

**CRAWLING
UNDER A
BROKEN MOON
COMPILATION**

COMPATIBLE WITH
**DCC
RPG**

**THE COMPLETE RUN OF THE
POST-APOCALYPTIC SCIENCE-FANTASY DCC ZINE,
WITH ALL 18 ISSUES IN ONE TOME!**

INTRODUCTION

Welcome to the *Crawling Under a Broken Moon* Compilation, containing the full run of the zine. As I write this, it has been over four years since the first issue was released. Thanks to an immense response from the DCC community, this zine took off like a rocket and 18 weird & wonderful issues were released into the wilds. I never expected such success and I thank everyone who has ever purchased print or PDF copies of *CUaBM*.

Within the pages of this zine the world of Umerica grew into being and eventually became an entity of its own. Each issue added definition and depth to the setting. After a few years I knew that Umerica had outgrown its origins and needed a more refined treatment to make it accessible to a larger number of players and GMs. All of the Umerican focused convention events that I ran over these years confirmed my suspicions. This led to launching a very successful Kickstarter in early 2017 for a setting book full of revised and new information about campaigning in Umerica. The result was the publishing of *The Umerican Survival Guide* and several other books in the Umerica line. This could have never happened without the amazing fanbase that *CUaBM* attracted.

Now, most of the issues of *CUaBM* are out of print or soon will be. As such, I have compiled this collection so that those who desire the feel of a printed book in their hands can continue to enjoy the strange content of this weird little zine for years to come.

Join me on a trek from the origins of Umerica to its final evolution into a published setting. Grab your gun, your galoshes, and your geiger counter 'cause it ain't safe out there!

— Reid “Reidzilla” San Filippo

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FOREWORD

They say that there are no new ideas. For example, when Joseph Goodman released his uncanny take on medieval fantasy role playing games, *Dungeon Crawl Classics*, I am certain that I was far from the first or only person to immediately see the potential for converting that rule system to my favorite gaming genre — the post apocalypse. As proof, I offer you the tremendous treasure trove you now hold in your hands.

Reid San Filippo's dynamic DCC RPG fanzine *Crawling Under a Broken Moon* debuted when I was about halfway through the writing of my own game, *Mutant Crawl Classics*. Locally, I was fortunate enough to have a place called Gateway Games & More in Cincinnati, which stocked all the DCC fanzines right on their shelves. I bought, and was a fan of *Crawling Under a Broken Moon*, from Issue No.1 onwards — even though I did not start reading them until Issue No.7. How can you be a fan of something without reading it you ask?

Perhaps it was prescience on my part, perhaps mere faith, or perhaps just a devotion and love of the PA genre. It was probably all of those things. But I knew I had to keep myself clean of Reid's rules and revisions while I was still writing my own game, so I bit the bullet and carefully stored away those first seven issues in a box in my studio. Then months later, after I turned in my manuscript, I sat down and opened up that box containing the first seven issues.

CONTINUED >

FOREWORD

If you have somehow managed to never read those first seven issues of *Crawling Under a Broken Moon* and are about to now, you will quickly understand my joy when I was finally able to sit down and consume them voraciously all at once. Fun, funky, and somehow formidable, *CUaBM* combines all of my favorite post-apocalyptic tropes and then some. Reading those issues, and those to come, has always been a pure joy for me. And any fears I had that Reid and I accidentally trod the same ground quickly vanished. The inspirational sources for the post-apocalyptic genre are so varied and rich, we had simply gone in different, awesome directions.

CUaBM is filled to the brim with the very best of mutants, mutations, robot and alien PCs, vainglorious wizards from the future, and of course, technological wonders for the players to seek and acquire. And yes there is a broken moon in the sky. You can virtually hear Dick Tufeld's Saturday morning narrator's voice speaking the read aloud text inside these adventures.

