crimson Tabards!

Reaver's Gallery

True Rogues from the DCC Community

We all have memorable player characters. My favorite was Bub, the halfling with the heart of gold, strength of a mule and dumb as a box of rocks. She nearly survived Attack of the Frawgs, her 4 hit points dwindled one by one over four encounters; had she survived, it would have been epic. Another favorite I got to play was Lurch; this character was passed around at Bill Meyer's games at the now defunct Villainous Lair. He was amazing: 17 Strength, 17 Luck and the birth augur "born in battle". He finally met his end when a 20 came up for a roll the body check.

This article presents a rogue's gallery of DCC RPG Characters, alive and deceased, for use in your campaign, either as allies, foes, or as a pre-gen. Each reaver will include a paper mini of the reaver. Submit your character for consideration in next issue, and future publication in a full length Zine of Reavers, complete with a Sheet of Paper Reavers.

This issue features the following Reaver's: Ian Tilton's, Jacques, level 2 warrior, Morgan Tilton's Gehrrin the level 1 thief, and finally as a memorial dedication to the late Bob Cruze, Topher the level 2 Bravo.

New Divine Aid Option

Arise!

Required Divine Aid spell check result: $DC 10 + 2 \times$

character's level. When this divine aid is requested, the cleric beseeches his god to return a deceased ally or legendary hero for a short time to fight alongside them in a time of need. The divine request requires a sacrificial offering equal to 100 gp per character level of the returned soul. The returned character must be of the same alignment as the cleric's god. The character returns as a divine construct, complete with the memories and equipment of the deceased, and fights for a number of rounds equal to the Spell check result. Equipment reappears on the divine construct if separated from them, with the exception of spent ammunition, which dissolves the round after use.

Level 1 Thug
Chaotic Thief
Agnostic

MV
30ft

Str
11 +0

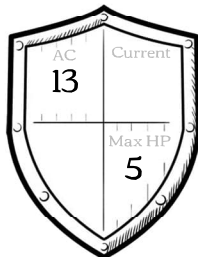
Agi
15 +1 Ref
+2

Sta
10 +1 Fort
+1

Per
13 +1 Will
+1

Int
14 +1

Luck
13 +1



+0 Initiative
+0 Attack
Action die d20
1d10/Table II
Luck Die d3



Leather Armor
+2AC (-1 Check)

Short Sword +0 (1d6+0)

Dagger +0 (1d6+0)
Dagger +3 (1d10) Backstab

Thieves' tools

Age: Early 40s
Eyes: Green
Hair: Ruddy Brown

Background & Personality

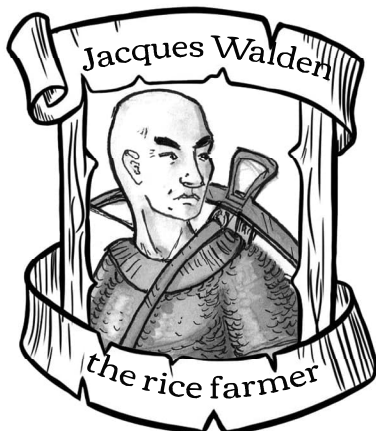
Gehrrin is a selfish, secretive, and silly man. His greed drives him like all thieves, and he always tries to get more than his fair share when working on a team. He likes to think of himself as a leader, but when a fight comes he prefers to cower back until he can get behind an opponent, using the dirtiest tricks in the book to be the hero of the day. He hides his greed under a strange, eclectic personality, distracting people with his odd persona to rob them blind behind their backs.

Thief Skills

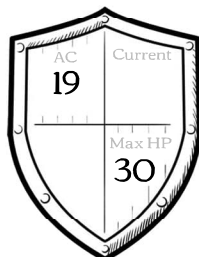
Backstab +3. Sneak silently +4. Hide in shadows +2. Pick pocket +1. Climb sheer surfaces +2. Pick Lock +2. Find trap +2. Disable trap. +1. Forge document +1. Disguise self +4. Read languages +1. Handle poison +3. Cast spell from scroll 1d10+1

Level 2 Champion
Lawful Warrior
Follower of Choranus

MV
20ft



Str 15 +1



Agi 13 +1 Ref +2

Sta 17 +2 Fort +3

+3 Initiative
Action die d20
Deed die d4
Threat 19-20
Table III/d14
Lucky Weapon
Battle Axe

