Meanderings #2
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This issue is about Options.

Welcome to Meanderings #2. The theme for issue #2 is options. Mutant Crawl Classics is a huge option to add to a Dungeon Crawl Classics game, so I will open with a review of the the PDF for the upcoming release in the *Review Corner*.

The second article builds off of the the tables of Meanderings #1. With the expanded options for the other classes, we don't want the Fighters and Dwarves feeling like their thunder was stolen. *Off the Charts* expands the Mighty Deeds of Arms beyond the 7+ listed for the standard deeds.

Review Corner. A semi-regular article, this review presents an overview of Mutant Crawl Classics.

Momentum in RPGs. This was an idea I've been toying with for a couple of years. There are many factors of which can turn the tide of battle, a few men can decimate many with proper tactics and a bit of surprise. Large numbers of peasants can outnumber and destroy well trained and well armed soldiers.

Let the Dice do the Talking, this article presents a narrative approach for skills in DCC.

Zeroes to Heroes brings to life peasants and other zero levels with some pen & ink paper minis. In this issue will be the alchemist, halfling moneylender, farmer and his hen, outlaw, soldier, and more. This will be the first of a running series. Around 12-16 minis per issue. I will work through the Core Rulebook minis, then work on the Bastion Occupations. However I will also be also including a Paper mini for Iconics, as well as the Bastion Classes.

Bastion Campaign Setting 2 - Occupations of Bastion. Note, that with all the talk of #metoo, sexual harassment, and all things dark in our world, I must say something about the Occupations of Bastion. This is a bad place, the remainder of the sentient races are packed into a single city. The concept for Bastion was of course cyberpunk inspired, but this takes it a couple notches further. I have removed references for pimps and harlots, so while this is a dirty nasty setting, the dangers are external, mostly. No person should be forced into a life or profession which is morally reprehensible to them; though no one should be prevented from pursuing a career they have no moral qualms about either. Freedom is in the want of the beholden.

In *Classes of Bastion*, I present The Entombed. A construct built around a brain in a jar, the Bulwark against the horrors of the Warpwaste.

I needed to round out the final pages of the issue, so I present the first of the *Dungeon Crawl Classics Weapon Styles* tables. Sword & Shield, Florentine, Twin Hand Axe, and finally Twin Dagger.

I hope you enjoy the issue as much as I do.

Review Corner

Review of Mutant Crawl Classics
By R.S. Tilton

This is one of those games where I saw the Kickstarter and immediately pledged for the physical copy. As a long time gamer, I came to Gamma World early on, back with the 2nd edition boxed set. I loved making characters, rolling up completely random mutants, seeing how wild and crazy they could get; *i.e.* dual brained, with over-sized arms, and gamma eyes. Oh man, that was what I filled my at home time with as an early teen. I believe I bought my copy at Comic Gallery. I never got to play it back then, my friends were into other games, mostly AD&D, but later Battletech. So Gamma World was always a game that could have been amazing for me, the game I loved but never got to play.
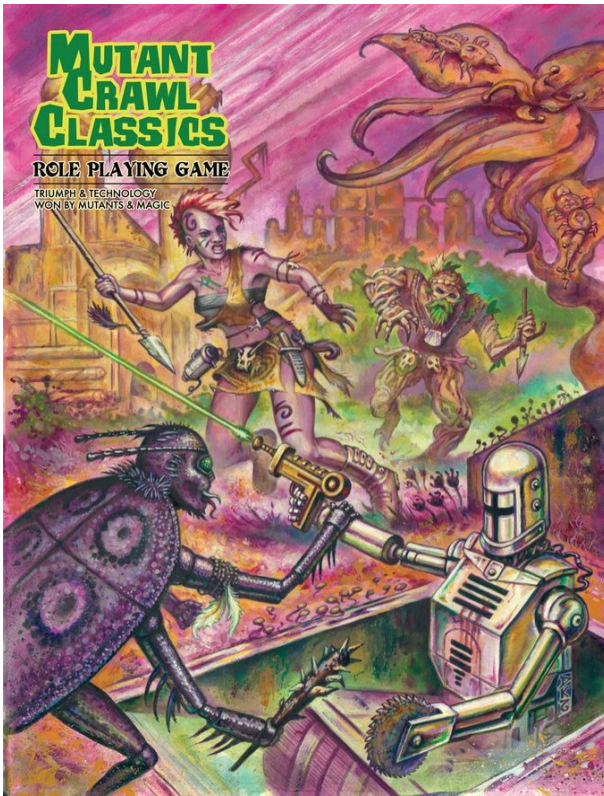
Back to the now. Mutant Crawl Classics. This game captures the gonzo over-the-top mutations with the familiar system of Dungeon Crawl Classics. Jim Wampler has created seven new classes that will be at home on either Terra A.D. or in the fantasy setting where your Dungeon Crawl Classics game is home. The levelling and dice mechanically work the same as its predecessor, just as a shaman's or mutant's powers work like magic.

Chapter 1 - Character Creation. Thankfully glossing over "What is a Role-playing game", and diving straight into Character creation, description of the weird dice, dice chain and attributes, which actually can go up to 24 with mutations. Birth Signs have fun new names, and the occupation list is short, you're either a Hunter or a Gatherer. Beginning Equipment is not be occupation (that would be boring), but by d100 roll. Genotypes (or race), are Pure Strain Human, Mutant, Manimal, and Plantiet.

Chapter 2 - Character Classes. Pure Strain Humans have 4 classes they can choose from: Sentinel, Shaman, Healer, and Rover, post-apocalyptic variants of the Warrior, Wizard, Cleric, and Thief. Luck as well as all the numbers from the specific class tables have all been shifter around, and AI Recognition is a score as well, which lets the characters interact with Artificial Intelligences, something manimals and plantients may never do. Mutants are mutant humans, possessing mutations (covered in Chapter 3.) as well as an initiative bonus per level. Manimals are sentient mutated animals in a quadrapedal humanoid form, such as Adolescent Mutant Turtles with mystical combat training.

