MEANDERINGS

"Law and Chaos?" I said. "They're not the same as good and evil, I'm told."
"Merciful heavens, no! Not at all. Not at all. Evil is a cruel and selfish thing.
Chaos can be wild and generous, and just as some Lords of Law are
self-sacrificing and concerned for others, so are some Lords of Chaos."
— Michael Moorcock, The White Wolf's Son: The Albino Underground

MEANDERINGS

#5 - Zine Quest 3 - 2021

Inside you will find
➤ Choosing Sides - Alignment matters
➤ Glorious Deeds of the Divine
➤ More than Luck
➤ Monstrous Encounters
➤ Zeroes to Heroes
➤ Reavers Gallery #2

COMPATIBLE WITH
DCC RPG

CuriousFewGames.com
SKU# EM005KS-Ltd

$10
MSRP

Meanderings #5
Table of Contents

Curiousfewgames.com
Epicrpgblog.blogspot.com

Meanderings #5
ZineQuest 3 – 2021

Welcome to Meanderings #5. A new life. When I stopped the Patreon, everything came to a screeching halt. I was slammed at work, and with my near fatal stress levels (Pancreatitis, Hypertension, etc.) My well of creativity was dry. COVID happens, I lose my job, but with the stress of work gone, my creativity begins to recover.

I launched my first 3D modelling Kickstarter weeks after losing my job, Into the Grid was a success, not as big as I had hoped, but it was successful. I worked to finalize those deliverables, and then started working on my next Kickstarter, Into the Infinite, more of a success. I had started working out daily by doing pushups every day, first it was 100 per day, then I decided to set a goal for myself for my 50th birthday. Doing 200 pushups in a single day before my 50th. I finished that goal 10 days early. I then launched the ZineQuest3 Kickstarter, having had a ton of inspiration in the weeks prior.Today I'm back in the gym, gaining strength, and working toward my 18 Con, in my Questfor18Con. My mind is constantly on the go, and I'm working better than ever.

Future projects for DCC RPG Compatible products include:
Deck of Mighty Deeds as originally introduced in Issue #4.
Convention Pack #1 (20 paper minis and 0-level character sheets)
Convention Pack #2 (20 paper minis and 0-level character sheets)
Convention Pack #3 (20 paper minis and 0-level character sheets)
Reavers' Gallery #1 A collection of real reavers, survivors of true adventure.

If you've found this PDF as a free download on some online trove, consider purchasing it on Drivethrurpg.com, that let's me know that people like what I write and want more. If sales continue to dwindle, well…3D modeling is much more lucrative, and less time consuming, on the distribution side. Is this the end of my Meanderings?

Choosing Sides

A New Perspective on Alignment

By R. S. Tilton

Alignment in DCC RPG can and, in my opinion, should be much more than just your PCs morality. By putting Lawful or Chaotic on your sheet, you have made your declaration to join the Battle for the Cosmic Balance. You have aligned yourself in the supernatural war of Gods, Demons, Devils, and all manner of beings supreme.

It is far more than "I follow the law, or I'm an outlaw". Those are neutral characters, who have a specific point of view about the laws of civilization. Aligned with Law, or Chaos, or as a champion of the cosmic balance, means you work toward those goals. Those aligned with Law and Chaos are often seen as fanatics, while those who follow the cosmic balance are constantly striving to thwart the machinations of said fanatics.

A new alignment representing those who actively oppose the forces of Law and Chaos could be known as Keeper. Not all neutral gods will champion the ways of Balance, Cthulhu, in its weary sleep of ages, cares not for the war between good and evil. A Champion of the Balance would actively oppose the Champions of Law and Chaos, as well as the gods they represent, as they know victory on either side would destroy the fabric of the known universe.

When you choose to be Lawful, Chaotic or Keeper, immediately look at the choice of gods. Choose one as your focus, or choose to embody all that is Law or Chaos, or as a Keeper of the Balance.

This god should help you define the personality for your character. Two Lawful disciples will have different goals, for example, a follower of a god of justice will have a far different mindset than a follower of a deity of war.

When mere followers do the gods bidding in words and deeds they can gain favor; when they stray from their deities path they can lose favor. Favor can be traded for boons from the god. If enough favor is granted, the follower can even call for divine aid, as a cleric.

Exactly what the cosmic struggle is and how it affects your player's characters is up to you as the judge. Does it resolve itself as rivalries, or do your characters keep their allegiances secret? You could even go as far as to have alignments defined as the deity or deities the character follows. Such as, Lawful (justice), Keeper (the Sea), or Chaos (death).

As a reward for good role-playing, a judge should award a point of favor, similar to clerics regaining favor, as the deity smiles upon the character. A player character may spend favor to gain boons. A minor boon might be regaining a point of Luck, costing 5 favor, or gaining a spell effect (such as *blessing*) at the lowest effect level. Or even attempting to call for divine aid which would cost 20 favor. The possibilities are endless. Favor may also be used to power deeds of the divine as laid out in the Glorious Deeds of the Divine article within this issue.