Half Plate Armor + Shield
+7AC (-7 Check)
+1AC (-1 Check)

Mastercrafted Battle Axe
d3+2 (d10+d3+2)

Crossbow (24 bolts)
d3+1 (d6+d3+1)

Per 11 0 Will 0

Int 10 0

Luck 12 0



Age: Middle aged
5' 11"
172 lbs
Eyes: Blue
Hair: Bald

Background & Personality

Jacques is a middle aged man, with a decent build and an unfortunately bald head. Jacques is one to always follow just, uncorrupted law, and is a devout follower of Choranus.

Level 2 Whip
Neutral Bravo
Follower of Fate

MV
30ft

Str
8 -1

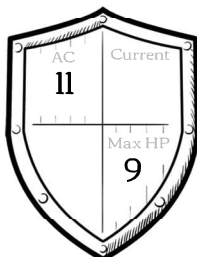
Agi
10 0 Fort
+1

Sta
9 0 Ref
+1

Per
12 0 Will
+1

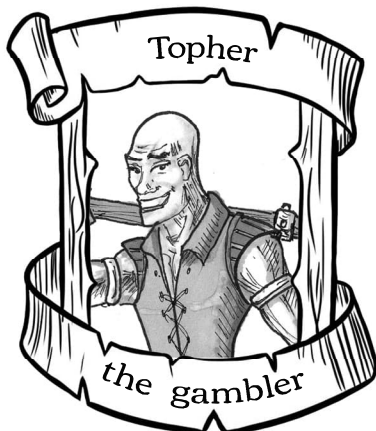
Int
9 0

Luck
18 +3



+0 Initiative
Action die d20
Attack +2
Table III/d8
Wits & Bravado
Greed
Lucky

+3 Atk/dmg
level-0 weapon
Pack Hunter



Padded Armor
+1AC (0 Check)

Club
+4 (1d4+2)

Dice
10-foot pole
57 gp
13 sp
11 cp

Age: Indeterminate
average height
average weight
Eyes: Brown
Hair: Brown

Background & Personality

Topher is always ready to assist others, in words, or in spirit. Topher will constantly regale his fellow with anecdotes, his tales uplifting to the spirits of others. Topher has always relied on his incredible Luck, to the detriment of his other abilities.

Eternal Champion: If Topher dies in game, death will return him to the mortal realm the next day.

Move silently +5, Hide in shadows +5, Two-Weapon fighting (as halfling)

The Black Grimoire

What Forbidden Knowledge Lies Within?

By R.S. Tilton



There's an item listed as a trade good for the Wizard's Apprentice, called the Black Grimoire. Obviously it is a spell book designed to give that apprentice wizard the chance to become a true wizard, by granting starting spells, but what lies within the pages of something as ominous sounding as "The Black Grimoire?" How many spells does it truly contain? More importantly, what other baggage does it come with?

The player or the Judge should think about what the grimoire looks like. Is it bound in the scales of a black dragon? Bound in Elven Leather? Is the clasp of the book an animated skeletal hand?

Appearance Table (Roll 2d7) Roll 1d3 times.

If the tome is not a special tome, Roll on this appearance table.

2d7 Result

- 2 Pages are made of a strange paper, completely smooth to the touch, like bendable glass. It has a faint scent (roll 1d3) 1: Vomit, 2: Ozone, 3: Rot.
- 3 Cover is made of a strange black leather that seems to absorb light.
- 4 The corner protectors are made from (roll 1d4) 1: strange metals that sings when it is struck, 2: Volcanic rock, 3: Troll's teeth, 4: Demon tongues.
- 5 Book has a wicked teeth surrounding the outside of the pages
- 6 The book has page marker tassels made from (1d3) 1: Demon tongues, 2: Pressed faeries, 3: Solidified blood, 4: Human skin
- 7 Pages glow with phosphorescent light, It is readable in the dark.
- 8 Writing slithers around as the reader reads the pages.
- 9 Locking book clasp is made of (1d3): 1: an iridescent blue metal. 2: cold iron, 3: heavy copper lock.
- 10 Book is made entirely of Elf leather.
- 11 Cover is made from (Roll 1d6) 1: solid oak, 2: shattered glass, 3: blackened bone, 4: Glazed ceramic, 5: Crushed black velvet, 6: Dragon hide.
- 12 Pages are made from (Roll 1d3) 1: Dragon hide, 2: Spidersilk, 3: Seaweed
- 13 Written in (roll 1d6) 1: Moon ink, 2: Liquid gold, 3: Pure sapphire, 4: Blood of virgins, 5: Broken dreams, 6: Tears of a Jester.
- 14 The book weighs (roll 1d4) 1: Nothing, 2: 500 lbs (except when held), 3: 5 pounds, 4: 7d7 pounds.