Chapter 3 - Mutations. Now we're getting somewhere. This chapter covers the Physical and Mental Mutations as well as the defects. Mutations can actually grant up to +9 to a mutant's attribute scores, so in a mixed game, you may want to allow wizards and clerics access to a similar set of magic, otherwise they might feel imbalanced. There are some very cool new mutations, such as holographic skin and life force reflection, or the amazingly powerful molecular integration. As well as familiar mutations like telepathy, death field generation or regeneration.

Chapter 4 - Combat and Skills. Very similar to DCC with some variations as far as new rules such as wetware, as well as a clarification on when critical effects heal. (Very useful rule addition). The Critical Tables reside in this chapter as well, with a short and deadly Robots and Artificial Lifeforms critical table.

Chapter 5 - Archaic Alignments. There is no battle between Law and Chaos in MCC. Instead 9 alignments are presented, which are more appropriately called secret societies. This is cool, because it leaves lots of room for new alignments to be added.

Chapter 6 - Artificial Intelligences. In this far future, AI is everywhere, from ancient techno-ruins to the very patrons themselves. Pure Strain Humans can interact with them easily, but your sentient potted house plant, not so much. AI Recognition roll rules are presented, but mostly it's the other types of AI that are covered, from Androids and Computer AIs to Holograms and Robots. Of special Note is the Hard-light and Soft-light Holograms…

*You run across the remains of a massive ship, the name plate says "ed Dwar". A crazy hologram wearing a plaid skirt and pigtails greets you…*I'll just leave it at that.

Chapter 7 - Artifacts of the Ancient Ones. The world is filled with wondrous and extremely dangerous artifacts, this chapter covers both the random artifacts as well as the specific artifacts, such as the Mazer rifle, the Force Batton, and the most coveted item, Power Armor, assault. Oh, and of course the chapter begins with the rules for using them. Table 7-1 is the main killer of 0-levels in every playtest I've been in, even resulting in a TPK with level 1s. You have been warned.

Chapter 8 - Bestiary. MONSTERS!!!! Use them in MCC, use them in DCC, transport them to Umerica or Lankhmar. Lots of Monsters lots of fun. Nuff said, no spoilers here.

Chapter 9 - Patron AIs. Ultra Powerful AIs act as the patrons to the shaman of the default setting. What is totally cool, is that the name for each patron is an Acronym. For example ACHROMA is (AD-HOC COMPUTER HIERARCHY WITH RECURSIVE OPTICAL MEMORY AI). EIGHT fully stated patrons are presented.

Chapter 10 - Optional Rules. This is where the rules are presented for DCC/MCC crossover games.

Appendices, Adventure, and all the rest! - Appendix M, containing lists recommended books, comics, movies and TV Shows, just as the AD&D DMG and the DCC RPG Rulebook had Appendix N. Assault of the Sky-High Tower a level 0-1 funnel. (No Spoilers!), and finally, acknowledgements, credits and a nice index round out the book.

The Book is a wealth of information whether you intend to play or run MCC, play the Umerica version of DCC, or just use it to make nastier DCC monsters. DCC has always played with the science-fantasy aspects of the game, just as Original D&D did, with classic adventures like Expedition to the Barrier Peaks, and City of the Gods.

I can't speak to the quality of the final print product, as I we don't have it yet, however, i can say that the quality of the PDF is amazing. The art it excellent, evoking the high quality old school style, as well as giving excellent insights into the word of Terra AD. I highly recommend this product, whether you want to run a post-apocalyptic science fantasy game, or if you wish to just have some material to convert old school adventures, or, if you just want extra challenges to throw at your DCC players.

Starting next issue I will have MCC Compatible material as as well. Once I'm done with the DCC Paperminis, I will be delving into MCC Paperminis, which should be extremely fun. I will have a lot of fun rolling up characters and then creating paper minis for those specific characters. I already have at least one new character class in mind for MCC, and plan on creating some different types of characters as well. The Warpwastes of the Bastion world will also lean heavily upon some of the ideas presented within MCC. Oh if you haven't watch the pilot episode for the brilliant **Korgoth of Barbaria**, do so. It is as brilliant as it is relevant to Appendix M.

Off the Charts!

Mighty Deeds Beyond the 7+ for Warriors & Dwarves
By R.S. Tilton

The Warrior and Dwarf can do incredible deeds, but their deed die at upper levels means they are going to consistently hit that 7, but what's beyond 7? D10+4 gives a range of 5-14. This article will give expanded deed charts for warrior/dwarf only, and Gonzo deeds for the Gonzo level of play that is level 8+. Precision Strike at 7+ describes a shot that can do incredible things, but only does +1d8 damage. Not only do these charts go to 11, they go to 14!

Blinding Attacks

Deed Die	Blinding Result
7-8	Opponent is blinded for 24 hours. Additionally, he must make a Fort save against the warrior's attack roll. On a failure he is permanently blinded.
9-10	Opponent is blinded for 1 week. Additionally, he must make a Fort save against the warrior's attack roll. On a failure he is permanently blinded.
11-13	Opponent is blinded for 1 month. Additionally, he must make a Fort save against the warrior's attack roll. On a failure he is permanently blinded.
14+	Opponent is permanently blinded.