There may be no new ideas, but true creators specialize in taking pieces of the old ideas and recombining them into infinite variations and diversities. Reid San Filippo is one such creator, and I guarantee that you will enjoy both his work and that of his crack team of contributors, all to be found in this book.

— *Jim Wampler*

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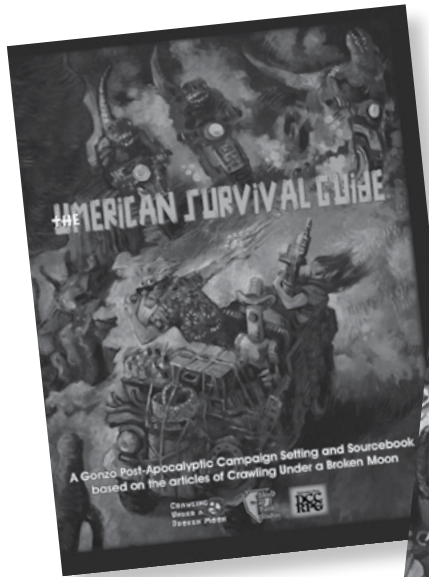
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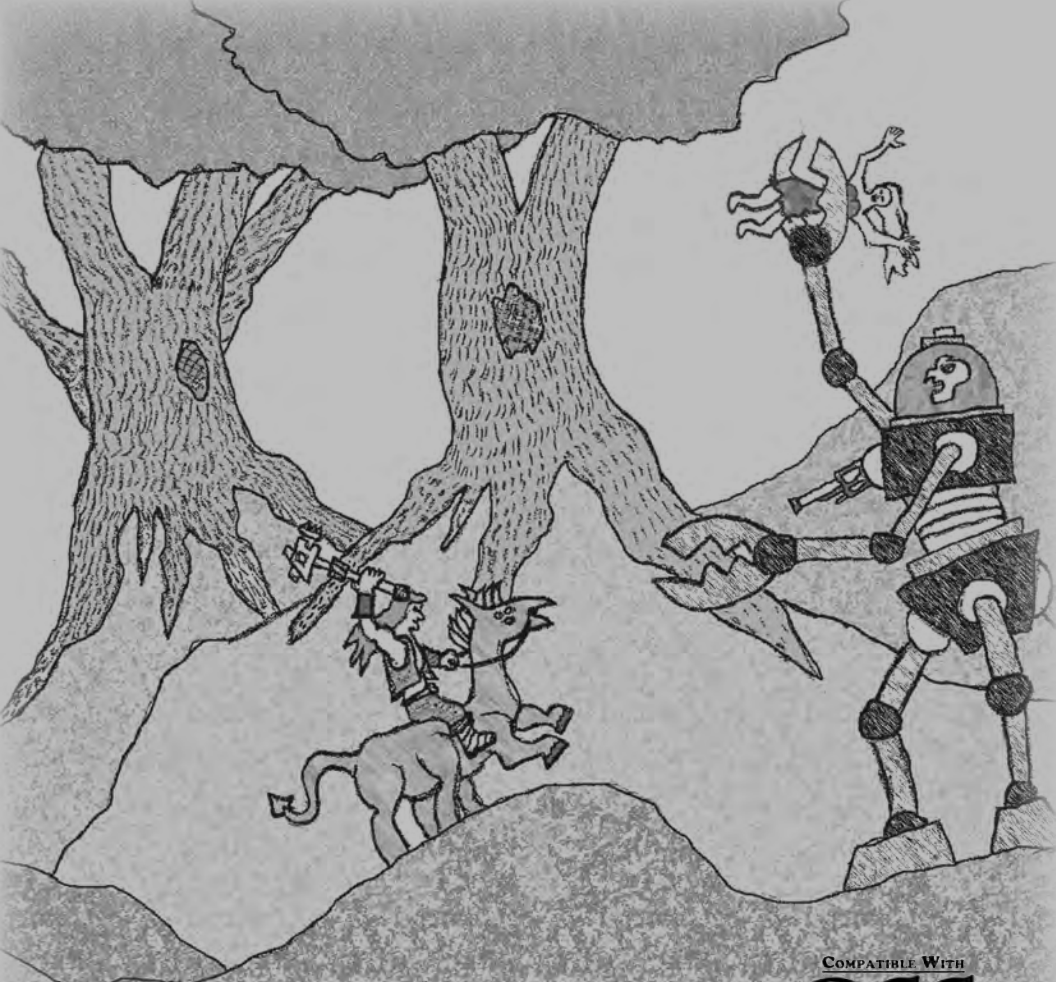
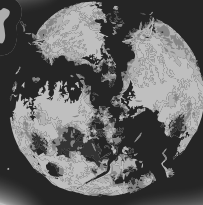
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CRAWLING UNDER A BROKEN MOON