Use the ideas below to help figure out how and why to award or remove points of favor. The judge and player can determine what a good list of ideals and sins are for each deity.

Using this system, you can expand upon the number of deities simply by using a similar portfolio for each alignment, such as Death, and defining what it means to be a Lawful (death), Keeper (death), and Chaos (death). A Lawful follower of Death would be concerned with judging the dead and keeping the souls of the dead; un-dead would be unholy to them, A Chaotic follower of Death would revel in causing death and corrupting the souls of the dead, creating the un-dead. A Keeper of Death would be concerned with keeping death within the natural order; both resurrection and necromancy would be a sin, as the dead should stay dead.

Lords of Order

Moon

A deity of the moon acts in rigid cycles, wax and wane. A full moon sees the priesthood busy at work, completing projects, a waxing half moon sees projects beginning, and a new moon is a day of rest and planning.

Working on the new moon is a sin.
Working the entire day of the half moon is ideal.

War

A lawful deity of war seeks order at the point of a blade. Honor is paramount, and breaking one's word is a sin. A militant nation is the ideal of War, ready to do battle, always training, always ready. Expansion at the point of the spear, citizenship through service.

Negotiating a peace is a sin.
Breaking a peace treaty is an ideal.

Peace

Deities of war and peace seem to be at odds at first, but war and peace go hand in hand, one begets the other, and there is an order to that cycle. A priest of peace is a negotiator, a go-between for two warring parties.

Breaking a peace treaty, or ceasefire, is a sin.
Negotiating a peace is an ideal.

Creation

A deity of creation seeks to enlighten order through creation, creation of children, creation of laws, goods, kingdoms, roads, all are the high ideals of creation. It is the creation of a thing that is the goal, and once created, such things oft are forgotten.

Wanton destruction of goods or life is a sin.
Procreation as well as crafting are ideals.

Industry

A deity of industry seeks to mine the earth of its resources and craft a better order. Industry before all, seeking a perfect machine running the cosmos, every cog, gear, and bearing in place and perfect working order. Any opposition to order must be repaired, at any cost.

Sustainable mining of resources is an ideal.
Pollution and destructive mining is a sin, as it causes disorder.

Valor

A deity of valor holds the ideals that the strong must lead the weak, showing them the right way through deeds.

Acting in a valorous and selfless manner is an ideal.
Acting with cowardice is a sin.

Justice/Mercy

A deity of justice and mercy honors law as testament, seeks to right wrongs, and bring mercy to those in need, though mercy to a victim may be shown by slaying the offending party, as a means of justice.

Granting mercy to an enemy which may be saved is an ideal.
Granting mercy to the irredeemable is a sin.

Sight/Strategy

To the deity of sight and strategy, there is an order to things which leads inevitably to an end that they have foreseen,

Acting recklessly is a sin.
Carrying out the flawless execution of a plan is an ideal.

Keepers of the Cosmic Balance

Keepers of the Cosmic Balance seek to not allow the Lords of Order or the Harbingers of Chaos the upper hand in the battle for the Cosmic Balance. Life flourishes in the Balance.

Mysteries and riddles

A deity of mysteries and riddles seeks to keep hidden any information that would allow the Lords of Order and the Harbingers of Chaos from gaining the upper hand.

Revealing mysteries to the enemy is a sin.
Deciphering riddles and mysteries is an ideal.

Nature

The deity of nature seeks to preserve the Balance, for nature thrives in this temperate state of affairs. Law stagnates wild growth, while Chaos destroys habitats. Hunting and farming is acceptable if done with the natural order in mind.

Destructive cultivation is a sin, as is destruction of habitats.
Stopping interference in the natural order is an ideal.

The sea

A sea deity seeks to oppose Law and Chaos as both have negative effects on the sea, ocean, travel, and music. Freedom is one of their highest ideals.

Tariffs, slavery, and murder on the high seas are a sin.
Freedom and free trade is an ideal of a deity of the sea.

Scales of justice

Unlike a lawful deity of justice, when the Lords of Order and the Harbingers of Chaos inflict harm upon the Balance, the scales of justice are there to restore the Balance, usually by attempting to tip the Balance the other way.

