Meanderings #1
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This issue is about Weapons & Deeds.

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Meanderings #1
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Welcome to Meanderings #1. A New RPG Zine supporting Epic RPG Blog, funded by Patreon.com/epicmeanderings as crowd funding for Epic RPG Blog. I will be exploring some of my favorite games, Savage Worlds, Dungeon Crawl Classics, and PARANOIA, to name a few.

I started my own gaming adventures in 1983 when I was 12. I was walking out to play basketball, when I saw a couple of my GATE classmates checking out this book of monsters...it was the AD&D Monster Manual...the rest is history. My favorite thing to do back then was rolling up hundreds of characters,d but I also loved designing character sheets, and creating magic items..

For six years I've run EpicRPGBlog.blogspot.com, which started out as something fun to do with the kids once San Diego Comic Con became too expensive to participate in ($300 just wasn't in the budget once they got to be 12.) The first year we went to Kingdom Con, Anime Conji, Gaslight Gathering, and Gam3rCon. The kids got to do interviews, and write convention articles, plus generally have a great time.

At Gam3rCon we got to play the first Alpha or Beta Test of the FATE Based Atomic Robo with Mike Olson. A couple of years later we got to play the beta of the Majestic 12 book as well. We playtested the Judge Dredd miniatures game during my time as Mongoose Infantry.

I have always tinkered with rules, I had a 20 page set of house rules for AD&D 2nd edition. That was around the time I joined the Navy, and starting getting other games, new ground breaking games like Deadlands, Legends of the Five Rings, and Werewolf. I eventually quit playing AD&D to play other games, but came back to D&D with 3.0.

I have now written for Gongfarmer's Almanac, Crawl, Interface Zero 2.0, and the upcoming Class Alphabet. I also have a nice little chapter I wrote for the *Adventures of Sinbad* for Savage Worlds, but the kickstarter ran out of money, and they went bankrupt. I will post that in the future. I also helped to shape Earthdawn 4th edition, as one of the developers under Josh Harrison, though in truth, this was Josh's baby, I just got to put in a few cents.

So without further ado, Meanderings #1.

The Dungeon Crawl Classics Weapons Project

Expanding the Weapon tables to cover all the Weapons in the Equipment section.
By R.S. Tilton

To me, the Mighty Deed is one of the great innovations of the Dungeon Crawl Classics Role-Playing Game. On page 92 of the DCC RPG rulebook Weapon Specific deeds are mentioned, but only four weapons are laid out. Not many people create their own Weapon deeds, even though the Mighty Deeds section encourages players to do so. Below I compile every weapon available in the Equipment table, and translate the weapon to have a specific deed table. I have compiled the existing Weapon Deed descriptions into an easier to read table format.

The other amazing innovation of Dungeon Crawl Classics is the Dice Chain. I use the dice chain for some results in these tables. Moving up and down the chain let's you add small effects which aren't game breaking. -1D on the dice chain is less damaging to a result than -1 to attack. +2D on the dice chain provides a greater max damage without affecting the minimum.

These tables are designed with fighting living humanoids in mind. They can be used versus other living creatures, they are not useful versus un-dead or constructs especially, as the results won't really make a lot of sense.

A Special mention of Marzio Muscedere and the *Steel and Fury* book produced by Purple Duck Games for his excellent idea of Deed fumbles and criticals. If you can only afford ONE 3rd party supplement, I heartily recommend *Steel and Fury!* Thanks for letting me run with that idea Marzio.

This will be a living document as well, when I get feedback about playtesting, or where edits might be needed, I will update the document.

Battleaxe

This is a heavy axe, either a single bit or double bit design. A pick or hammer head is often mounted to the opposite side of a single bit axe. Gimli's battleaxe from Lord of the Rings has probably become the most well known battleaxe.

Result	Description
Deed Fumble	The axe bites into a shield or other solid object nearby, becoming stuck. It requires a DC 15 Strength check to pull the weapon free.
3	The battleaxe sunders the opponent's armor. Reduce AC by 3 instead of causing 3 hp Deed damage.
4	The battleaxe sunders the opponent's armor. Reduce AC by 4 instead of causing 4 hp Deed damage.
5	The battleaxe sunders the opponent's armor. Reduce AC by 5 instead of causing 5 hp Deed damage.
6	The battleaxe sunders the opponent's armor. Reduce AC by 6 instead of causing 6 hp Deed damage.
7	The battleaxe sunders the opponent's armor. Reduce AC by 7 instead of causing 7 hp Deed damage.
Critical Deed	Your blade cleaves through shield, armor, and bone, splitting the foe nearly in half, instantly killing them. The vicious attack inspires fear your enemies, who must make an immediate Morale check or flee in terror.

Blackjack

The blackjack is a favorite of press gangers, kidnappers, and other ne'er do wells who prefer to leave their victims alive. Typically a heavy canvas or leather bag filled with lead or sand. The weapon is most effective when used in a backstab attack.

Result	Description
Deed Fumble	The bag splits open spraying lead back in your eyes. You are blinded for 1d4 rounds.
3	With a swift strike you leave the enemy dazed. The foe suffers -1 to all actions next round.
4	The blow causes momentary numbness in the enemy and they drop their weapons. Foe is disarmed.
5	A wicked strike detaches the enemy's retina. Target Blinded.
6	Crushing blow drops the foe to their knees. +2d6 subdual damage, and knocked prone.
7	The blow strikes true, causing +4d6 subdual damage, and knocked prone.
Critical Deed	You connect at the based of the skull. The foe crumples to the ground unconscious for 1d3 turns.