Issue No. 1

June 2014

COMPATIBLE WITH
**DCC
RPG**

CRAWLING UNDER A BROKEN MOON

Foretold in the ancient calendars, early in the 21st century a rogue object from deep space hurtled between the Earth and the Moon. Its passage caused catastrophic destruction around the globe, ripping the very fabric of time and space itself; yet mankind still survived. Centuries later, the planet is reborn... a strange new place of alien wonder and death: a world ruled by savagery, cruel sorcery, and twisted science. Now is the time for the mighty to rise up and take their place in this perilous and untamed land. Will they bring justice or suffering? Only time will tell...

If the above does not speak loudly enough, I grew up obsessed with Thundarr the Barbarian, robots, aliens, mutants, and other such wonderful nonsense. When I first read through the Dungeon Crawl Classics RPG it immediately struck me that I found the perfect system to relive the adventures under a broken moon.

It is my hope to bring the spirit of Thundarr and all of the other gonzo post apocalyptic adventures that followed to these pages. I invite you to join me as we explore a strange new world together!

Reid "Reidzilla" San Filippo



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Welcome to Umerica

Crawling in a Gonzo Post-Apocalyptic Fantasy World

Welcome to the twisted hills and boiling plains of Umerica, a post apocalyptic version of the Americas centuries after a cosmic event changed the very rules of reality. Now the land is full of powerful sorcery, alien super science, and strange mutants. All-in-all, not too different from the default setting for Dungeon Crawl Classics RPG. In this article, we will try to touch upon some of the differences and how to accentuate them.

Maintaining mystery and fear in a familiar world

As the main rulebook stressed so many times, the key to creating a memorable and engaging twisted earth is describing what the characters are seeing without using everyday terms. This can be especially difficult in a post apocalyptic setting as the world is full of familiar elements. The best idea is to describe familiar modern items as to how they would look to someone who never saw them work or do what they were built for. Read the encounter below as an example:

As your characters are walking on a main street of the ruins of downtown Cincinnati, you see a deathbot hover on to the street a few blocks ahead...

or

You are creeping down an overgrown path deep in the heart of a forest of towering, overgrown structures of glass and steel. Strange sounds mix with your footfalls and echo coldly as you move. Suddenly, a large sphere bristling with ancient weapons emerges from behind a ruined tower a mere hundred paces ahead...

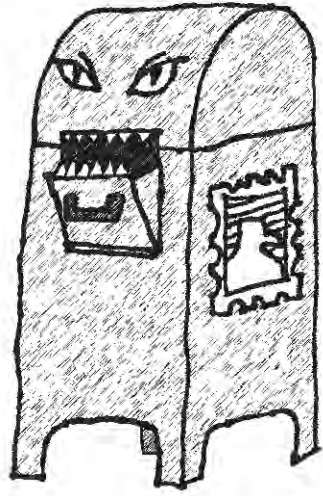
Themes to use to describe the world under a broken moon

Very little is new - Just about every structure, tool, vehicle and weapon is old or made of reclaimed/recycled materials. Characters seeing something that is totally new, even a mundane object, should be astonished. A mint-in-box item would be a great treasure to the right buyer.