Black Grimoire Table (Roll 2d10)

2d10 Result (Common Spells)

- 2 Combat Mage's grimoire: Contains *enlarge*, *haste*, *magic missile*, *magic shield*, *polymorph*, *scorching ray*, *shatter*, *strength*, *sword magic*, and *magic bulwark*.
- 3 Force Mage grimoire: Contains force manipulation, *magic missile*, *magic shield*, and *levitate (manifestation #2)* When closed, the book is protected by an impenetrable force field. The grimoire may be used to attempt to counterspell magic missile while closed.
- 4 Summoner's Grimoire: Contains *demon summoning* and the true name of a type II demon , in addition to 1d3 1st level spells.
- 5 Contains all common fire-based spells. Contains the formula for blackfire powder (grants +2d on fire-based spell, costs 100gp to craft, 1 use), the grimoire is always warm to the touch.
- 6 Contains all common air-based spells. The book flies with a move of 30'.
- 7 Enchanter's grimoire. The grimoire contains color spray, Ekim's mystical mask, and invisibility.
- 8 Contains 1d7 1st-level spells, 1d5 2nd-level spells & 1d3 3rd-level spells, plus Mercurial Alignment (see below)
- 9 Contains 1d3 1st-level spells & 1d3 2nd-level spells.
- 10 Contains 1d4 1st-level spells.
- 11 Contains 1d5 1st-level spells.
- 12 Contains 1d6 1st-level spells.
- 13 Contains 1d5 1st-level spells & 1d3 2nd-level spells.
- 14 Contains 1d6 1st-level spells, 1d4 2nd-level spells & 1d2 3rd-level spells
- 15 Contains 1d7 1st-level spells, 1d5 2nd-level spells, 1d3 3rd-level spells, & 1d3 4th-level spells , plus Mercurial Alignment (see below)
- 16 Contains 1d7+2 1st-level spells, 1d5+1 2nd-level spells, 1d3+1 3rd-level spells, & 1d3+1 4th-level spells ,plus Mercurial Alignment (see below)
- 17 Contains 1d7+2 1st-level spells, 1d5+2 2nd-level spells, 1d3+2 3rd-level spells, 1d3+1 4th-level spells & 1d2 5th-level spells ,plus Mercurial Alignment (see below)
- 18 Contains all 1st-level spells found in DCC RPG rulebook, 1d5+2 2nd-level spells, 1d3+2 3rd-level spells, 1d3+1 4th-level spells & 1d2 5th-level spells , plus Mercurial Alignment (see below)
- 19 Contains all 1st-level spells found in DCC RPG Rulebook) plus 1d3 1st level spells not in the Core rulebook, 1d5+2 2nd-level spells, 1d3+2 3rd-level spells, 1d3+1 4th-level spells, 1d2 5th-level spells, plus 1 new 5th-level spell created by the Judge, plus Mercurial Alignment (see below)
- 20 Roll on the Black Grimoire Special Table below.

Black Grimoire Special Table (roll 1d10)

1d10	Result
1	Necronomicon
2	The Book of Scrolls
3	The Rainbow Libram
4	Leetore the Limericker's Lascivious Libram
5	Phlogiston Primer
6	The Runestone Tableau
7	Codex of the Planes
8	Codex Infernus
9	The Black Staff of Glyphs Graven
10	Book of Infinite Spells

Mercurial Alignment Table (roll 1d3)

1d3	Result
1	Mercurial Law: When learned, all spells within the grimoire have the same mercurial magic effect.
2	Mercurial Balance: When learned, all spells within the grimoire have no mercurial effect.
3	Mercurial Chaos: When learned, all spells within the grimoire force a roll to generate a new mercurial magic effect with each casting.