Disarming Attacks

Deed Die	Disarming Result
7-8	Both humanoids and monsters have a weapon completely compromised. Manufactured weapons are either sundered or disarmed and land out of reach, while natural weapons are shattered. The attacking arm (or mouth or tentacle or whatever) is wounded and future attacks take at least a -4 penalty to damage rolls, and the warrior can also affect creatures much larger and stronger than himself.
9-10	As above, and the warrior can also affect creatures much larger and stronger than himself. Foe's attack value is reduced -1D on the dice chain.
11-13	As above, and the warrior can also affect creatures much larger and stronger than himself. Foe also loses 1 attack die.
14+	As above, and the warrior can also affect creatures of any size and strength.

Pushback

Deed Die	Pushback Results
7-8	The warrior can push back several oncoming opponents, such as a charging mass of goblins or a wall of marching men-at-arms. He can shove back a creature up to three times his size and can even budge creatures like small dragons and large basilisks.The warrior can affect creatures that would be seemingly impossible for someone his size to push back.
9-10	As above. Foes are pushed back 10 feet. In addition, the foes must make a Reflex save against the warrior's attack roll. On a failure he is knocked on his back.
11-13	As above. Foes are pushed back 20 feet. In addition, the foes must make a Reflex save against the warrior's attack roll. On a failure he is knocked on his back.
14+	As above. Foes are pushed back 30 feet. In addition, the foes are knocked on their backs .

*The warrior can push back one creature per level.

Precision Shots

| Deed Die	Precision Shot Result
7-8	The warrior can make precise shots that seem beyond the abilities of mortal man – provided he can contrive an explanation. For example, he can shoot an arrow through a doorway to hit the evil wizard in the throat in the room beyond, explaining that the arrow actually went through the narrowest crack between the door and its frame. He can hurl a stone more than half a mile to knock out the goblin kidnapper as he gallops away on horseback, explaining that a passing hawk carried the stone in its beak for several hundred yards, then let it continue on its original trajectory. A called shot here may do up to 1d8 points of additional damage (judge's discretion).
9-10	As above, except a called shot here may do up to 2d12 points of additional damage.
11-13	As above, except a called shot here may do up to 3d16 points of additional damage.
14+	As above, except a called shot here may do up to 4d20 points of additional damage.

Rallying Maneuvers

Deed Die	Rallying Maneuver Result
7-8	The warrior performs some dramatic combat maneuver that inspires courage. Allies and followers receive a +1 bonus to morale checks for the rest of the round. Additionally, if the warrior kills his opponent this round or causes a critical hit (or some other spectacular blow), all allies and followers receive a +1 attack bonus for the next round. The warrior's incredible maneuver affects not only nearby allies and followers, but potentially an entire army and the benefits extend to as many followers as can see the hero – potentially an entire army of thousands of men!
9-10	As above, and the benefits extend to as many followers as can see the hero – potentially an entire army of thousands of men! The bonus increases to +1d3.
11-13	As above, and the benefits extend to as many followers as can see the hero – potentially an entire army of thousands of men! The bonus increases to +1d5.
14+	As above, and the benefits extend to as many followers as are under the leadership of the hero – potentially an entire army of thousands of men! The bonus increases to +1d7.
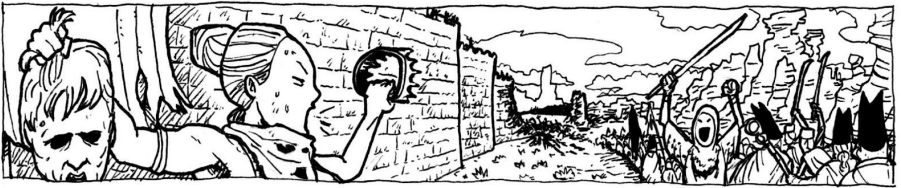
Defensive Maneuver

Deed Die	Defensive Maneuver Result
7-8	The warrior forms up his allies to best defend themselves. None of the participating allies can move or the defensive position is disrupted. The warrior organizes a particularly effective defensive position that grants a +3 AC bonus to himself and up to four allies, as long as no one moves. The warrior must continue using his Deed for this specific use to maintain the position. Subsequent Deed rolls do not need to roll 6 or higher, but the warrior cannot attempt another Deed without disrupting the defensive formation. If the warrior chooses to move and he scores a deed die roll of 6 or better, he can maintain a +2 AC bonus for himself and his four allies, provided they move in the same direction at the same speed and maintain their formation.
9-10	As above, and the AC bonus is +4 if not moving or +2 if moving.
11-13	As above, and the AC bonus is +5 if not moving or +3 if moving. Up to 6 allies.
14+	As above, and the AC bonus is +5, the warrior and his allies, may move freely..
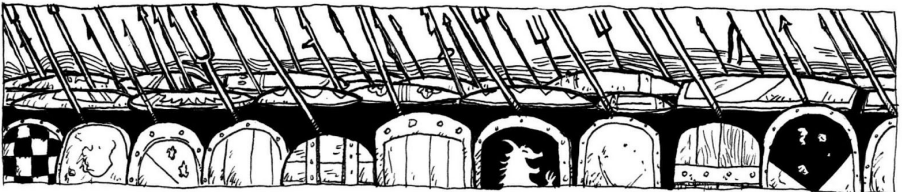
Trips and Throws

Deed Die   Trips and Throws Result

7-8   A creature up to three times the size of the warrior can be thrown up to 10 feet
            away automatically. Additionally, the warrior can use his next action to continue
            to pin down the opponent, forcing him to remain prone. Exceptionally strong
            opponents may be able to make an opposed Strength check to stand up.

9-10   As above, and the warrior can trip or throw creatures up to five times the size of
            the warrior. The warrior can throw the foe 20 feet automatically.

11-13   As above, and the warrior can trip or throw creatures up to five times the size of
            the warrior. The warrior can throw the foe 40 feet automatically.

14+   As above, and the warrior can trip or throw creatures of any size, up to 60 feet
            away..