A sin to the scales of justice is being on the wrong side.
Deliver justice to those oppressed by the unjust.
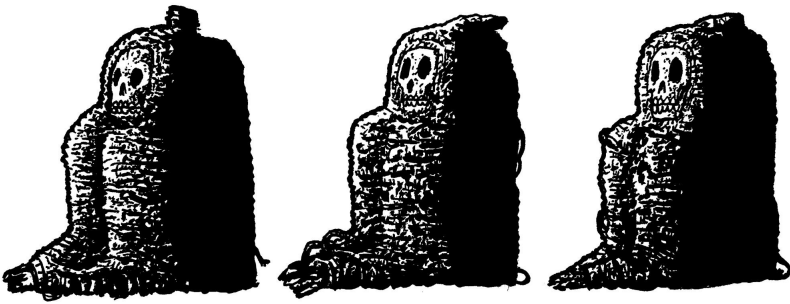
Harbingers of Chaos

A deity of death

A deity of death rules over death with pure malice. Any means is used to slay, but disease is a favorite, as it can lay low the mightiest, and spreads in secret. Death on a massive scale breaks down order, though even a minor death can break a link in a supply chain.

Saving a life or curing disease is a sin to a deity of death.
Causing death or spreading of disease is an ideal.

A deity of secrets

A deity of secrets is constantly seeking new secrets, deciphering the methods of unravelling the cosmos. Nothing may stand in the way of those secrets, order must be undone.

Revealing secrets to the enemy is a sin.
Uncovering secrets is an ideal.

A deity of storms

A deity of storm is a force of nature, embodying the fury of storms, Followers of a deity of storms tend to embody that storm.

> Preventing damage from a storm is a sin.
> Sowing random wanton destruction is an ideal.

A deity of evil amphibians

Many evil amphibians and reptiles lurk within the depths, seeking vengeance upon the mammals that stole their hunting grounds. This deity is their champion. Any mammalian followers of the amphibian deity tend to be unhinged, possibly trying to take vengeance upon some slight, real or imagined.

> Harming amphibians except in self-defense is a sin.
> Harming mammals and driving them from the land is an ideal.

A Chaos titan

A Chaos titan seeks merely to sow chaos into the battle, often with no reasoning. A Chaos titan is the embodiment of Chaos, a tool of the other Harbingers.

> Serve aChaos titan to sow Chaos is an ideal.
> Behaving in an orderly manner is a sin.

A deity of filth and pollution

A deity of filth and pollution is the embodiment of industry gone horribly wrong, A village that has it's well polluted may need to uproot and relocate: order is destroyed in the process, and filth is often left in the rubble.

> Wanton destruction of community through industry is an ideal.
> Cleaning up is a sin.

A deity of carrion

A deity of carrion is truly a Harbinger of Chaos: when townsfolk see an abundance of crows, ravens, and rats, they see it as a bad sign.

> Supporting the carrion population is an ideal.
> Killing vermin is a sin.

You'll note that I have replaced god, goddess, demon, devil, etc., with deity. The deities shown here follow the deities in the DCC RPG rulebook table (p. 32). Use this table as a starting place to add new deities.

Glorious Deeds of the Divine

Devout Warriors Access Divine Might
By R.S. Tilton

No need for a whole new paladin class. These Divine Deeds lend divine strength to the devoted servants of a deity. Any class may use the Deeds if they have their deity's favor. This system requires a little book keeping. I suggest using poker chips or some other form of token to track favor, as it is meant to be a resource to be gained and lost during games.

Divine Deeds

Again, choosing sides in the battle for the Cosmic Balance has meaning. With these deeds, a holy warrior that has the favor of their chosen deity can choose to use a divine deed die during their attacks in lieu of a standard attack die.

The current favor the character has determines the strength of the deed die.

Favor	Divine deed die
1-2	+d3
3-5	+d4
6-10	+d5
11-15	+d6
16-20	+d7
21+	+d8

Drawing upon a deity's power to fuel a Divine Deed costs 1 favor. A critical failure on the Divine Deed causes the divine warrior to lose 1d4 points of favor instead, while a critical success rewards the divine warrior with returning the point of favor they spent to them. A divine warrior should know better than to try and use divine favor to power a Divine Deed which targets any creatures holy to the deity. Such an act is a sin and causes the holy warrior to lose 1d4 points of favor: access to Divine Deeds is lost until the character atones for their sins as per disapproval result 1 on Table 5-7: Disapproval in the DCC RPG rulebook (p. 122).

In lieu of spending accumulated favor, a cleric may instead choose to gain 1 disapproval to access a deed die to power a Divine Deed. A critical failure causes an additional 1d4 points of disapproval, while a critical success instead negates the accumulation of disapproval for accessing the Divine Deed.

Eldritch Assault

Divine warriors that follow a deity of the arcane can often imbue their weapons with mystical energy. Arcane energy crackles up and down their weapon.