Blowgun (Poisoned)

A blowgun is a tube which propels a small dart, typically poisoned, at a foe when a quick puff of air is blown through it. Accuracy is very important as the small darts can't penetrate heavy clothing or armor.

Result	Description
Deed Fumble	You prick yourself with the needle while loading it, make a Fort save versus whatever needle is on the dart.
3	Needle sticks under the foe's skin. -3 on saves versus poison.
4	Needle stabs deeply into muscle tissue. -4 on saves versus poison.
5	Needle penetrates deep into the foe. -5 on saves versus poison.
6	Needle jabs jugular, poison goes straight to the heart. -6 on saves versus poison.
7	Needle penetrates eye, poison goes straight to the brain. -7 on saves versus poison.
Critical Deed	Needle penetrates eye socket into brain. Automatically fail save versus the poison unless the enemy is immune to poison.

Club

Since time immemorial the club has been used to kill. Clubs include everything from a fallen branch to a fire hardened cudgel or a baseball bat.

Result	Description
Deed Fumble	The impact from the blow splinters the club. The club is destroyed.
3	A solid strike leaves the foe reeling. Enemy is -1 to his next attack.
4	Crushing blow to the knee, Foe reduced to half move for 1d4 rounds.
5	The club pulverizes the nose of foe. Enemy is blinded for 1d4 rounds.
6	A numbing hit to the elbow causes -2 on attack rolls for weapons held in the hand, -2 to spellcasting attempts.
7	Jaw shattered, Foe is unable to talk or cast spells.
Critical Deed	With a sickening crunch, club smashes through skull, sending shards of bone into the brain. DC20 Fort Save or die. -2d6 Int on a successful save.

Crossbow

Crossbows, from light pull crossbows to heavy crank arbalists, the crossbow gave ranged power to the untrained. Crossbows fire a short heavy arrow called a bolt. The bolt fires straight and has the ability to puncture heavy armors.

Result	Description
Deed Fumble	The crossbow malfunctions, damaging the weapon. Weapon is useless until repaired.
3	The bolt tears through the enemy, +1D on the dice chain damage.
4	Bolt is stuck in target in a very obvious location, foe must make a DC 15 Will save or spend 1d4 rounds confused by the bolt protruding from their body.
5	The bolt strikes true, driving the bolt deep into the foe's muscle, removing the bolt causes 1d3 additional damage.
6	The bolt hammers into bone, driving the target back 10 feet, and knocking them off their feet.
7	The bolt pins the foe's weapon arm to their body. Enemy cannot attack until the bolt is removed from both arm and body, cause 1d5 additional damage.
Critical Deed	Bolt rips through the heart, slaying the foe immediately.

Dagger (melee)

The dagger is amongst the most common weapons. Knights carry a dagger; wizards, witches, cultists, peasants, and merchants alike use a dagger for many purposes. My most memorable memory of the use of daggers is the slaying of The Lord Commander of the Night's Watch in the Game of Thrones HBO series, both of them. Of course, historically, the slaying of Caesar, is a pretty memorable example.

Result	Description
Deed Fumble	Miscalculated the range to your foe. Enemy gets a free attack against you.
3	A quick slash to the weapon hand disarms the opponent.
4	The dagger punctures a lung, foe suffers 1 point of bleed damage per round.
5	After stabbing the foe, you quickly reverse grip and strike again. Make an additional attack.
6	With blinding speed you strike your foe, then attack 1d3 adjacent enemies as well.
7	You grapple the enemy and stab them multiple times, +3d4 damage.
Critical Deed	You grapple your foe and drive your dagger up into the heart. The blow instantly kills the enemy.

Dagger (thrown)

The thrown dagger is a favorite movie and TV tropes. This table will help capture that feel.

Result	Description
Deed Fumble	The thrown dagger flies into the darkness never to be seen again. (short of magical intervention, the weapon is lost.)
3	Dagger blossoms from the foe's weapon arm. Foe is at -1D on the dice chain for attacks.
4	You skewer the wrist of your enemy and pin it to the nearest object, or if no objects are around, to their chest.
5	You snatch two of your daggers and bury both in your foe. +1d4 damage.
6	You snatch two of your daggers and let both fly at different foes. Roll to hit the second opponent.
7	You are are a master of death, you hurl two additional daggers into your target. +2d4 damage.
Critical Deed	With unmatched precision you hurl your dagger into the throat of the enemy burying the weapon to the hilt. The drowns in their own blood in 1d4 rounds, -4 to spellcasting attempts.

Dart (thrown)

The dart is a smaller dagger or javelin. Historically the plumbata was a lead weighted mini javelin, or a war dart. The wushu dart and shuriken should probably also fall into this category.

Result	Description
Deed Fumble	The thrown dart impacts a hard surface, destroying the weapon.
3	The dart strikes the foe with exceptional accuracy +1d3 damage
4	The dart strikes the enemy with stunning precision, +1d4 damage
5	Dart buries deeply into the foe, +1d5 damage
6	Dart penetrates enemy's armor and causes massive damage, +1d6 damage
7	Your unerring throw hits the precise point you were aiming, +1d7 damage
Critical Deed	With unmatched precision you hurl your dart between the eyes of the foe, burying the weapon deeply into the brain. +2d6 damage, 1d6 points of intelligence loss.
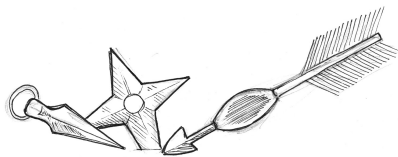
Flail, Threshing

The flail is a farmer's instrument, the most common consist of a 5 foot long haft connected to 2-5 links of chain, with a heavy wooden head of 12 to 18 inches in length. The flail was used to beat sheafs of wheat to separate the useable grain from the stalks. Flails which were used by peasants would be reinforced with iron and often had spikes. This type of flail was a two handed weapon with a short chain and heavy head.

