

# MEANDERINGS

Issue #3  
Spring 2018

# MEANDERINGS

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

Fjer Teffisc, Graft

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



\$6  
MSRP

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

[Patreon.com/EpicMeanderings](https://patreon.com/EpicMeanderings)  
[EpicRPGBlog.blogspot.com](http://EpicRPGBlog.blogspot.com)  
SKU# EM003P PDF Edition, not for resale.

Issue #3 - Spring 2018

COMPATIBLE WITH  
**DCC  
RPG**

**Special Thanks to the Patrons of Meanderings #3  
Spring 2018  
PDF Edition - Not for Resale**

**First Ranger**  
Anthony Farina

**First Men**  
Rompcat  
Paul Sheppard  
Jeff Scifert  
Keith Nelson  
Brett Easterbrook  
Michael Jones  
Allen Westenbargen

**Warriors**  
Chris Baptiste  
Daniel Bishop

Get rewards! Join the ranks today!  
[Patreon.com/EpicMeanderings](https://patreon.com/EpicMeanderings)

**This issue sponsored by:**



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

The iconic character from this issue.



**Fjer Teffisc**

**Neutral Warrior (3rd level)**

Occupation: Caravan Guard  
Strength: 18 (+3)  
Agility: 14 (+1)  
Stamina: 9 (0)  
Personality: 12 (0)  
Intelligence: 12 (0)  
Luck: 9 (0)

HP: 33; Speed: 30; Init: 3; Warp: 6  
Ref: 1; Fort: 2; Will: 1

Base Attack Mod: +3  
Attack Dice: 1d20; Crit Die/Table: 1d14/III  
(19-20)  
Occupation Weapon: Dagger melee+6  
(dmg 1d4+4)  
Main Weapon: Longsword melee+6 (dmg  
1d8+4)  
Secondary Weapon: Shortbow ranged +4

(dmg 1d6)

AC: (14/15) ((Studded Leather (+3) Check penalty (-2), (Shield (+1)  
Check Penalty (-1) Fumble die (d8))  
Equipment: Crowbar (2 gp), 24 arrows,  
Funds: 34 cp + 31 gp (700 gp scrip at guildhouse)  
Lucky sign: Path of the bear (Melee damage rolls) (+1)  
Languages: Common  
Grafts: Survival Enhancement I, Fortitude Enhancement I, Critical  
Eye, Heightened Strength II

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

*Character stats generated by the Upper Level Character generator on the Purple Sorcerer website. [https://puplesorcerer.com/create\\_upper.php](https://puplesorcerer.com/create_upper.php)*