Casting from a Grimoire

Anyone desperate enough may attempt to cast a spell directly from a grimoire, assuming they can read the language the grimoire is written in. The spell is cast as if reading a scroll. A Thief may cast from a grimoire using their “Cast spell from a scroll” class feature. Other non-magician classes may attempt to cast at $d12 + \text{Int}$. Clerics may attempt to cast from a grimoire at $-1d$.

All attempts to cast from a grimoire carry the risk of “worse”. If the spell casting check modified by Luck is:

- (0 or less) major corruption + misfire
- (1-2) major corruption
- (3) corruption
- (4) misfire

Midaes - The Foremost Alchemist

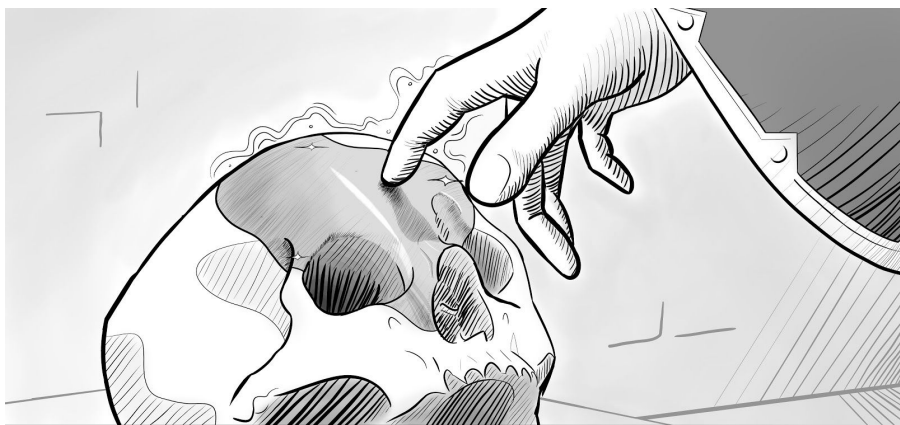
A new patron based upon the legend of King Midas

By R.S. Tilton

[spoiler Warning] While running my DCC conversion of The Sinister Secret of Saltmarsh, I decided to have the skeleton of the alchemist in the secret room of the manor house become a patron for the fledgling wizard, and who better to be a patron where alchemy is involved, where a golden skull and a golden rose lie in plain sight, than King Midas.

Of course in the tale, Midas was cursed by his gift, and Dionysus removed it from him after feeling sorry for the wish he granted. In our version, Midaes Greyshield was a great wizard and alchemist, who yearned to transmute base metals to gold. He lost everything in this quest: his fortune, his family, his titles: yet in the end, he succeeded. He also learned that there is a balance: he spent his life and fortune, and in the end gained fortune and lost his life.

Those who find his patronage tread a dangerous path, balancing the search for knowledge with knowledge that the search can be ruinous. Transmutation of base metals to the higher forms is merely a small step in the grand scheme: the search for the formulae which unlock all the secrets of the world. Midaes believes that everything is merely formulae, and that with the right equations and experimentation, anything can be rewritten.



Invoke Patron

When Midaes is called upon, he grants a transmutation effect, typically based upon alteration of bio-organic matter into metallic mater