If using the Lucky Deeds of Derring-Do and Lesser Deeds of Daring
rules from Meanderings #1, you can not get results that are Off the Chart.
Only Warriors and Dwarves can reach these levels of Mighty Deed.

Let the Dice do the Talking
A Narrative Skill System for DCC RPG
By R.S. Tilton

With new game systems come new ideas. I finally got to play a game of Edge of the Empire, which I've been wanting to play for a couple of years, so I could actually understand how the system works. Once I understood I loved it. I don't expect many DCC judges to use these rules, but they are here any way.

So one of the things I hate about generic d20 systems, is that linear probability line. You had a 1 in 20 chance of rolling any number on a d20 at any time. The quick fix for skills is just rolling 2d10, but that's not on the dice chain so it's a bit off. While listening to an **Edge of the Empire** podcast about skill challenges I thought of a way to do Skill Challenges for DCC RPG.

Standard Skill system, Use the standard dice based upon training, so untrained would be a d10, and trained a d20. (I prefer a d12 for untrained, as it gives a slightly better chance of success for the untrained.)

Set DC based upon difficulty as usual.

Simple	DC 5	Untrained
Average	DC10	Apprentice
Hard	DC 15	Journeyman
Very Hard	DC 20	Master
Masterpiece	DC 25	Grand Master

With the difficulty levels defined, you're allowed to determine a level of success based upon the roll. The Elven Hunter rolls to identify some tracks, you already know it's a deer, so you set the DC to 10. The Elven hunter rolls a 23 after modifications, so you determine that as 3 successes, with the Natural 20 making it a coup. The elven hunter has found the tracks of the legendary White Hart.

The next system is where it begins to differ. Roll 3dX. So a character trained in a skill will roll 3d20. An Untrained character would roll 3d10. (Again, I prefer d12 for untrained, gives a bit better chance of success for a simple roll.)

Roll	Narrative
1	Misadventure
Below DC	Misstep
DC after attribute modifier	Success
Max result (Natural)	Coup

A single success is a basic success, unless a misadventure is rolled. Missteps are minor mishaps which happen on the way to success. During a climb a single misstep could be anything from scrapes and bruises, to fatigue, or even a temporary point of attribute loss.

Additional successes could reduce the time it takes to perform the skill check, or make the skill check better.

For example, you forge a document to give you access to a restricted portion of a fortress, you get no missteps, and two successes. That document may be a near perfect replica of the original document, making more difficult to detect the forgery. With a coup, your document would be presented to the guard, who barely acknowledges the document, passing you without even really looking at you.

A misadventure result is a narrative result which is not a failure, but indicates that some narrative catastrophe occurs. For example, a thief rolls to open a locked chest. A misadventure is rolled, and the trap that was thought disarmed goes off and strikes another character.

Same scenario above, in this scenario with a misadventure result, the guard would pass you into the area before, however, just as you are where you need to be alarms begin to toll throughout the complex. The Watch captain decided your document wasn't as good a forgery as you thought because the Guild Lord never signs this type of document, only her assistant signs these.

Tides of Battle - Momentum in RPGs

By R.S. Tilton

So when I first played 13th Age and encountered the Escalation die, I was impressed. However, I didn't like that it applied to both sides of the battle. Yes, it was interesting that it added that escalation to attack and damage rolls. It made me think; "Wait if it was one sided and represented the momentum in a battle, it could encompass both the highs and lows of combat." Surprise and numbers in war usually give the momentum to the enemy. Large numbers of low level enemies are usually laughed at, because they can't do any damage, but imagine if they outnumber your party 5 to 1, have the high ground, and have surprise. It SHOULD be scary, no matter what level your characters are.

The Momentum system does just that. When one side has the momentum, they have a momentum bonus which adds to all attacks, damage, and Will saves for Morale. Just like the Escalation die, the number shown becomes the bonus. With the Momentum system, however, only one side gets the bonus. So if the GM holds the die, the monsters get the bonus, and if a character holds the die, then the characters get the bonus.

Momentum should make players more cautious in exploration, as being surprised and/or outnumbered will be a bad thing. Having the high ground will be a good thing. This system makes things more exciting, and forces more tactical decisions. When a spellcaster makes their presence known, the modifiers are calculated based upon the highest level which has been cast. Cast a higher level spell to get the bonuses for the higher level spell. The highest bonus remains until the spellcaster is removed from the conflict, whether they flee, knocked out, or killed.

On the opposite page you will find a Matrix to quickly and easily track the current momentum. The easiest way to do this is to put markers on the table, one for each point. Cancel the markers out on a 1 for 1 basis, and if any remain, that side (PC or NPC) gets the bonus to morale, attack, and damage rolls (perhaps even Will Saves.) I even left a few blank spaces for anything you might think of I missed.
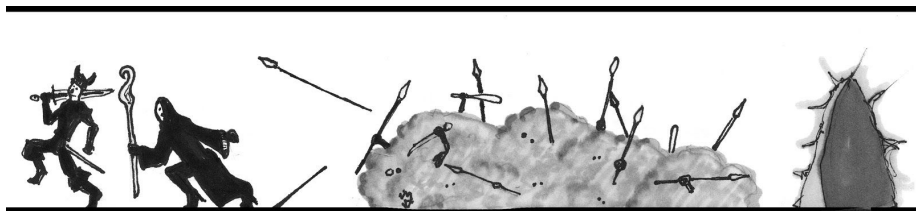
Momentum Matrix

NPC	Modifier	Situation	Modifier	PC
	+2	Surprise	+2	
	+1	Outnumbered <2:1	+1	
	+2	Outnumbered 2:1	+2	
	+3	Outnumbered 5:1	+3	
	+4	Outnumbered 10:1	+4	
	+5	Outnumbered 50:1	+5	
	+6	Outnumbered 100:1	+6	
	+1/level*	Divine spellcaster	+1/level*	
	+1	High Ground(per flank)	+1	
	+1/level*	Arcane spellcaster***	+1/level*	
	+1	Flanking**	+1	
	-2	Surrounded**	-2	
	-1	Leader Injured	-1	
	-5	Leader Taken Out	-5	
	+1	Inflict Critical Hit	+1	
	-1	Suffer Fumble	-1	
	+2	Banner	+2	
		Total		

*+1/level of spell cast during battle. The highest level of spell cast.
**Flanking/Surrounding by a superior force, not an individual.
***Per spellcaster

No Man's Land

By R.S. Tilton

The topic came up on G+ about how to keep players away from an undeveloped section of a dungeon. This table is for game masters without tons of experience, and could be used as just some cool ideas for experienced GMs.