Result	Description
Deed Fumble	The heavy head of the flail pulls you off balance. -2 AC until your next turn.
3	A Sidewise swing knocks the foe 5 feet back.
4	Sweeping low, the flail smashes through the leg, knocking the enemy to the ground. Roll to hit an adjacent enemy, if the adjacent foe is hit, they are also knocked prone.
5	A glancing blow to the head knocks the opponent senseless, -2 to spellcasting attempts.
6	The head of the flail lands atop the collar bone, shattering it, making that arm useless.
7	The heavy blow smashes the head of the enemy, inflicting +2d6 additional damage. (+1d6 additional damage if the foe was wearing a helmet, which is destroyed in the attack)
Critical Deed	The head of the flail arcs over your opponent, and smashes into the back of their skull,

Flail (Ball & chain)

The weapon with the longer chain was a one handed military flail, or a ball & chain. When aimed at an opponent's legs, a flail can entangle and trip an enemy. If a character with a flail does not declare any other Deed, he is automatically considered to be making a trip attack on any successful hit.

Garrote

The favorite weapon of assassins. The garrote is typically a leather cord or wire with wooden handles at either end. It is used to attack from the rear, wrapping around the neck and attempting to slice through muscle and severing the arteries and veins going to the head. A silk cord called a rumal was used by Thuggee cults in India as well. The rumal was featured in Glen Cook's Black Company, The Books of Glittering Stone trilogy.

Result	Description
Deed Fumble	Your opponent is able to get his weapon up in time to prevent the loop from circling the neck, if armed with a bladed weapon the garrote is destroyed.
3	You get the garotte around their neck, but they get their hands in the way. The garotte bites deep into their hands, The enemy loses their next attack.
4	You get the garotte around their neck, but they get a hand in the way. The foe makes any attacks at -2 until free., The foe must make an opposed Reflex roll to escape.
5	With a quick sweep of the legs, you drag your opponent prone. The foe must make an opposed Reflex roll to escape.
6	The garrote whips around the neck, cutting off the foe's air supply, enemy may not cast spells, or speak. Inflict 2d4 damage each round. The foe must make an opposed Reflex roll to escape.
7	Like a veteran assassin's guild member you loop the garrote perfectly, causing 3d4 damage each round. The foe must make an opposed Reflex roll to escape.
Critical Deed	With lightning speed, the garrote is placed perfectly, you twist and pull the foe over your shoulder parting their head from the body. Enemy is instantly slain.

Handaxe (melee)

A Handaxe is a small chopping weapon with a short haft around 12 inches in length. One of my favorite scenes with hand axes, was the tomahawks wielded by the braves that Jackie Chan fought in Shanghai Noon.

Result	Description
Deed Fumble	Axe is torn from you grip landing 1d4x5" away. You are disarmed.
3	A heavy chop, the weapon embeds itself in the enemy's muscle. Causes an additional 1d3 damage when removed with a DC10 Strength Test.
4	The axe bites deep into bone and sinew. The foe's damage is -1D on the dice chain.
5	You make one attack to the foe's front, step past and another quick strike to the enemy's back. Make a second attack at -1D on the dice chain.
6	You strike quickly but without as much power, roll damage 3 times at -1D on the dice chain the add the Deed damage..
7	Your attack splits the foe's face open, cause +1d4 damage and target is blinded by blood.
Critical Deed	You strike to one side of the neck, reverse and strike to the opposite side, decapitating the foe. Enemy is instantly slain.

Javelin (Thrown)

The javelin is a light spear, thrown by hand, though sometimes a throwing strap or other mechanism would be used for greater range. The modern javelin has been modified heavily for competition and bears only a slight resemblance to this 7' long light spear.

Result	Description
Deed Fumble	The errant throw skips off a nearby obstruction, and hits an ally.
3	The javelin hits impales the target's shield or armor, causing a -1 AC until removed.
4	The javelin pins the target in place as it impales a leg or foot to the earth.
5	The javelin drives through the target's torso pinning it to the ground, nearby structure or tree, causing an additional 1d6 damage.
6	The javelin drives through the target and strikes another behind it. This causes normal damage to both targets and an additional 1d6 damage to the initial target.
7	As above however the targets are pinned to each other, and both take the additional 1d6 damage.
Critical Deed	The javelin pierces through the eye of the target and into the skull, causing +2d10 damage, blindness in one eye, and 2d6-2 Personality and Intelligence loss.

Lance (mounted)*

On any successful Mighty Deed of Arms, the defending party's shield is automatically shattered. In addition, the defender must make a Strength check against DC 10 + deed die. Failure on the Strength check indicates the defender is knocked prone. If he was mounted, he takes an additional 1d4 damage from the fall. The most memorable lance for me, is Lancelot versus Arthur in Excalibur. Although Ser Gregor Clegane versus the Ser Hugh of the Vale is pretty memorable.