- 12-13 Midaes is preoccupied. The caster feels his body toughen, giving the caster supernatural endurance in the form of +1d6 Stamina for the next hour. This may be spellburned as normal.
- 14-17 Midaes hears his disciple, and causes a single enemy's skin to transform to dull lead. The opponent must make a DC 10+CL Fort save or suffer 1/2 movement for 1d4+CL rounds. The targets will also automatically fail all swimming checks, sinking immediately in any fluid.
- 18-19 The caster's most dangerous nearby opponent is overcome by visions of formulae and equations. The enemy must make a DC 10+CL Will save prior to attempting any action for the next 1d4 rounds: a failure means they stand in place, looking contemplative.
- 20-23 Midaes shows the caster the formula to weaken his opponent. The target must make either a DC 10+CL Will save (on a failure, they suffer -1d to all skill checks, action dice, and saves for 1d6+CL rounds) or a DC 10+CL Fort save (on a failure, they suffer -1 AC per CL for 1d4 turns). The save choice is the caster's discretion.
- 24-27 Midaes sends a golden basilisk (see stats on page 396 of the DCC core rulebook; turns victims to gold permanently). It arrives in 1d4 rounds and obeys the caster's commands until Midaes needs it elsewhere (caster must make a DC 20 Will Save every hour or it departs). This basilisk is large enough to be ridden as a mount.
- 28-29 Midaes grants the caster knowledge of the formula for living constructs. The caster transforms into an 8-foot tall solid gold construct and gains a +6 bonus to AC and 10 temporary hit points. Once the formula is activated the effect lasts for 2d6 rounds.
- 30-31 Midaes grants the caster knowledge of the formula for living golems. The caster transforms into a 10-foot tall solid gold golem and gains AC 24 and 20 temporary hit points. Once the formula is activated the effect lasts for 2d6 rounds.
- 32+ Midaes gifts the caster with the secrets of rewriting their own formula. The caster may choose to attempt to understand the formula. If the caster succeeds at a DC 25 Intelligence check, they may increase either an attribute of their choice or their hit point maximum by 1 point permanently.. Failure results in Patron Taint.

Patron Taint

When patron taint is indicated for Midaes, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling any more.

Roll	Result
1	The caster's skin transforms visually to gold, with golden eyes and hair. This effect is purely visual. If this result is rolled a second time, the effect is a true transformation, which quadruples the caster's weight and halves their movement. If this result is rolled a third time, the caster's organs become gold as well: they are no longer to critical damage, suffer a -2d to initiative rolls and may not run.
2	The caster constantly sees translucent formulae and equations in the corners of their vision just out of sight. If the result is rolled a second time, the caster comes to the very visceral realization that the entire world is merely formulae. If the result is rolled a third time, their perception of the natural world as merely hidden formulae and equations is visible every waking moment, and the caster suffers a -2d to personality checks as they are obviously distracted, during anything other than life-threatening situations.
3	In a passing moment of déjà vu, the caster realizes that Midaes demands his service. Subject to the judge's discretion, the caster must adventure to retrieve alchemical formulae for the Old Master, located within 1d4 days travel. The caster has a clear vision of the knowledge, but only a rough sense of its location and wards. If the result is rolled a second time, the knowledge is well warded and some 1d4 weeks distant. If the result is rolled a third time, the knowledge is guarded by ancient wards, traps, and fiends, requiring 1d4 months of dangerous travel.
4	The caster adopts the driven focus of his patron. They become highly focused and very blunt in demeanor. They lose 1 point of Personality permanently. If the result is rolled a second time, the caster becomes focused on the quest of true transmutation and they lose another 1 point of Personality permanently. If the result is rolled a third time, the caster fully withdraws from the world to study in seclusion and they lose another 1 point of Personality permanently and can only be motivated if the concern involves themselves or the pursuit of alchemy.

- 5 The caster is hyper focused on perfection. The judge may select a single spell that takes 1 round to cast: the caster must succeed on a DC 10 Will save each time they attempt to cast the spell or take an extra +1d3 rounds to cast the spell. If the result is rolled a second time, the judge should choose a second spell: the caster must succeed on a DC 15 Will save each time they attempt to cast the spell or take an extra +1d3 rounds to cast the spell. If the result is rolled a third time, the judge should choose a third spell: the caster must succeed on a DC 20 Will save each time they attempt to cast the spell or take an extra +1d3 rounds to cast the spell.
- 6 Midaes Touch: Caster's touch turns anything touched to gold temporarily. Creatures must make a DC 10 Fort save to resist the effect. The effect lasts for 1d4 rounds. If the result is rolled a second time, the effect lasts for 1d4 turns and the save increases to DC 15. If the result is rolled a third time, the effect lasts for 1d4 hours and the save increases to DC 20. If the result is rolled a fourth time, the effect lasts for 1d4 days and the save increases to DC 25.

Spellburn: Midaes

Midaes does aid his followers, when not involved in his own studies. When a caster utilizes spellburn, roll 1d4 and consult the table below or build off the suggestions to create an event specific to your home campaign.