Deed Die	Eldritch Assault Result
3	Weapon counts as a +1 weapon.
4	Weapon counts as a +1 weapon and deals an additional 1d4 fire, electrical, or cold damage (PC's choice). Effect lasts 1d3 rounds.
5	Weapon counts as a +2 weapon and deals an additional 1d4 fire, electrical, or cold damage (PC's choice). Effect lasts 1d4 rounds.
6	Weapon counts as a +2 weapon and deals an additional 1d4 fire, electrical, or cold damage (PC's choice) as well as 1d8 additional damage on a critical hit. Effect lasts 1d4 rounds.
7+	Weapon counts as a +3 weapon and deals an additional 1d6 fire, electrical, or cold damage (PC's choice) as well as 1d12 additional damage on a critical hit. Effect lasts 1d4 rounds.

Filth and Pestilence

Divine warriors that follow a deity of pollution, carrion, or pestilence can channel the powers of infection into their attack.

Deed Die	Filth & Pestilence Result
3	Target must make a DC 13 Fort save or be infected with a minor disease. The disease has an onset time and duration of 1d4 days each and causes -1 to all skill checks.
4	Target must make a DC 14 Fort save or be infected with a debilitating disease. The disease has an onset time of 1d3 days and duration of 2d3 days and causes -1d to all skill checks.
5	Target must make a DC 15 Fort save or be infected with a severely debilitating disease. The disease has an onset time of 1d3 hours and duration of 2d7 days and causes -1d to all skill checks, attack rolls, and damage.
6	Target must make a DC 16 Fort save or be infected with a disease. The disease has an instant onset time and causes -1 temporary Stamina loss. The effect is permanent until cured with *lay on hands*.
7+	Target must make a DC 17 Fort save or be infected with a potentially fatal disease. The onset time is instant. Make a DC 17 Fort save once per day or suffer -1 temporary Stamina, Agility, and Strength loss. Effects are permanent until removed with both a *remove curse* and *lay on hands* to cure disease.

Enemy of the Pestilent Ones

Grant me your Favor

Divine warriors may forgo an attack to draw upon their deity's energy to grant them their blessing.

Deed Die	Deity Blessing Result
3	Character receives a +1 AC bonus or +1 bonus to all attack rolls for 1d3 rounds.
4	Character receives a +1 AC bonus and +1 bonus to all saves for 1 turn.
5	Character receives a +1 AC bonus and +1 bonus to all attack rolls and saves for 1 turn.
6	Character receives a +2 AC bonus and +2 bonus to all attack rolls, damage rolls, skill checks, and saves for 1 turn.
7+	Character receives a +2 AC bonus and +2 bonus to all attack rolls, damage rolls, skill checks, and saves for 1 turn. They radiate a holy aura, and allies with the same alignment within 5' also receive the same blessing, as long as they remain within the aura.

Smite the Unclean

       The divine warrior draws upon theirdeity's might to smite those unholy to their faith, purging the world of the unclean.

Deed Die	Smite Result
3	Character turns an unholy creature of up to 1 HD which was successfully hit by the attack.
4	Character turns an unholy creature of up to 2 HD which was successfully hit by the attack.
5	Character turns an unholy creature of up to 4 HD which was successfully hit by the attack and causes an additional 1d3 damage to the unholy creature.
6	Character turns an unholy creature of up to 6 HD and causes an additional 1d3 damage to all unholy creatures within a 15' cone in the direction of the strike.
7+	Character turns an unholy creature of up to 8 HD and causes an additional 1d4 damage to all unholy creatures within a 30' cone in the direction of the strike.

More than Luck

Luck as a Renewable Resource for Cinematic Games

By R. S. Tilton

Rules as written, Luck is a very special commodity. The halflings use Luck as a resource to assist themselves and their party, while thieves can use their Luck as a super booster for skills. Other games use Luck points like tokens to be spent and recovered, while the Lankhmar rules use fleeting Luck. I have playtested a new type of Luck rules. Note: This system completely changes the way a DCC RPG game will play, pushing it from gritty to cinematic high fantasy: if that's not your thing, then I just hope you find the idea entertaining. To each judge their perfect game. I think this system has a place in a less OSR-style game and lends itself well to story driven games.

In the Saltmarsh Chronicles game I ran, my players all had a blast tossing Luck around, using it in creative ways, and when a character went to 0 hit points, they had a 5 current Luck, and didn't survive. So there's a definite give and take to the entire system. More power equals less Luck.

By using Luck as a renewable resource, you can run high cinematic games, where all the players are burning Luck to enhance the game, similar to how Savage Worlds uses Bennies, or how FATE uses Fate points.

Each session or adventure players have a stack of Luck points which can be used like normal Luck. This is a renewable pool however, unlike standard DCC.

> *Session: The characters recover their entire pool of Luck at the start of each session. The volume of Luck means that the characters can spend points with few concerns.*
>
> *Adventure: The characters have a full Luck pool at the start of the adventure, and only recover Luck by resting.*

To generate a character's starting Luck pool, start with the character's Luck attribute score, subtract their level, and any penalties that apply (such as having powerful magic items, see below). This becomes a pool of tokens (I like to use poker chips), which sits in front of each player, ready for use, as well as a visual cue for the judge to easily determine who is the least Lucky at the moment. The minimum starting pool is 3.