Result	Description
Deed Fumble	The lance is shattered,you are thrown off balance and must make a DC 15 Strength check or be dismounted.
3	DC 13 Strength check or be knocked prone.
4	DC 14 Strength check or be knocked prone.
5	DC 15 Strength check or be knocked prone.
6	DC 16 Strength check or be knocked prone.
7	DC 17 or higher if the Deed die result is higher, or be knocked prone.
Critical Deed	The lance glances off the chest armor and pierces the throat of the foe killing them instantly.

*As presented in the DCC RPG Core rulebook.

Longbow

The traditional English Longbow took years to master. The average longbow is six feet in length, and fires 30 inch long arrows. Any Robin Hood movie is a fun source of cinematic use of a longbow, but, Braveheart has some more realistic battle scenes.
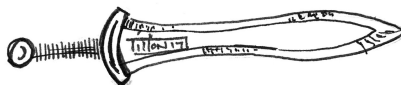
Result	Description
Deed Fumble	Catastrophe, the string parts whipping back into the archer's eyes, -1D on the dice chain to all attacks made for 1d6 rounds. Bow is useless until restrung.
3	The arrow sinks into the leg of the foe. Make a DC13 Will save or be unable to act from the shock, until the arrow is removed.
4	Arrow buries itself deep in the muscle of the arm, attacks with the injured arm are at -1D on the dice chain until the arrow is removed.
5	Gut shot, arrow sink into gut causing shock, Make a DC 15 Will save or sit and contemplate death while bleeding internally for 1 hit point of damage per round.
6	Arrow hits shoulder nerve cluster, paralyzing an arm.
7	Arrow pierces near heart, roll a DC 12 Luck Check each round that enemy continues to fight, on a failure, the arrow rips into heart, causing +2d6 damage.
Critical Deed	Arrow pierces heart, killing the foe instantly.

Removing an arrow carefully by breaking it and slipping it out causes 1 additional point of damage. Tearing out an arrow causes 1d4 additional hit points of damage.

Longsword

The sword is one of the most used weapons around the world, with nearly every culture have a variation of the sword. The longsword is most typically a 3 to 4 foot long double edged blade made from spring steel with a hilt to protect the hand from ricochets.

Result	Description
Deed Fumble	Blade is knocked from your hand, landing 1d6x5 feet away.
3	With a sweeping strike you draw a deep slice into your foe's cheek, demoralizing him. Enemy is at -2 to Attack until they hit you again.
4	Masterful strike flips the foe's weapon into the air. Weapon is disarmed, landing 1d20+5' away.
5	With a stunning reverse strike, you remove the sword hand of your enemy, enemy is disarmed, and loses ther hand.
6	You drive the blade deep into your enemy's guts, then rip free, +1d4 damage.
7	With a low cut you sever the foe's leg at the knee. Enemy falls prone, bleeding profusely, -1d4 Stamina per round, can only crawl.
Critical Deed	You cut deeply into the opponent, then spin, leveling a strike at neck level, removing the foe's head from their neck.

Mace (Spiked)

A mace is the descendant of the club, typically 2 to 3 feet in length, with a heavy metal head to deliver crushing blows through armor. The haft can be made from wood or steel depending upon the era of manufacture. A mace with spikes is often referred to as a morning star, the spikes being designed to puncture heavier plate armors. African war clubs would fall into the category of mace as well.

Result	Description
Deed Fumble	Your wild strike embeds the weapon's spikes in a nearby surface. DC 15 Strength Check to free the weapon.
3	A solid strike leaves the foe reeling. Enemy is -1 to his next attack.
4	Crushing blow to the knee, Foe reduced to half move for 1d4 rounds.
5	The mace punctures the foe's skull. Enemy is stunned for 1d4 rounds.
6	Spikes penetrate the enemy's armor, +1d3 damage.
7	The spikes dig deep, causing flowing wounds, +1d3 hp of damage for 1d4 rounds.
Critical Deed	With a crushing blow, you pulverize your enemy's face. Foe immediately loses 2d6 Intelligence, DC25 Reflex save or blinded as well.

Polearm (Halberd)

The polearm is not a weapon with a single design. The voulge, halberd, poleaxe, glaive, guisarme, bardiche; these are all polearms, they range from 5 feet to 16 feet in length. Most have a broad bladed axe head, though some do not. The most famous polearm has to be the halberd, still in use by the Pontifical Swiss Guard at the Vatican. This table will assume a halberd. A 6-8 foot long shaft with an axehead, long spear point, and a hook.

Result	Description
Deed Fumble	The weight of the weapon pulls you off balance. Enemy gets a free attack.
3	The axe head cuts into your foe's armor. Foe loses 3 points of Armor Class.
4	You stab out with the spearhead, knocking the enemy back 5 feet.
5	You hook your enemy with the rear hook, A human-sized opponent is knocked down and thrown up to 10 feet away. Creatures up to twice the size of the warrior can be knocked down, but they receive a Ref save to avoid being knocked prone.
6	You impale the foe with the spearhead, driving them back 10 feet. Opponent must make a DC 17 Strength check to pull free. You may continue to push enemy with the spearhead causing 1d4 damage each round, and maneuvering them up to 15 feet each round.
7	A heavy downward strike with the axe head leaves the opponent open to a quick jab with the spearhead. +1d8 damage.
Critical Deed	The weight of the halberd's weapon head splits the foe in two. Foe is instantly slain, and adjacent enemies must make a DC20 Will save or flee.