Roll	Spellburn Result
1	Midaes requires new secrets. The caster must give Midaes new information. If the Midaes is satisfied, the caster need not spend any attribute points allocated for the spellburn: if the information is unhelpful, the caster must pay twice as many attribute points for the spellburn to achieve the original effect.
2	Midaes demands the caster experience transmutation by molten metal. The caster sacrifices a number of coins equal to the spellburn, which then melt in the casters hands. Half of the spellburn is expressed as attribute point loss, the remainder is expressed as hit point damage.
3	Midaes demands a trial of transmutation. Roll on the minor corruption table as well. This escalates each time rolled on the same day.
4	In addition to the spellburn. The caster is driven by the madness that everyone now wants his secrets, the caster refuses to speak to others for 1d4 hours.

Patron Spells

Fleeting Transmutation

Level 1: (Midaes)	Range: Held item	Duration: Varies	Casting time: 1 round	Save: Varies
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General The spell requires 1 oz of the target material to be used as a catalyst. This material is lost upon a successful casting or a roll of 1.

Manifestation Roll 1d3: (1) a cauldron appears: dipping the item into the liquid transmutes it; (2) the item shatters, then reforms in reverse and made from the new material; (3) equations and formulae form out of thin air around the item, then suddenly vanish as the items takes on its new form.

1	Lost, failure and patron taint.
2-11	Lost. Failure.
12-13	Transmute the surface of an item into copper, iron, or lead. One small object, weighing no more than 1 pound for 1+CL rounds
14-15	Transmute an item into solid copper, iron, or lead. Up to 1+CL pounds of material for 1+CL turns
16-19	Transmute an item into solid copper, iron, lead, silver, or gold. Up to 2 pounds of material per CL for 1+CL minutes.
20-23	Transmute an item into solid copper, iron, lead, silver, or gold. Up to 3 pounds of material per CL for 1+CL hours. Opponent's weapons, armor, and non-magical items may be affected and must make a DC 18 Fort save to resist the spell effects. Constructed, magical creatures must make a Fort save vs. spell check result to resist the spell effects.
24-27	Transmute an item into solid copper, iron, lead, silver, mithril, or gold. Up to 5 pounds of material per CL for 1d6+CL days.
28-29	Transmute an item into solid copper, iron, lead, silver, mithril, gold, or platinum. Up to 10 pounds of material per CL for 2d6+CL days.
30-31	Transmute an item into solid copper, iron, lead, silver, mithril, gold, adamantite, or platinum. Up to 20 pounds of material per CL for 1d6+CL weeks.
32+	Transmute an item into any other material, including flesh. Up to 25 pounds of material per CL for 1+CL months. The wizard may make the transmutation permanent by Spellburning 1 attribute point permanently.

An opponent's weapons, armor, and items (non-magical and magical) may be affected and must make a Fort save vs. the spell check result to resist the spell effects. Opponent's magical items can add any "pluses" they possess to the saving throw roll. Constructed, magical creatures must make a Fort save vs. spell check result to resist the spell effects.

Flesh is Weak

Level 2: (Midaes)	Range: Varies	Duration: Varies	Casting time: 1 round	Save: Will vs. spell check when appropriate
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General The spell requires 1 oz of the target material to be used as a catalyst. This material is lost on success or a roll of 1. An elf follower of Midaes will transmute to mithril instead of iron.

Manifestation Roll 1d3: (1) the catalyst turns to molten metal and flows up the arm and over the body; (2) the catalyst shatters, then the caster shatters and reforms in reverse with the new skin; (3) the catalyst sinks into the caster's hand and metal cladding erupts from the caster's skin like armor plate.

1	Lost, failure and patron taint.
2-11	Lost. Failure.
12-14	Failure, but spell is not lost.
15-16	Caster transmutes a thin layer of their skin to iron: +3 to AC for 1d6+CL rounds.
17-19	Caster transmutes their skin to iron: +4 to AC for 1d6+CL turns.
20-21	Caster transmutes their skin to steel: +5 to AC for 2d6+CL minutes.
22-25	Caster transmutes their skin to hardened steel: +6 to AC for 1d6+CL hours.
26-29	Caster transmutes their skin, including their eyes, to hardened steel: +7 to AC for 2d6+CL hours.
30-31	Caster transmutes their skin, including their eyes and hair, to hardened steel: +8 to AC for 2d8+CL hours.
32-33	Caster transmutes their entire being to purest adamantite: +10 to AC for CL days.
34+	Caster transmutes up to CL targets to purest adamantite (Will save applies versus unwilling targets): +10 to AC for 1d6+CL hours.