Example:, 4 players have the following characters,

Keifer: (2) O-level characters for Keifer (Luck 12 and Luck 9),

Keifer's characters would have a shared pool of 12. [max Luck]

Paloma: 2nd-level: (Luck 16, +2 weapon)

Paloma would have a pool of 12 [16-2 (level)-2 (weapon)=12]

Dan: 1st-level (Luck 11)

Dan would have 10 [11-1 (level)=10]

Ian: 2nd-level (13 Luck, artifact helm).

Ian would have 6 [13-2 (level)-5 (artifact)=6]

Luck Pool Modifiers

Level: -1 per level. (O-levels have a single pool for each player based on the highest O-level character's Luck)

Attribute (optional): varies

Consumable magic item: O

Minor Magic item: -1

Magic Item: -2

Major Magic item -3 or more (-1 per +1 of a magic weapon or armor)

Artifact: -5

Optional attribute modifier. How do characters with extremely low attributes survive? Just lucky I guess...

Total up all attribute modifiers (except Luck). If a character has a negative attribute modifier total, give them the inverse as an addition to their Luck pool. For example, if the total of Strength (+1), Stamina (-2), Agility (O), Intelligence (O), Perception (-1) = -2, add 2 points to their Luck pool. Or if the character is exceptionally gifted (i.e., has a positive modifier after summation), apply it as a negative modifier.

Using the Luck pool is the same as using Luck points. When the Luck pool is empty, permanent Luck can be burned as well. At the beginning of each session or adventure, the Luck pool resets, but not the Luck score. The thief and halfling classes add a number of points to their Luck pools each day. (Thieves and halflings regenerate Luck during a rest as normal). Got your lucky sow's ear?
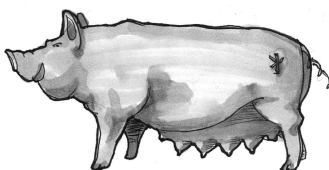
The current Luck pool also becomes the target number for those "recovering the body" checks. When your Luck runs out, it's run out.

Some fun Luck uses: re-roll any roll (once and must accept the result of the new roll). Another possible use of Luck is to trigger an exploding die. I used this one to great effect in my Saltmarsh Chronicles campaign: players really enjoy blowing up those dice. The best to date was a d6 that exploded out to 19 damage. When a die shows the maximum number on the die, they can expend a point of Luck to trigger an exploding die.

I strongly suggest that characters which have dedicated themselves to the Cosmic Battle lose Luck points when they act against their dedicated path. This goes hand in hand with the Choosing Sides article. The gods are fickle creatures. When a character has drawn their attention by choosing sides, expect them to be watching.

I advise adding many of the optional Luck rules floating around out there. Check Out the following zines:
Crawl #12 - The Luck issue
Meanderings #1 (Lucky Strikes of Derring Do, Lesser Deeds of Daring)
Meanderings #3 (In Defense of Luck)
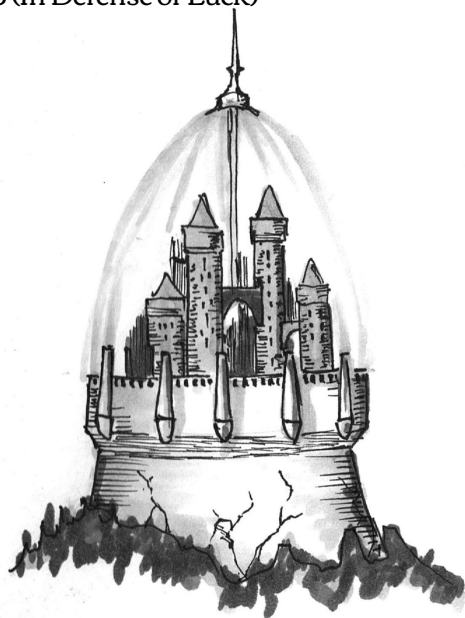
Monstrous Encounters

Expanding the Repertoire of Monstrous Encounters
By R.S. Tilton

As I've stated numerous times in the past, the deed die is one of the greatest contributions to DCC RPG. Heroes have Mighty Deeds of Arms, so it is only fair that truly monstrous opponents should have a similar mechanic. Presenting the Monstrous Deed in Amazing Technicolor Screamcoat!

Monster Die

A monster attempting a Monstrous Deed gains a monster die and can use it in the same way a warrior uses their deed die to trigger effects. A truly terrifying monster may even add the monster die to attack and damage rolls as a warrior does. This just becomes another tool in the judge's toolbox.