Keep Out Table (roll d12)

1: **Private Chamber** The nondescript door opens into a small foul-smelling alcove. Held within the alcove is a small bench with with a hole cut in the center. The bench is over a hole in the floor, from which emanates the foul odor.

This is obviously a privy, a room oft left out in dungeon construction. Many will want to explore the hole below, toss them a copper piece or two, and of course saves versus disease. If the chamber is to be explored later, add a secret door above the privy which leads to a crawlway.

2: **Danger!** Nailed to the door with an iron spike is a wooden shield. "Danger" is drawn in blood in Common, Elven, Dwarven and Halfling. A *fear* spell has been put on the shield. (DC 14+Character Level)

3:. **Black Mold** Growing in thick patches around the door is a large patch of black mold with angry purple and red splotches. The mold appears to writhe and twitch, reaching toward your party.

4:. **Warp** The door buckles inward, fluctuating occasionally. A very disconcerting effect. To discourage entry, the door could physically force them away.

5: **Rusted** The door is an iron door in an iron frame. It is rusted with age. The door is welded to the frame by corrosion. *This door requires a DC30 Strength Check to open.*

6: **Blood Door** The door weeps blood, which seeps back under the door. Is that the sound of a massive tongue lapping at the blood?

7: **Runes** The door is covered in intricate runes. Even getting close to the runes makes the hair on your arms raise.

8: **Force** An invisible barrier covers the door.

9: **Illusionary** the door itself is an illusion, though it may be concealing a secret door or even an actual door behind a second illusion of a wall.

10: **Words of Warning** Carved into the door are words of warning, describing a horror to chill the blood. Use your knowledge of your player's characters or the players themselves to discourage them from passing through.

11: **The Eye** A small hole in the door has an HUGE eye staring out of it. Deep rumblings of a very low growl emanate from the other side.

12: **The Drum** The door is made so that any touch to the door causes the door to resonate like a kettle drum.

To discourage players from forcing doors, ensure they know that when the door is forced, it is not a quiet action, and is not likely to go unnoticed.

Occupations of Bastion
Zero Level occupations for the City of Bastion.
By R.S. Tilton

Welcome to Bastion, the last true city in a sea of twisted suffering, a city where life is cheap, and space is precious. The guilds rule as one, but fight each other from the inside.

0-level Occupations
Race: Roll 2d6 for Race (2 Hodge, 3-4 Git, 5-6 Elf, 7 Human, 9-10 Dwarf, 10-11 Chimeer, 12 Ogre) Note: Entombed are made not born. There are no 0-level Entombed.

Racial Starting Cash
Hodge, Chimeer, or Git: 3d12cp
Elf, Dwarf or Ogre: 5d12cp
Human: 12d6cp

Note: In the city of Bastion, gender doesn't matter, A Guilded Lily or a Gangbitch can be male. Many occupations are slang, see below for some of the more obscure descriptions.

d100	Occupation	Weapon	Starting Wealth
01	Beggar	Cane	Begging Bowl
02	Addict	Shiv (d3)	Dreamdust (1d3 doses)
03	Shopkeep	Crossbow	Lease to shop
04	Laborer	Pick	+5d6 cp
05	*Messenger*	Stiletto	+3d4 gp
06	Street Tough	Chain	Dice
07	Urchin	Shiv	Half a loaf of bread
08	*Fancy*	Rapier	3 fine suits of clothing, shoulder cape
09	*Mask*	Rapier	Mask
10	Graft Test Subject	Combat Graft	Utility Graft
11	Physician	Scalpel (1d3)	+2d4 gp
12	Artist	Palette knife (1d3)	Canvas and paint
13	Drunk	Broken Bottle	3 bottles of alcohol
14	Gambler	*Cracker*	Deck of Cards
15	Rock Star	Axe	Leathers
16	*Watcher*	Long Bow	Full Quiver
17	Lifter	Large Club (1d8)	Ogrish Graft
18	*Strength*	Fists	+2d6 sp
19	Distiller	Torch	Whiskey, 1 bottle
20	Brewer	Stein	Pony Keg
21	Taverner	Stein	Deed to Tavern
22	Barkeep	Crossbow	Lease on Bar
23	Barbitch	Dagger	+10d6 cp (tips)
24	Muscle for Hire	Club	+2d6 sp
25	Widow(er)	Dagger	Heirloom
26	Deathcarter	Pitchfork	Hand Cart
27	Gongfarmer	Trowel (as dagger)	Sack of Nightsoil
28	*Glypher*	Staff	Chisel
29	Cutthroat	Knife	+2d6 gp
30	Cutpurse	Knife	Roll again