Shortbow

   Short bows can be fired more rapidly than a longbow, often allowing for rapid and spectacular shots. Shortbows were also used extensively on horseback by many nomadic horse cultures, such as the Mongols. A shortbow used from horseback will have the high ground versus someone on the ground .

Result	Description
Deed Fumble	Catastrophe, the string parts whipping back into the archer's eyes, -1D on the dice chain to all attacks made for 1d6 rounds. Bow is useless until restrung.
3	You launch an arrow near the foe's head intended to miss, then fire a second arrow at groin height, catching them in the pelvis. Movement halved.
4	You quickly fire two arrows, one high and one low. Each arrow strikes true, +1d6 damage.
5	You fire two arrows, the first low driving the enemy back 10 feet, the second takes them in the gut.
6	You rapidly fire three arrows, hitting three separate targets for 1d6+2 damage. (Deed damage divided)
7	You quickly feather your enemies with three arrows, each doing 1d6 damage
Critical Deed	You fire 3 arrows so rapidly they hit the same location, splitting the first with the second and second with the third. Splinters tear through the poor foe, who suffers +3d6 damage.

Short sword

   The short sword was the obvious evolution of the dagger, and materials became stronger, the weapon length was increased. The short sword is a quick weapon, but lacks the reach of a long sword.

Result	Description
Deed Fumble	The length of the blade leaves you out of position, enemy gets a free attack.
3	Your sword leaves a long slice on the enemy's arm. -1 to Attacks.
4	The blade slips easily into the foe's gut causing agony, all of opponent's rolls at -1D on the Dice Chain.
5	With blinding speed you leave a series of shallow wounds in your foe. +2d4 damage.
6	A deep penetration to the leg leaves the opponent bleeding and hindered. Foe 1/2 move and bleeds for 1 point of damage per round.
7	You impale your foe, the sword remains embedded. You may tear it free for +2d4 damage or you may leave the weapon in, causing +1d4 damage each round, and allowing you to move them 1d6x5 feet each round.
Critical Deed	You pierce the enemy's neck, severing the spinal column, and killing them instantly.

Sling (stone)

The sling is an ancient weapon made of braided cord with a leather or woven hammock to hold the ammunition.

Result	Description
Deed Fumble	Errant release strikes random ally, doing full damage.
3	Stone shatters on impact, partially blinding foe in one eye. Enemy is at -2 to all ranged attacks.
4	Stone shatters on impact, causing 1d3 damage to adjacent foes.
5	Stone careens off main target and strikes adjacent foe. Inflict full damage to both enemies.
6	Jarring impact to weapon arm causes the weapon to fly 1d3x5 feet away.
7	Stone strikes weapon hand and shatters, spraying shards into the eyes of the target. Disarmed and Blinded for 1d6 rounds.
Critical Deed	Stone shatters the face of the enemy. Causing catastrophic ripples through the brain. +3d6 damage.

Sling (lead bullet)

A slinger using a cast lead bullet for the sling would use this table.

Result	Description
Deed Fumble	Errant release strikes random ally, doing full damage.
3	Bullet impact staggers the foe, lose next action.
4	Bullet slams into enemy's throat, stunned for 1d3 rounds, unable to act. Unable to talk for 1d4 hours.
5	Bullet strikes the skull enemy is stunned for 1d4 rounds (1 round if wearing a helmet)
6	Bullet flattens on the enemy's skull, foe suffers 1d6 intelligence damage and can not act for 1d4 rounds.(1/2 effect if wearing a helmet)
7	The power of the bullet impacting the armor drives the target off their feet unless they succeed a DC 17 Strength check.
Critical Deed	The bullet flattens completely sending a mortal shock wave through the brain. . Foe is slain, with blood seeping from ears and nostrils.

Spear

One of the first manufactured weapons, attaching a flint head to a wooden shaft. The spear is still a formidable weapon, with reach and powerful strikes. Memorable performances can be seen in any kung fu movie. A spear gains a +1D on the dice chain for knockdown deeds.

Result	Description
Deed Fumble	Spear splinters on impact, 1d3 damage to to you.
3	The spear's length plays a role in keeping the enemy at a distance. You receives a +1 bonus to AC for the next round.
4	The spear impales the foe in a non-vital organ, this causes exceptional pain and will cause an additional 1d3 damage when the weapon is removed. While the weapon is impaling the target they suffer a -1 penalty to attack the spear holder, and a -2 penalty to attack his allies.
5	The spear impales the target in a vital organ, this causes exceptional pain and will cause an additional 1d6 damage when the weapon is removed. While the weapon is impaling the target they suffer a -1 die penalty to attack the spear holder; and a -2 dice penalty to attack others.
6	The spear is used in a series of rapid strikes, driving the target back 10 feet, and causing 2d4 additional damage.
7	The spear impales the target's head or chest, causing +2d10 damage. This causes agonizing pain and will cause an additional 2d6 damage when the weapon is removed. While the weapon is impaling the target they suffer a -2 -2D penalty on the dice chain to attack the spear holder; and -3D penalty on the dice chain to attack others. The spear is lodged deeply in the target and takes 1d4 rounds to remove.
Critical Deed	You drive the spear through the foe with such force you drive them back your full movement, impaling up to 2 additional enemies directly behind your foe. The additional enemies suffer result 4 above.
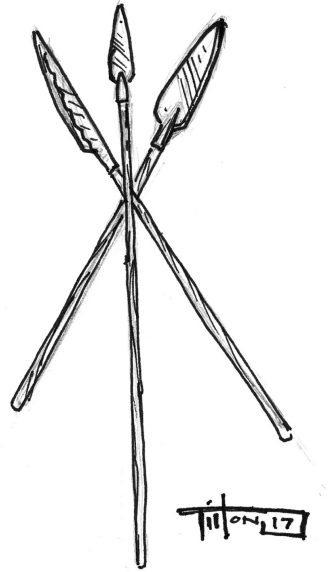
Reprinted from Gongfarmer's Almanac 2015, Critical Deeds and Fumbles added.