Many things are not what they seem - The world has been twisted by cosmic forces that have changed the very fabric of reality in some places. This

could mean the rundown postal drop box has become a living being that hungers for any written materials it senses near it. Not every mundane object will harbor a sinister secret but make sure enough do so that the players are always on their guard.

The use of super science is as rare and frightening as sorcery - Most common folk will not see any real difference between a plasma pistol or a wand of fire. Unless a community has a resident expert in technology or magic they will interpret what they see in simple layman's terms and/or superstitious beliefs. A computer that responds to spoken questions is called an oracle and a flying robot is an iron demon.



Normal is in the eye of the beholder - In a world ravaged by cosmic forces, alien nano viruses, and weird magics the definition of "normal" changes from place to place. A band of adventures may come across a village of very friendly and helpful folk who happen to be terrifyingly ugly mutants. The next day they may be beset by perfect looking humans who are monsters on the inside. The best thing to do is switch up the norm from time to time to keep your players on their toes.

Disrepair, Disarray, and Dysfunction

As mentioned before, the tools and treasures that the characters will find as they carve a swath through the twisted earth are usually not going to be new, complete, or even fully functional. To represent this have the players roll on the following chart whenever their characters find something good.



Table DDD: Found Item Condition Table

Roll 1d7, subtract the Luck modifier of the character that found the item.

0	The item is in pristine condition, all parts are original, and it has all components necessary to function. It is worth 3d3 times the normal value
1	The item is well maintained and well constructed. There is a 80%, per extra, chance that any extra pieces or accessories are present
2	The item is well maintained and well constructed. There is a 60%, per extra, chance that any extra pieces or accessories are present
3	The item is in functional shape but it has had some major repairs. There is a 50%, per extra, chance that any extra pieces or accessories are present. The fumble chance with using that item is increased by 1, to a minimum of 2.
4	The item works but it has seen better days. There is a 40%, per extra, chance that any extra pieces or accessories are present. The fumble chance with using that item is increased by 2, to a minimum of 3
5	The item works sporadically. There is a 30%, per extra, chance that any extra pieces or accessories are present. The fumble chance with using that item is increased by 3, to a minimum of 4. On a natural 1, the item fails dramatically. It causes 1d6 damage to the user and is destroyed.
6	The item works every other Wednesday, sometimes. It needs some serious repairs. There is a 20%, per extra, chance that any extra pieces or accessories are present. The fumble chance while using that item are increased by 6, to a minimum of 7. On a natural 1-2, the item fails dramatically. It causes 1d8 damage to the user and is destroyed.
7+	The item is broken but could be forced to work. It is unsafe to use without serious repairs. There is a 10%, per extra, chance that any extra pieces or accessories are present. The fumble chance while using that item is increased by 8, to a minimum of 9. On a natural 1-4, the item fails dramatically. It causes 1d10 damage to the user and is destroyed.



The Technologist

A class dedicated to the accumulation of scientific knowledge and power

You seek to rediscover the glorious knowledge of the past and to use it to gain power for your future. Like a wizard, you hunger for long forgotten lore and alien knowledge but of a scientific and technological vein. Woe be to those who would keep you from what you seek.



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

Weapon Training: Technologists may use Daggers, Clubs, Staves, Hand Axes, Crossbows, Pistols & Rifles of any Era, Grenades & Explosives of any Era. They may use any type of armor or shields.

Alignment: Like the unbiased nature of scientific understanding, most Technologist are prone to the Neutral alignment. Lawful Technologists tend to be more obsessed with theoretical science and Chaotic Technologists are more prone to be called mad scientists.