d100	Occupation	Weapon	Starting Wealth
31	*Trashbin*	Dagger	Random Item*
32	Gang Leader	Battle Axe	Studded leather
33	Gang Member	Short Sword	Leather armor
34	Gang Bitch	Dagger	Leather armor
35	Gang Muscle	Mace	Leather armor
36	Recruiter	Sap	Leather armor
37	*Window*	Climbing Claws (d4)	Silver necklace (5 gp)
38	Dancer	Silks (as garrote)	+6d4sp
39	Hawker (sales)	Club	Random Item*
40	Watch footman	Spear	Leather armor
41	Watch Sergeant	Baton (as club)	Leather armor
42	Watch Captain	Long Sword	Chainmail
43	*Reaper*	Dagger	Midnight Graft
44	Bricklayer	Trowel	1d6 bricks
45	*Wallwalker*	Rope and Grapnel	Backpack
46	Runner	Message Tube (as club)	3 rumors
47	Mushroom Farmer	Shovel	2d4 mushrooms
48	Wasterunner	Spear	Random Item*
49	Loanshark	Crossbow	Creditor's note
50	Repo	Mace	Random Item*
51	Cobbler	Awl (as dagger)	Shoehorn
52	Cooper	Crowbar (as club)	Barrel
53	Blacksmith	Hammer(as club)	Steel (6 lbs)
54	Tailor	Scissors	Fine suit of clothing
55	Hatter	Garrote	1d3 hats
56	Butcher	Cleaver	Meat, 5 lbs
57	Baker	Peel (as Club)	1d3 loaves bread
58	Lamp maker	Staff	Hooded Lantern
59	Fortune Teller	Sash (as Garrotte)	Deck of Tarot
60	Servant	Knife	Random Item*
61	*Screamer*	Short sword	Megaphone
62	Cook	Cleaver	Hen
63	Maid	Broom (as club)	Silver candlestick
64	Minstrel	Dagger	Lute
65	Aproneer	Crossbow	Provisions
66	*Waster*	Spear	Random Item*
67	Scavenger	Shovel	Random Item*
68	Guild Eyes	Sling	Climbing gear
69	Guild Ears	Dagger	Black Cloak
70	Guild Runner	Dagger	Messenger Bag
71	Guild Enforcer	Club	Studded Leather
72	Guild Bitch	Dagger	Whip
73	Woodworker	Hand axe	Bundle of wood
74	Blacksmith	Hammer (as club)	Iron (2 pounds)
75	Militia Courier	Message Tube (as club)	Messenger Bag

d100	Occupation	Weapon	Starting Wealth
76	Con Artist	Club	Quality Cloak
77	Icon	Longsword	Fine Clothing
78	Lamp	Lantern Staff	Oil Lantern
79	Caravaneer	Staff	Mule
80	Caravan Guard	Spear	Leather armor
81	Bravo	Rapier (as short sword)	Buckler
82	Mushroom Farmer	Trowel (as dagger)	3d6 mushrooms
83	Militia Sergeant	Short Sword	Studded Leather
84	Militia Grunt	Spear	Shield
85	*Duster*	Dagger	Dreamdust (2d4 doses)
86	Rat catcher	Club	Trained Rat
87	Chemist	Staff	Oil, 1 flask
88	Dog Trainer	Club	Untrained Dog
89	Stonemason	Pick	Stone block (10 lbs)
90	Apprentice	Dagger	Tools
91	Grave Digger	Shovel (as staff)	Club
92	Trapper	Sling	1d3 rat pelts
93	Illuminator	Tome (as club)	Gold leaf
94	Fripperer	Dagger	2d4 suits of old clothing
95	Gelder	Snips (as knife)	Fresh oysters
96	Weaponsmith	Longsword	Steel (6 pounds)
97	Gunsmith	Charge rifle	1d3 charge rounds
98	Guilded Lily	Knife	Small Residence
99	Guild Suit	Cracker (d6)	Residence
100	*Crust*	Breastplate	+5d12 gp
101+	Scion	Chainmail	+5d10 gp

Definitions of some of the more obscure occupations

Crust	Upper tier society member.
Duster	A Dealer in Dreamdust
Fancy	A dandy who revels in quelling. A Fancy Lad or Fancy Lass
Glypher	A glyper cleans and repairs the wards
Guilded Lily	You were once the love interest of a Guild-Lord.
Lamp	Patrol the darker sections of the city, bringing light to the darkness
Mask	A heroic defender of the weak. Wears a mask to conceal their identity.
Messenger	You're a hitman. When a 'message' needs to be delivered, you deliver it, at the end of a weapon
Reaper	A Reaper is one of the nastier occupations, They repossess grafts.
Runner	You are a courier. When a message needs to be delivered you run it.
Screamer	A town crier. Though their main responsibility is spreading the word of Warp incursions.
Trashbin	You live in the refuse heaps within the city, living of the scraps you find.
Window	An expert at breaking and entering in high places
Wallwalker	A farmer that farms from the hanging gardens in the interior of the grand wall.
Waster	You make scavenging runs into the Warpwastes, great risk for great rewards.

Cracker A cracker is a single shot charged adamantine pistol, so called because of the loud cracking sound it makes as the round discharges propelling the slug.

Charge Rounds A charged adamantine round for a charge rifle or charge pistol.

*Random Item: roll second item on **Table M2-1: Bastion Equipment** below.

Table M2-1: Bastion Equipment

Roll*	Item	Cost	
1	Backpack	2 gp	
2	Candle	1 cp	
3	Chain, 10'	30 gp	
4	Chalk, 1 piece	1 cp	
5	Chest, empty	2 gp	
6	Crowbar	2 gp	
7	Flask, empty	3 cp	
8	Flint & steel	15 cp	
9	Grappling hook	1 gp	
10	Hammer, small	5 sp	
11	Graft (random)	100 gp+	
12	Holy water, 1 vial**	25 gp	
13	Iron spikes, each	1 sp	
14	Lantern	10 gp	
15	Mirror, hand-sized	10 gp	
16	Oil, 1 flask***	2 sp	
17	Pole, 10-foot	15 cp	
18	Rations, per day	5 cp	
19	Rope, 50' hemp	25 cp	
20	Sack, large	12 cp	
21	Sack, small	8 cp	
22	Thieves' tools	25 gp	
23	Torch, each	1 cp	
24	Waterskin	5 sp	

* Roll 1d24 to randomly determine equipment for 0-level characters. Characters who purchase their equipment at a later level ignore this column.