Staff

The quarterstaff, the wizard's staff, these instantly evoke images in the mind of gamers, Gandalf fighting with staff and sword, kung fu masters whirling a staff around with maddening speed, or even Friar Tuck defeating Robin Hood with his trusty quarter staff, over the matter of crossing a bridge. The staff varies in appearance, but at heart, it is always a long stick. A Staff gains a +1D on the dice chain for knockdown deeds.

Result	Description
Deed Fumble	A clumsy attack is causes a hand to slip, the staff knocks you silly,
3	After your strike you drop into a defensive stance. +1 AC until your next activation.
4	A Sweeping strike low, strikes the foe in the ankle. Enemy must name a DC 14 save or be knocked prone.
5	A rapid jab to the face breaks your foe's nose. Enemy is at -1 on this next attack.
6	With a flurry of strikes you lay into your foe leaving them reeling, +1d6 damage, enemy loses 1 action die.
7	A powerful sweeping blow shatters the enemy's ankle, knocking them prone. Enemy at 1/2 movement until healed.
Critical Deed	A powerful sweeping blow shatters the enemy's ankle, knocking them prone. Enemy at 1/2 movement until healed. The strike also knocks up to 2 adjacent enemies prone.
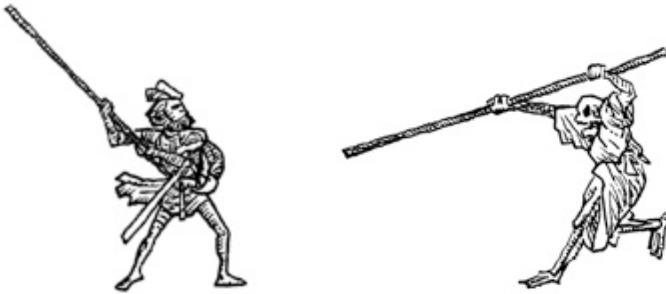
Two-handed sword

Zweihander, Flamberge, Claymore, these are massive heavy swords designed for cutting men and beasts in half. Ice, Ned Stark's two-handed sword made of Valyrian steel, is a current example of a two handed sword, and Gregor Clegane uses a two-handed sword to sever his war horse's head with a single cleave.

Result	Description
Deed Fumble	The weight of the blade pulls you off balance, tumbling you to the ground. You are prone.
3	The heavy blow drives the target to their knees.Foe is prone.
4	The force of your strike is enough to knock your foe back 10 feet.
5	The deadly promise of your weapons keeps your foe's at bay. The foes ake Will 15 save in order to attack in melee.
6	Your blow severs one of your foe's limbs and cleaves through to an adjacent enemy. Roll to attack at -1D on the dice chain.
7	Your attack cleaves through a major portion of the foe, +3D on the dice chain.
Critical Deed	You split your foe cleanly in half, killing the target, and terrorizing any other enemies in sight. Foes must make an immediate Morale check. DC 15+Deed die result or flee.
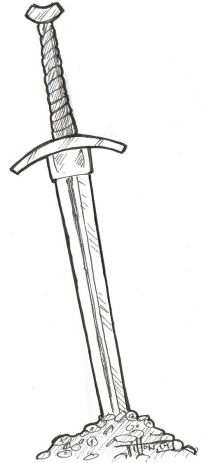
Warhammer

Warhammers are single handed weapons, with a heavy metal head, penetrating plate armor and driving men from horseback. The weapon often featured a pick opposite the hammer head. The Maul is a heavy two handed version of the warhammer, and will be covered in a later issue.

Result	Description
Deed Fumble	The heavy head of the hammer pulls you out of position, -2D on your next initiative roll.
3	The hammer head smashes into the foe's chest, knocking them back a few feet.
4	A glancing blow to the enemy's skull dazes them, all actions next round are at -1D on the Dice Chain.
5	You hook the opponent with the pick head, and drag them Prone before you.
6	With incredible force you drive your enemy back 1d4x5' back and knock them prone.
7	Flipping the warhammer around, you drive the pick deep into the enemy, causing a grievous wound, foe loses 1d3 hit points from bleeding each round until death.
Critical Deed	With a powerful swing you drive the hammer into the foe's head, instantly killing the enemy. If the opponent had a helmet, the helmet is destroyed, and the enemy suffers +2d6 damage.

Lesser Deeds of Daring
By R.S. Tilton

So I created all these new tables for weapons, and you're thinking…

> *"Oh good more stuff for Warriors and Dwarves to do; but I really wish the other characters could use these."*

We've all had players wanting to do mighty deeds as well. So I wrote an article in Crawl #12, that let players burn Luck to access Deeds. Then on G+ we were discussing halflings at level 5 and up, and how they felt they were not as much fun to play. That got me thinking, what if you trade your static attack die for an equal deed die. This exchange will not break the game in favor of the non-warriors, because the warriors and dwarves will always be better.