Curse of Greed

Level 3: (Midaes)	Range: 30' or more	Duration: 1 round or longer	Casting time : 1 round	Save: Will save vs. spell check DC
General	The spell requires a sacrifice of at least 1 silver piece. The spell causes greed and avarice to overcome good sense. This spell does not affect mindless creatures.			
Manifestation	Roll 1d4: (1) a large sack appears and falls, splitting open and causing coins to scatter across the ground; (2) coins begin to fall from the sky or ceiling; (3) coins fall from the pockets of the creature's allies; (4) With a heavy thunk, a coin hits the ground and then appears to roll around in a hypnotizing pattern.			
1	Lost, failure and patron taint.			
2-11	Lost. Failure.			
12-15	Failure, but spell is not lost.			
16-17	The caster can target one creature within 30' and line of sight. That creature receives a Will save to resist the effect. Failure indicates it experiences a moment of avarice. It immediately falls to the ground to grab the illusionary coins. The greed lasts only one round; on the round following the failed save, the creature recovers its wits.			
18-21	As results 16-17, but the greed lasts 1d4+1 rounds.			
22-23	As results 16-17, but the caster targets up to two creatures within 60' and line of sight and the greed lasts 1d6+1 rounds. The creatures begin to fight over the coins, ignoring all other threats.			
24-26	As results 16-17, but the caster targets up to three creatures within 60' and line of sight and the greed lasts 1d6+1 rounds. The creatures begin to fight over the coins, ignoring all other threats.			
27-31	As results 16-17, but the caster can target all creatures within 60' and line of sight and the greed lasts 2d6+1 rounds. Creatures of 1 HD or less automatically fail the Will save to resist the effect.			
32-33	As results 27-31, but the caster can target all creatures within 90' and line of sight. Creatures of 2 HD or less automatically fail the Will save to resist the effect and the greed lasts 3d6+1 rounds. Creatures affected by the greed suffer 1d4 points of damage from infighting.			
34-35	As results 32-33., but the greed affects 3 HD or less automatically with no save allowed and creatures affected by the greed suffer 1d8 points of damage from infighting.			
36+	As results 34-35, but the greed is infectious, and any creatures moving within 90' of the caster must make a Will save versus the original spell check DC to resist the effects.			

The caster may use more valuable coinage for casting the spell. Creatures suffer Will save penalties based upon the coinage used: -2 Will save (gold), -4 Will save (electrum), -6 Will save (platinum).