** A half-pint vial of holy water inflicts 1d4 damage to any un-dead creature, as well as to some warpbeasts, as well as, demons and devils.

*** When ignited and thrown, oil causes 1d6 damage plus fire (DC 10 save vs. Reflex to put out or suffer additional 1d6 damage each round). One flask of oil burns for 6 hours in a lantern.

Grafts:

Many of the occupations above have grafts for their weapon or. Grafts are biological and technological parts from the Warped. Next month I will be presenting **"The Graft"** Class.

Combat Graft - A graft from various warp beasts with supernatural combat abilities. A Combat graft gives a built-in close combat weapon. This weapon deals 1d8 damage.

Strength Graft - A graft from various warp beasts with supernatural strength. A Strength graft gives a +2 die bonus to Strength checks including damage.

Ogrish Graft - A graft from an ogre with supernatural combat abilities. A Strength graft which gives +1 die bonus to damage rolls.

Midnight Graft - The skin of the Midnight Hunter, a great cat, with shifting chameleonic pelt. Grants a +2 die bonus to stealth checks.

Utility Graft - A variety of implants. Grants +1 die bonus on a skill check.

Classes of Bastion
The Bulwark against the Tides of the Waste
By R.S.Tilton

The Entombed

The entombed is amongst the last ditch effort to protect Bastion from the Warpwastes. Created at great expense to the city, the entombed are selected from the most selfless of individuals. When a zero-level is killed in defense of the city, they can be reborn as Entombed if they have a positive Personality modifier. Entombed are a construct, similar to a golem, standing 8 feet tall and 4 feet in width. Constructed of thick cold iron, it weighs nearly a thousand pounds. Within the chest he eyes and brain of a human are held within a thick glass jar, an alchemical solution keeping the monstrosity alive. Cut off from any physical feeling, entombed are extremely powerful, yet slightly unhinged. Detached from the world, they can easily lose touch with reality and run amok. Entombed are celebrated amongst the citizens of Bastion. Entombed are difficult to tell apart, except for a Sigil for each engraved on their back.

Hit points: The Entombed gains 1d6 hit points at each Level. The Entombed are nearly impossible to stop, once brought to 0 hit points, the massive construct merely falls inert.

Rune-Iron Resistance: Constructed of rune-iron, the Entombed is resistant to magical effects. Any spell cast at the Entombed suffers a casting penalty equal to the level of the Entombed.

Cold Iron Sarcophagus: The thick rune-iron used to encase the Entombed is equivalent to Plate Armor.

Weapon training: The Entombed warrior is trained in the use of these weapons: battleaxe, iron fists, polearm, two-handed sword, and warhammer, as their metal hands are too large to hold fine weaponry.

Massive Black Iron Fists: The massive fists of the Entombed cause 1d8 points of damage when used in melee. Fine manipulation with the fists is nigh impossible due to the three blunt fingers it is built with, lose two dice on the dice chain for any skill check requiring manual dexterity.

Alignment: The Entombed have lost something in their transformation, they no longer feel with enough force to have an alignment, The Entombed is always Neutral alignment. The entombed know they are a weapon against the horrors of the Warpwastes, and when facing them will not run, instead entering a berserk rage.

Attack modifier: Entombed are powerful in combat, but slow. The sheer power of their limbs can hew through armor and bone.

Critical hits: In combat, the power of the entombed is frightening to behold. All criticals are rolled on Robots & Artificial Lifeforms table. (See Mutant Crawl Classics)

Initiative: The Entombed is ponderously slow, when armed with a weapon, the Entombed rolls a d8 for initiative, when armed with only their fists, the entombed rolls a d12 for initiative.
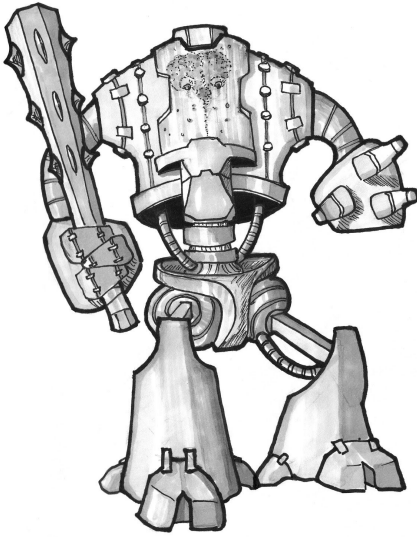
Phylactery: Mounted within the chest of the Entombed is the phylactery, containing all of the vital organs of the Entombed; the lungs, intestines, stomach and liver, stored within 4 separate jars. The Phylactery which stores the jars is a sarcophagus carved to look as the living body, kneeling in prayer. A Coup d'Grace can be used to destroy the phylactery. The Phylactery is AC20.

Action dice: The Entombed is slow but powerful, they never gain a second action die, but hits harder than any other class.

Rage: When an Entombed enters its rage, it does +1 die on the dice chain to all damage results, but it's reckless assault gives attackers a +1 die on the dice chain bonus to all Attack rolls to hit the Entombed..

Brain in a Jar: The entombed is kept alive with alchemical fluids. While the Entombed does not need to eat or drink, they require a nutritive elixir (equivalent to rations) and mental downtime (4 hours rest per day.)