Table T-1: Technologist

Level	Attack	Crit Die/Table	Action Dice	Ref	Fort	Will
1	+0	1d8/II	1d20	+1	+1	+1
2	+1	1d8/II	1d20	+1	+1	+1
3	+1	1d10/II	1d20	+1	+1	+2
4	+2	1d10/II	1d20	+2	+2	+2
5	+2	1d12/II	1d20+1d14	+2	+2	+3
6	+3	1d12/II	1d20+1d16	+2	+2	+4
7	+3	1d14/II	1d20+1d20	+3	+3	+4
8	+4	1d14/II	1d20+1d20	+3	+3	+5
9	+4	1d16/II	1d20+1d20	+3	+3	+5
10	+5	1d16/II	1d20+1d20	+4	+4	+6

Jury Rigging: The most useful talent that the Technologist offers is the ability to get broken tech artifacts working again using only the scrap they find lying around. This does not usually result in a perfect fix but it gets the job done. Of course repairing devices in this way can cause horrible malfunctions and lead to unexplained explosions. Should the Technologist fail by a significant margin while jury rigging, have them roll on the appropriate failure table.

Technologists of different alignments tend to focus on different types of tech. See the table T-7 to determine the bonus the Technologist applies when jury rigging various tech.

Weapon Tinkering - With this a Technologist can repair damaged weapons so that they will work again, for a while.

Clearing gun jams, sharpening blades, and heavy maintenance is only a DC 5.

Fixing broken weapons with kit bashed parts is DC 10 or 15 depending of the severity of the damage and what parts are available.

Building a gun entirely out of scrap would be DC 25-35. Technologists can also attempt to manufacture functional ammunition for guns. For info on crafting guns and ammo entirely from scrap, see the Guns, Guns, and More Guns, article later in this issue.

Table T-2: Weapons Tinkering Failure Results

Roll 1d16 modified by the Technologist’s Luck bonus

1-3	Complete disaster! The weapon appears to work perfectly but will dramatically fail after 1d5 +1 uses. Then it will cause 1d3 times the weapon’s normal damage to the wielder.
4-6	Disaster! The weapon is totaled. There is a 75% that any tools that were used are totaled as well. If they are, the Technologist suffers damage equal to ½ the weapon’s damage rating. There is a 50% that there is an explosion doing (1d3)d5 damage to everyone within 10ft.
7-11	Possible disaster, There is a 50% chance the weapon is totaled and a 35% chance that any tools that were used are totaled as well. There is a 25% chance that there is an explosion doing (1d3)d3 damage to everyone within 10ft.
12-15	No ill effects. The weapon is no worse then when you started.
16+	Eureka! Your failure has given you a brilliant idea! You may immediately roll to tinker again adding +d5 to the roll. If you fail this time subtract an additional -d7 when rolling on this table.

Bot Repair - While creating a robot from scratch is beyond the ken of most people, Technologists can fix and reprogram them with some success.

Fixing minor damage (less than 25% of the total hp for the bot) is DC 10 and just requires access to good scrap.

Fixing major damage (between 25% to 75% of the total hp for the bot) requires specialized parts, tools, and lots of time ,and a DC 15 check.

Bots damaged beyond 75% of their hp are DC 20+ to repair, depending on the damage done to them. On the other hand, it is only DC 10 to salvage useful parts from them.

Reprogramming a bot is a DC 5 for simple servant bots, DC 10 for construction or manufacturing class bots, DC 15 for security and combat bots, and DC 20+ for self aware bots.

Table T-3: Bot Repair Failure Results

Roll 1d16 modified by the Technologist’s Luck bonus

1-3	Insidious Success! The bot appears to be completely non-functional and unrepairable. In truth it is now self aware and playing possum. As soon as it can it will escape to later stalk the Technologist...
4-6	Catastrophe! The bot has a meltdown and is irreparable. There is a 60% chance that any tools used are destroyed as well. If they are, The Technologist suffers 2d3 damage. There is also a 50% chance that there is a radiation leak doing 1d3 Con damage to everyone within 10ft.
7-11	Possible Catastrophe! There is a 50% chance that the bot has a meltdown and is irreparable. If so, There is a 30% chance that any tools that are destroyed as well. If they are, The Technologist suffers 1d3 damage. There is also a 35% chance that there is a radiation leak doing 1d2 Con damage to everyone within 10ft.
12-15	No ill effects, the bot is no worse then when you started.
16+	Eureka! Your failure is actually a success! The repair or upgrade works perfectly but the bot is now self aware and has plans of its own...