Suggestions for assignment of the strength of a monster die, based upon the highest character's level.:

Highest Character level	Monster die
3	+d3
4	+d4
5-6	+d5
7-8	+d6
9	+d7
10	+d8

As a general guideline, I wouldn't use the monster die on routine encounters. But for those times where the judge wants to ratchet up the tension for a specific adventure encounter or even a particularly nasty random encounter, go wild and let the Monstrous Deeds fly! One thing I would advise against however, is adding Marzio's critical fumbles and deeds to a monster die. That should be left in the hands of characters.

Monsters break the rules, There's nothing to say that a dragon couldn't wing buffet, knockdown, and swallow whole in the same round. In fact, I would highly encourage a separate monster die for each attack every round. High level characters can possibly destroy even a dragon quickly; that dragon should be able to destroy a party just as fast, bringing a healthy level of fear back to your high level games.

The monster die can also be used to perform the exact same tricks that warriors do. Remember that nasty bird known as an axebeak? Give it a monster die and have its axe beak act like an axe. Look it up, I'll wait. Yeah, that's nasty right? A giant archer fish could have a precision monster die. I would just give it a limited amount of tricks. See below for some examples of specific monster deeds based on the method of attack.

Bearhug

Bears, Owlbears, Giants, and other massive creatures can perform a devastating hug. (Reprinted from Gongfarmer's Almanac 2020). An ogre would have a d4 monster die for their bearhug. To escape a bearhug, make an opposed Strength check.

Monster Die	Bearhug Result
3	Monster grabs the character in a powerful hug, causing +1d4 damage each round until the character escapes.
4	Monster grabs the character in a powerful hug, causing +1d6 damage each round until the character escapes.
5	Monster grabs the character in a powerful hug, crushing the character's lungs while setting up a massive bite. +1d10 bite damage and +1d6 damage each round until the character escapes.
6	Monster grabs the character in a powerful hug, crushing the character's lungs while setting up a bone-crushing bite. +2d6 bite damage and +1d8 damage each round until the character escapes.
7+	Monster grabs the character in a powerful hug, crushing the character's bones while setting up a deadly bite. +3d6 bite damage and +1d8 damage each round until the character escapes.
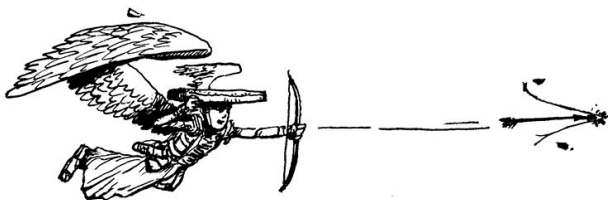
Flyby Attack

Monsters which can fly quickly often will often make a flyby attack, attempting to strike quickly and return to the safety of the air.

Monster Die	Flyby Result
3	The monster flies in at a good speed and the character must make a DC 13 Reflex save or be knocked prone* and suffers +1d4 additional damage.
4	The monster flies by in a powerful crescent and the character must make a DC 14 Reflex save or be knocked back 10', knocked prone*, and suffers +1d6 additional damage.
5	The monster flies through at an amazing speed and the character and adjacent characters are knocked back 10', must make a DC 15 Reflex save or be knocked prone*, and the character directly attacked suffers +2d4 additional damage.
6	The flying monster strikes so fast it hits 1d3 targets as it flies past. Each target is knocked back 10', must make a DC 16 Reflex save or be knocked prone*, and suffers +2d4 additional damage.
7+	The monster flies in at a mind-bending speed, attacking all targets in a line and knocking them prone* (DC 16 Reflex save to resist), inflicting +2d4 additional damage, and the monster gains +2 AC until its next turn.

Grab & Drop

Large enough flyers can grab a target, fly high and drop the hapless victim so they may be dashed upon the earth below. Rocs and dragons are prime candidates.

Monster Die   Grab & Drop Result

3	The monster grabs the character and drops them quickly. The character gets a Reflex save against the monster's attack roll. Failure means the character is knocked prone*.
4	The monster grabs the character and the character gets a Reflex save against the monster's attack roll: on a failure, they are grabbed and dropped from a 10' height (1d6 damage), and are knocked prone*.
5	The monster grabs the character and the character gets a Reflex save against the monster's attack roll: on a failure, they are grabbed and dropped from a 20' height (2d6 damage), and are knocked prone*.
6	The monster grabs the character and the character gets a Reflex save against the monster's attack roll: on a failure, they are grabbed and dropped from a 30' height (3d6 damage), and are knocked prone*.
7+	The monster grabs the character and the character gets a Reflex save against the monster's attack roll: on a failure, they are grabbed and dropped from a 50' height (5d6 damage), and are knocked prone*.

Grab & Hurl

An ability of giants and other large behemoths is to grab a smaller opponent and hurl them away from them. (Or possibly a fun option for deed die use for characters under the effects of an *enlarge* spell.)