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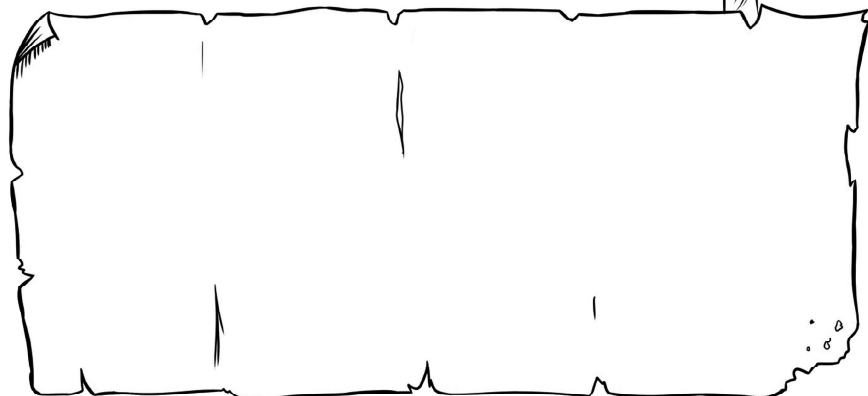
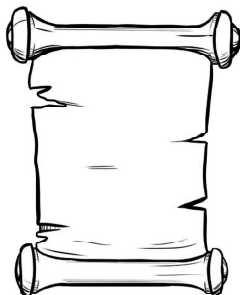
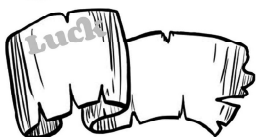
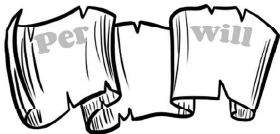
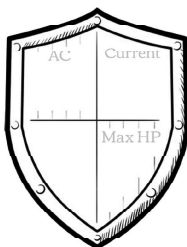
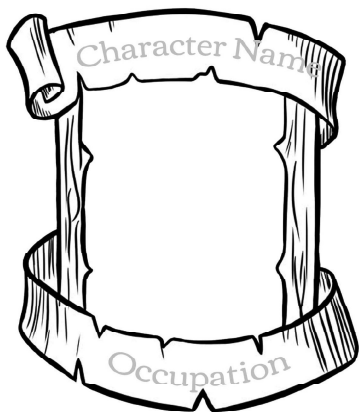
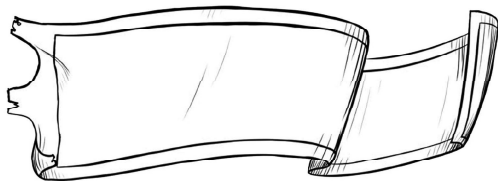
Does your character merit submission to the biggest, baddest gallery of misanthropic murder hobos, cantankerous cut throats, blood curdling kobold killers, goblin gutters, and glorious gold snatchers?

Characters that have seen actual play, not characters generated on Purple Sorcerer please!

Submit as many reavers as you like, a reaver that is chosen to adorn the pages of Meanderings, will earn a copy of the issue in which they appear, as well as a custom paper mini to appear in Zeros to Heroes.

Space is limited per issue, Though a future Reaver's Gallery publication will happen when we have enough to fill an issue.

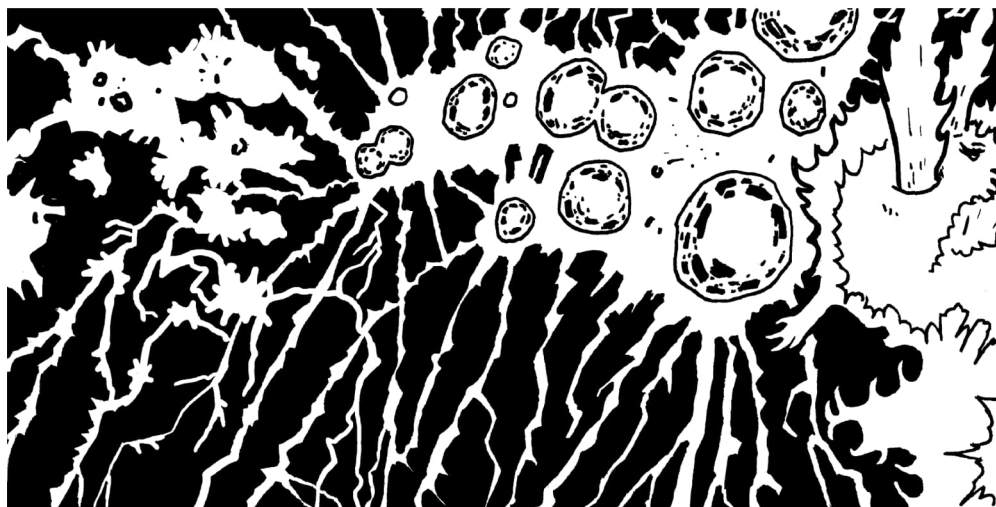
Email me at EpicRPGBlog@gmail.com to get a link to the Reaver application.



MEANDERINGS

“A good earthy witch is more honest than some city rogue
tricked out in black cone-hat and robe of stars,”
— Fritz Leiber, *Swords Against Wizardry*

Spring 2019 - New Year, New Directions, Extra Pages



Inside you will find

- Sword & Sorcery Conversions for Demi-human classes.
- Crimson Tabards - Rules for running funnels with less players.
- Black Grimoires - What Secrets lie within the Apprentice's Grimoire?
- Midaes - A New Patron write-up based upon King Midas
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