Example: A level 5 halfling has a +5 attack, She trades her +5 Attack bonus for a d5 deed die. with the caveat that these are not Mighty Deeds, these are lesser deeds, thus they *do not* add to the damage roll, merely give access to deeds. One caveat, I would allow the damage modifier to the Precision Attack Deed.

Elves with bows, I'm giving them a slight boost, because elves. I also staggered the advancement for the elves with bows column, which means Level 2 Elves, can start using those bows for deeds.

This give players more chances to have fun and do cool things, because this is what Dungeon Crawl Classics is all about. Having fun, going gonzo, doing incredible things, and bending the rules. It's not for everyone, but that's cool too.

Table M1-1: Attack to Deed die

Level	Cleric	Thief*	Elf	Elf w/bow	Halfling	Wizard
1	+ 0 / -	+ 0 / -	+1 / -	+1 / -	+1 / -	+ 0 / -
2	+1 / -	+1 / -	+1 / -	+1 / d3	+2 / -	+1 / -
3	+2 / -	+2 / -	+2 / -	+2 / d3	+2 / -	+1 / -
4	+2 / -	+2 / -	+2 / -	+2 / d4	+3 / d3	+1 / -
5	+3 / d3	+3 / d3	+3 / d3	+3 / d4	+4 / d4	+3 / d3
6	+4 / d4	+4 / d4	+3 / d3	+3 / d5	+5 / d5	+4 / d4
7	+5 / d5	+5 / d5	+4 / d4	+4 / d5	+5 / d5	+3 / d3
8	+5 / d5	+5 / d5	+4 / d4	+4 / d6	+6 / d6	+3 / d3
9	+6 / d6	+6 / d6	+5 / d5	+5 / d6	+7 / d7	+4 / d4
10	+7 / d7	+7 / d7	+5 / d5	+5 / d7	+8 / d8	+4 / d4

*A thief trading Attack for Deed die is unable to backstab.

Lucky Strikes of Derring Do

By R.S. Tilton

Every Judge has had a player describe a cool action and let the non-warrior attempt a Mighty Deed. Sword & Sorcery prose is rife with Rogues and Priests performing mighty deeds. Bring that cinematic action to the table with this Luck option. Note, even the Wizard can attempt to use Luck Burn for Mighty Deeds, though they might want to save it for spells.

Luck Fueled Mighty Deeds

By using luck to fuel a Mighty Deed you give the thief and halfling another combat option for their regenerating luck. Any character that does not normally have Mighty Deeds, or a character that has deeds with limitations, can burn luck to attempt any Mighty Deed, as well as burn luck to roll a higher deed die based upon the dice chain. As with any Mighty Deed, this adds to the attack and damage rolls.

Table M1-2: Luck Fueled Mighty Deed

Luck Burned	Deed Die	Die Boost
1	d3	
2	d4	+1D
3	d5	
4	d6	+2D
5	d7	
6	d8	+3D

With thieves and halflings now having an option to perform deeds, below are two new deeds appropriate for those dastardly rogues (or mighty warriors)

"Wait, If the Thief can do Mighty Deeds, I want to backstab." Permanently burn 1 point of Luck and make a backstab for 1 attack oh roguish warrior.

Note: Luck Burned deeds allow for a full Mighty Deed, the Deed result adds to both Attack and Damage bonus, unlike trading attack for deed die in the **Lesser Deeds of Daring** article.

Dastardly Deeds of Deceit
Hamstring

You strike for the tendons and muscles of the leg, to hamstring your opponent.

Result	Description
Deed Fumble	You misjudge the distance needed to make your attack, the foe sneers and kicks you to the ground. Your weapon is knocked from your hand and you are knocked prone.
3	Enemy is hindered for one round as the strike fails to sever the tendons. -1 AC penalty for the next round.
4	Enemy suffers damage to tendons in on leg, -1 AC Penalty and loses 5 feet of movement until healed
5	Enemy is completely hamstrung on one leg, -2 AC penalty, and loses 10 feet of movement until healed.
6	Both of the foe's legs are hamstrung, -3 AC Penalty and half movement until healed.
7	Foe's legs are completely crippled in a brutal attack, unable to move until healed, -4 AC penalty
Critical Deed	Opponent's legs are completely crippled in a brutal attack, unable to move until healed, -4 AC penalty, you slice open the femoral artery as well, the foe will bleed out in 1d4 rounds.

Hindering Strike, or Strap Cutter

You strike at your opponent with the intent of hindering their ability to attack and defend to the best of their ability by either cutting straps on armor or accessories, maybe tripping them with their own scabbard.

Result	Description
Deed Fumble	Your foe deftly jumps back and mocks you for such an
3	Foe is hindered for one round as your throw their hood over their eyes. -3 AC penalty for the next round.
4	Foe is thrown off balance and staggers into an ally, both opponents are at -1 to their next attack.
5	You cut the straps on the enemy's gear, - 2 Attack and AC until the foe spends an action to disentangle the gear.
6	In a lightning strike you cut several straps, making the foe's armor overly cumbersome. -2 AC until they can remove the armor or gear
7	You make a mockery of the enemy. -4 AC until they can remove the armor or gear.
Critical Deed	You make a mockery of the foe, knocking them prone and making their armor completely useless.

Bastion – Campaign Setting Part 1

By R.S. Tilton

You're not a hero,
You're an Umbral Strider
A Graft
A Breaker
A Transmogrifier
A Weaver crawling through the AetherMesh
You seek Script & Secrets
Success through obfuscation and instinct
Bathed in the gore of the unfortunate,
the broken, the fallen and the shattered.
There is power to be won in the Umbra
Time to seek Jack in the Shadows...