Monster Die   Grab & Hurl Result

3	The giant successfully grabs the character and tosses them 10' away., If the character hits a solid object they suffer 1d6 damage and are knocked prone*.
4	The giant successfully grabs the character and tosses them 20' away. If the character hits a solid object, they suffer 2d6 damage and are knocked prone*.
5	The giant successfully grabs the character and tosses them 30' away If the character hits a solid object, they suffer 3d6 damage and are knocked prone*.
6	The giant successfully grabs the character and tosses them 40' away. If the character hits a solid object, they suffer 4d6 damage and are knocked prone*.
7 +	The giant successfully grabs the character and tosses them 50' away. If the character hits a solid object, they suffer 5d6 damage and are knocked prone*.

Grab & Stuff

An ability of giants is to grab a target and stuff them in a sack. (Or a fun option for deed die use for characters under the effects of an *enlarge* spell.) (Reprinted from Gongfarmer's Almanac 2020)

Monster Die	Grab & Stuff Result
3	The giant successfully grabs the character, but has to grab and open the sack. The character's arms are still free to attack.
4	The giant successfully grabs the character, but has to grab and open the sack. The character's arms are pinned and the character is grappled.
5	The giant grabs the character and dumps them standing into a large sack. The character can easily cut their way out of the sack by inflicting 3 damage on the sack.
6	The giant grabs the character and dumps them into a large sack. The character can cut their way out of the sack by inflicting 3 damage on the sack. However, any damage inflicted is reduced by -2 (minimum 1).
7+	In one swift motion, the giant grabs the character and stuffs them headfirst into a very small sack with great force (1d4+Str damage). The character can cut their way out of the sack by inflicting 3 damage on the sack. However, any damage inflicted is reduced by -3 (minimum 0).

Hamstring

The monster attacks the character's mobility, as a crippled meal can't escape. Don't forget that clerics have the ability to heal broken limbs and organ damage through their use of lay on hands, so all is not lost if these injuries occur. Without a cleric in the party, these injuries will slow down an adventuring group until access to an NPC cleric becomes available, the PCs can rest sufficiently (for lower monster deed die strengths), or healing is available through other means (magical healing potions, divine aid, etc.).

Monster Die   Hamstring Result

Monster Die	Hamstring Result
3	The precision attack injures the leg, inflicting a -5' movement penalty until healed. Normal rest will heal the injury.
4	The vicious attack injures the leg, inflicting a -10' movement penalty until healed. Normal rest will heal the injury.
5	The savage attack cripples the character, reducing movement by half until healed. The injured character may not run. Normal rest will heal the injury.
6	A massive chunk of muscle and sinew is torn loose, Movement is reduced to 10' per round and the wound is bleeding (lose 1 hp per round until healed). The leg must be healed by using either a cleric's lay on hands ability to heal a specific condition (treat as organ damage) or other appropriate magical healing to restore mobility. Healing of the injury does not occur with simple rest.
7+	A massive chunk of muscle and sinew is torn from the leg, Movement reduced to 5' per round and the wound is hemorrhaging (lose 1d3 hp per round until healed). The leg must be healed by using either a cleric's lay on hands ability to heal a specific condition (treat as organ damage) or other appropriate magical healing to restore mobility. Healing of the injury does not occur with simple rest.

Impale

      Creatures with large piercing natural weapons, such as elephants, hook horrors, unicorns, and minotaurs have the ability to impale. Horn is used as the default, but additional natural weapons might be spikes, tusks, or stingers. (Reprinted from Gongfarmer's Almanac 2020)

Monster Die   Impale Result

3	Character is pierced momentarily by a horn and suffers +1d4 additional damage.
4	Character is skewered by a horn and suffers +1d4 additional damage plus 1 damage each round they remain impaled (DC 14 Strength check to pull free).
5	Character is slightly impaled by a horn and suffers +1d6 additional damage plus 1d2 damage each round they remain impaled (DC 15 Strength check to pull free).
6	Character is completely impaled by a horn and suffers +1d6 additional damage plus 1d3 damage each round they remain impaled (DC 16 Strength check to pull free).
7+	Character is fully impaled on the horn(s) of the monster and suffers +2d4 additional damage per horn plus 1d4 damage each round they remain impaled. The character must make a DC 15+deed Will save or lose consciousness for 1d6 rounds. A DC 15+deed Strength check is required to pull free, inflicting another 1d8 damage.