Table M2-3: The Entombed

Level	Attack	Crit Die/Table	Threat Range	Action Die	Ref	Fort	Will
1	+0	1d3/A*	19-20	1d20	+0	+1	+1
2	+1	1d3/A*	19-20	1d20	+0	+2	+1
3	+2	1d3/A*	18-20	1d20	+1	+3	+2
4	+3	1d4/A*	18-20	1d20	+1	+4	+2
5	+4	1d4/A*	22-24	1d24	+1	+5	+3
6	+5	1d6/A*	21-24	1d24	+2	+6	+3
7	+6	1d6/A*	20-24	1d24	+2	+7	+4
8	+7	1d8/A*	19-24	1d24	+2	+8	+4
9	+8	1d8/A*	25-30	1d30	+3	+9	+5
10	+9	1d10/A*	23-30	1d30	+3	+10	+5

*Table A: Robots & Artificial Lifeforms from the Mutant Crawl Classics Rulebook, page 135

Table M2-4: The Entombed Titles

Level	Titles
1	Bound
2	Shackled
3	Intered
4	Entombed
5	Enshrined

Dungeon Crawl Classics Weapon Styles

Weapon Tables for Two-weapon Styles.

By R.S. Tilton

Herein I present the first of the Weapon Style tables. I remember when I found Legends of the Five Rings and 7th Sea, The most amazing thing to me was the weapon styles. They helped bring the cinematics from *The Princess Bride* to an RPG. That was a game changer for me. Again one of the reasons I love doing these articles is to make weapons interesting to use. Many weapons are just absolutely inferior for a simulationist game. In OD&D weapon speeds added an extra layer of complexity to balance the different weapon.

Note that these combinations are used with single attacks, not when using the weapons in a two-weapon attack.

For example, your Warrior is armed with two short swords, you roll a single attack with your d20+deed die. Roll high enough and you end up triggering additional damage from multiple attacks. This single attack is totalled together to overcome Damage Reduction. The same warrior can decide to attack with the normal two-weapon rules presented on page 94 of the DCC RPG rulebook, using any of the normal tables, just not the weapon styles tables.

Sword & Shield

The sword and shield is one of the most iconic images ingrained in our collective imaginations. From historical medieval knights, to Disney's Prince Ferdinand, to kilted Scotsmen; sword & board is easy to imagine, as well as being a powerful combination in an RPG, gaining a high damage one-handed weapon with a defensive boost.

Result	Description
Deed Fumble	You attempt a cross-body attack, and get tangled up in your shield. Lose your shield bonus until next round. Lose any additional attacks this round.
3	You slip to the side placing yourself in the perfect defensive position after your attack. Gain +1 AC against the next attack.
4	You bash your shield into your foe's face, cause +1d3 damage..
5	You drive the edge of your shield into your enemy's throat, cause +1d6 damage and the foe can't speak for 1d3 rounds.
6	Make a Reflex Save against your foe's next Attack roll at +6, success grants a free attack.
7	You drive your shield into your foe. Push the enemy back 1d6x5' back, and disarming your opponent, their weapon drops at your feet.
Critical Deed	You bind the opponent's weapon and drive your blade deep, impaling your foe. +2d8 damage.For suffers -4 AC while impaled. Removing the weapon inflicts 1d8 additional damage.

Florentine

Classically this style originated in Florence Italy and was with rapier and dagger. This weapon style will assume rapier and main-gauche. A main-gauche is a long dagger designed as a blocking weapon.

Result	Description
Deed Fumble	Your main-gauche hand is injured from the enemy's counter. Suffer 1d4 damage..
3	You attack swiftly and drop into a defensive stance. +2 AC until your next turn.
4	You bind your opponent's weapon with your main-gauche. Your opponent loses next attack.
5	Your attack leaves you in a perfect position to counter-attack. Make a Reflex Save against your foe's next Attack roll at +5, success grants a free attack.
6	You bind your foe's weapon with your rapier, and impale your enemy with your main-gauche. Inflict +1d6 points of damage. For suffers -2 AC while impaled. Removing the weapon inflicts 1d4 additional damage.
7	You bind your foe's weapon with your main-gauche, and impale your enemy with your rapier. Inflict +1d8 points of damage. For suffers -4 AC while impaled. Removing the weapon inflicts 1d8 additional damage.
Critical Deed	A masterful parry leaves your opponent off-balance. You drive your main-gauche up into their brain. Killing them instantly.

Twin Handaxe (melee)

Twin hand axes, my favorite scene from a movie is from Tim Burton's Sleepy Hollow with Johnny Depp.

Result	Description
Deed Fumble	One of your axes gets tangled in your clothing. Drop the weapon of suffer -2 AC until next round.
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. Inflict +1d4 damage.
5	You rapidly strike with one axe, and quickly reverse your momentum striking with the second. Inflict +2d4 damage .
6	You strike quickly. Inflict +3d4 damage with your flurry of strikes.
7	You bury an axe into each side of your foe. Make a Strength check (d20+Str modifier), inflicting that result in damage as your wrench the two weapons in opposite directions.
Critical Deed	You bury an axe into each side of your foe. You wrench the two weapons in opposite directions, tearing your opponent asunder, instantly killing them.

Twin Dagger (melee)

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. A beautiful portrayal of deadliness of two daggers when combined with fast footwork.

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. Your second weapon draws a line of fire on their face. +1d3 damage.
4	With blinding speed your lightly slice your enemy with multiple lacerations, enemy suffers 1d3 bleeding wounds. +1d4 damage.
5	After stabbing the foe, you quickly reverse direction and slash low, hamstringing your enemy. 1/2 Movement Speed as well as inflicting +2d4 damage.
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 step in close and behind your foe, you cross your daggers across the enemy's throat and neatly sever their jugular. Foe is slain after bleeding for 1 round.

Again 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. The final goal is to have a full robust book filled with weapons and styles.