This will be a two page primer of sorts, an outline of the setting. The overall feel of the setting will be a post-apocalyptic weird fantasy cyberpunk .

The world was dying under the yoke of the Sorcerer Lords. In the decades before the fall, the Sorcerer Lords became increasingly more reckless with the magics they were using against each other. The Warp Wars drug on, each of the sorcerers using darker and darker arts, infernal, alchemical, and chimeric, as well as golems, undead, and all combinations between. The Guilds, long in the employ of the Sorcerer Lords, had their holdings destroyed as rampaging monsters tore through the countryside. The guilds banded together and overthrew the Sorcerer Lords by betraying their hubris, and playing to their vanity, finally assassins were able to slay the Lords. "The Kings are Dead, long live the Guilds!"

Bastion is the only true city remaining on the world. The city holds the remnants of all sentient races. A city of more than 4 million souls. It had another name in the past, but today, it is the last bastion against the tides of warpbeasts. Bastion is protected by the *aethermesh*, created by the weavers of the city. Guilds are protected by their own *aethermesh*, interlinked with their defensive wards.

Many beachheads exist. Small well-defended outposts for attacking the warp-beasts, and for recovering powerful magic items lost in ruins of ancient cities and in the Warp-wastes. Each guild vies for more power, more knowledge, relics of the past. The guilds hire agents, Umbral Striders, to strike at their rivals. The umbral striders often never know which guild hires them, as they are hired by the faceless Jacks and Jills in the shadows.

Races of Bastion

Dwarf

Uses Standard dwarf rules, with the following exceptions: Exchange the Shield Bash class feature for the Well-Braced class feature.

Well-Braced The dwarves of Bastion being the game well-braced. They start the game with 2 charged-adamantine pistols or a charged adamantine rifle, plus 2d3 charged bullets for each weapon.

Elf

Uses Standard elf rules.

The Elves of Bastion are true androgynes, neither male or female, they may choose to take on a gender for any period of time, but even while so endowed will still appear androgynous. A daring few take on both genders simultaneously, to become hermaphrodites.

The mindset of the average elf is hedonistic, there are even claims that in the distant past the Hedonism Wars nearly destroyed the elves as a race. The elves are infamous drinkers and unashamedly lusty. The King of Elfland is suspiciously absent from the world of Bastion.

Git (Halfling)

Uses Standard halfling rules, with one exception.

Probability Manipulation This functions as the Good Luck charm ability of halflings except the halfling my alter enemies rolls as well.

Gits have major issues with grafts, if a git chooses to become grafted, they lose their Probability Manipulation ability.

Halflings in the City of Bastion are not well liked, most commonly referred to as Git or Vermin. These halflings have the ability to affect Luck for themselves, or to jinx others. This is why they are so hated as the little gits started getting into protection rackets. The halflings would have been wiped out if they didn't breed like rats.

Ogre

Ogres were used in the Warp Wars as shock troopers against the horrors from Beyond the Umbra. Ogres aren't very bright, but they are fearless and powerful. Physically, ogres are naturally hairless, stand around 8 feet in height, and weigh upwards of 500 pounds. Ogres are fond of tattooes and as near humans, may receive grafts as well.

Hit points: An Ogre gains 1d12 hit points at each level. Amongst the toughest of all the sentients in Bastion.

Weapon training: Ogres can use any weapon that fits in their massive meaty hands.

Alignment: Ogres are typically not intelligent enough to choose an alignment.

Dumb Brute:

Dumb - Ogres never roll higher than a d16 on any knowledge check.

Brute - Ogres are powerful, and always gain a 2 die bonus on the dice chain when attempting to bend or break items through brute strength. Ogres can carry twice the weight a human can.

Big n slow - Ogres use huge weapons, Damage moves up +1D on the dice chain, But initiative moves down 2 dice on the chain.

Table A-OG: Ogre

Level	Attack (Deed Die)*	Crit Die/Table	Threat Range	Action Die	Ref	Fort	Will
1	d4-1	1d2/G	19-20	1d20	+0	+1	+1
2	d4-1	1d3/G	19-20	1d20	+0	+2	+1
3	d5-1	1d4/G	18-20	1d20	+1	+3	+2
4	d6-1	1d5/G	18-20	1d20	+1	+4	+2
5	d6-1	1d6/G	22-24	1d24	+1	+5	+3
6	d7-1	1d8/G	21-24	1d24	+2	+6	+3
7	d8-1	1d10/G	20-24	1d24	+2	+7	+4
8	d10-1	1d12/G	19-24	1d24	+2	+8	+4
9	d10-1	1d14/G	25-30	1d30	+3	+9	+5
10	d12-1	1d15/G	23-30	1d30	+3	+10	+5

Other Classes of Bastion

The Graft (Human warrior augmented with grafts)

The Breaker (A Thief, master of physical barriers)

The Weaver (A ward breaker, and webwalker, master of magical barriers)

The Mog ('Transmogrifier' A wizard who uses magic for transmutation.)

The Penumbra (Face man and inspirational leader)

The Entombed (A Brain in a construct shaped jar.)

The Scion (A distant heir to a great house, or an heir to a minor house)

Hodge (Hobgoblins, goblins, etc.)

Chimeer (A humanoid combining 2 or 3 races)

Stay tuned next issue for additional Classes, Entombed or Chimeer, and possibly one more.