Rip & Tear

Some monsters have natural weapons designed to rip their prey, causing bleeding. (Reprinted from Gongfarmer's Almanac 2020)

Monster Die   Rip & Tear Result

3	A deep laceration rips into the unfortunate character. The wound bleeds for 1 damage per round for 1d3 rounds, or until healed.
4	A long tear rips the unfortunate character. The wound bleeds for 1d2 damage per round for 1d4 rounds, or until healed.
5	A bloody gash is torn in the character. The wound bleeds for 1d3 damage per round for 1d6 rounds, or until healed.
6	A vicious wound tears the character's vital organs. The character loses 1 Stamina per round for 1d6 rounds, or until healed.
7+	A massive bloody chunk is torn out of the character. The character bleeds for 1d6 damage per round for 1d6 rounds and suffers 1d6 points of Stamina loss. The character must make a successful DC 25 Will save or be knocked unconscious until healed.

Tentacles, Behemoth

Massive monsters with tentacles can be terrifyingly difficult to handle.

Monster Die   Tentacles Result

3	Tentacles grapple the character, gripping and pulling at the character's weapons. The character must make a Reflex save versus the attack roll. Failure results in being disarmed (as result 3 on the Disarming Attack deed, DCC RPG rulebook, p. 89.)
4	Tentacles grapple the character and immediately hurl the hapless character 30' away from the tentacled beast. If the character hits a solid object, they suffer 3d6 damage and are knocked prone*.
5	Tentacles grapple the character, gripping and thrashing them about, dragging the character towards their doom. The character suffers +2d6 additional damage from being tenderized while being dragged.
6	Tentacles grapple the character, gripping and pulling at them. The character may make an opposed Strength check to reduce the damage from the tentacles attempting to tear them asunder (use the HD of the monster as their Strength attribute bonus). On a failure, the character suffers +3d6 additional damage.
7+	Tentacles grapple the character, gripping and pulling at them. The character may make an opposed Strength check to reduce the damage from the tentacles attempting to tear them asunder (use the HD of the monster as their Strength attribute bonus). On a failure, the character suffers +4d6 additional damage.

Wing Buffet

Massive wings can generate powerful gusts of wind, which can buffet the targets mercilessly!

Monster Die	Wing Buffet Result
3	The high velocity wind buffets the character. The character must make a DC 13 Strength check. Failure results in them being knocked prone* and pushed back per the Pushbacks deed table (DCC RPG rulebook, p. 90).
4	The high velocity wind buffets the character. The character must make a DC 14 Strength check. Failure results in them being knocked prone* and pushed back per the Pushbacks deed table (DCC RPG rulebook, p. 90).
5	The high velocity wind buffets the character. The character must make a DC 15 Strength check. Failure results in them being knocked prone* and pushed back per the Pushbacks deed table (DCC RPG rulebook, p. 90).
6	The high velocity wind buffets the character. The character must make a DC 16 Strength check versus the monster's attack roll. Failure results in them being knocked prone* and pushed back per the Pushbacks deed table (DCC RPG rulebook, p. 90).
7+	The high velocity wind buffets the character. The character must make a DC 17 Strength check versus the monster's attack roll. Failure results in them being knocked prone* and pushed per the Pushbacks deed table (DCC RPG rulebook, p. 90).

Here's a monster entry incorporating a monster die entry.

MOUNTAIN GRIFFON

Griffon: Init +2; Atk bite +9 melee (2d6) and claw +5 melee (1d8); AC 17; HD 7d10; MV 30', fly 80'; Act 2d20; SP Deeds: flyby attack (d4), wing buffet (d5); SV Fort +7, Ref +8, Will +4; AL N.

A mountain griffon is a large magical beast resembling a winged lion with the head and feet of an eagle. Their wingspan often exceeds 20' and they can weigh upwards of 600 pounds. Mountain griffons live in vast nests high in remote aeries on mountaintops. They love the taste of horse flesh.

I would love to see additional Monstrous Deed ideas, either as an idea, or as a series of similar tables.

Additional Monstrous Deed tables are planned for inclusion in Meanderings 6 and beyond. Examples include:
- Drag - Some monsters like to drag their victims.
- Overrun/Trample - Getting run over by massive creatures hurts.
- Charge - A table for creatures that use speed and size.
- Pack Hunter - A terrifying table for pack hunters.
- Swallow Whole - Some monsters' most dangerous weapon is their digestive tract.

*A character knocked prone must spend its next attack action standing up. Remember that melee attacks against a prone opponent receive a +2 bonus but missile fire attacks suffer a -2 penalty (see Table 4-2: Attack Roll Modifiers, DCC RPG rulebook, p. 78).

Level 0
Race:
Alignment:

Name

Str

AC   Current

Max HP

Agi   Ref

Occupation

Sta   Fort

Per   Will

Speed
Initiative
Action die d20
Crit die: d4
Table 1

Coins

Weapon
ATK: (DMG   )

Int

Luck

Birth Augur

Age:
Heught:
Weight:
Eyes:
Hair:

Background & Personality

Languages:

Join the Ranks of the Reavers!

Meanderings wants you!

Gold and Glory Awaits

We're looking for DCC characters from actual campaigns.

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.