Computer Use - Despite the variety of cosmic radiation and electromagnetic disturbances caused by the cataclysm, many computers survived. This skill allows a Technologist to attempt to hack into, utilize, and program computers they encounter.

Accessing personal or public computers range between DC 10 to 15 depending of the level of security running.

Mainframes and supercomputers are DC 15 to 20. Self aware systems are DC 20+.

If the computer is being actively monitored for suspicious activity, add +1d5 to the DC.

Programming starts at a DC 10 and increases based on what the program does and how many computer resources it needs to run.

Table T-4: Computer Use Failure Results

Roll 1d16 modified by the Technologist's Luck bonus

1-3	Crash and Burn! The computer is completely locked up and refuses to accept any further input. Also, a self aware virus has wirelessly infected a piece of the Technologist's equipment and will continue to spread. Using infected equipment will increase the DC of a task by 1d5. Weapons will have their fumble chance increased by 1d3.
4-6	Crash! There is a 80% chance that the computer is completely locked up and refuses to accept any further input. There is also a 75% chance that the computer has developed an OS error. If so, any rolls involving the computer have the DC increased by d8
7-11	Possible Crash! There is a 50% chance that the computer is completely locked up and refuses to accept any further input. There is also a 50% chance that the computer has developed an OS error. If so, any rolls involving the computer have the DC increased by d5
12-15	No ill effects
16+	Eureka! Your failure has given you inspiration! You may immediately make your attempt again adding +d7 to the roll. In 1d3 minutes, roll on this table again to see how the computer responds.

Vehicle Repair - Although many no longer run on petroleum fuels, motor vehicles are still widely used by many societies that can keep them functional. Despite not being considered “high science”, most Technologist are capable of acting as a mechanic, if only to earn room and board.

Basic vehicle maintenance is DC 5.

Fixing minor damage (less than 30% of the total hp for the vehicle) is DC 10 and just requires access to good scrap.

Fixing major damage (between 30% to 90% of the total hp for the vehicle) or changing what kind of fuel it uses requires specialized parts, tools, and lots of time, DC 15-20.

Vehicles damaged beyond 90% of their hp are DC 20+ to repair, depending on the damage done to them. On the other hand, it is only DC 10 to salvage useful parts from them.

Table T-5: Vehicle Repair Failure Results

Roll 1d16 modified by the Technologist’s Luck bonus

1-3	<p>Looming Tragedy! The vehicle appears to work perfectly but will dramatically fail after traveling 5d10 miles. Then the driver will need to make a DC 20 driving check: Success indicates all passengers suffer 1d8 damage, Fort save for half. All damage is doubled if vehicle was flying. Vehicle is reduced to 1d24% of its hp. Failure means a major crash destroying the vehicle and causing 1d30 damage to all passengers, Fort save for half. All damage is doubled if vehicle was flying.</p>
4-6	<p>Costly Mistake! There is a 75% chance that the vehicle will require another repair in the next 1d7 days. There is also a 60% chance that the vehicle permanently loses 1d10 hp from its max hp. If so, any driving rolls have the DC increased by d5.</p>
7-11	<p>Mistake! There is a 50% chance that the vehicle will require another repair in the next 1d14 days. There is also a 30% chance that the vehicle permanently loses 1d8 hp from its max hp. If so, any driving rolls have the DC increased by d3.</p>
12-15	<p>No ill effects</p>
16+	<p>Eureka! Your failure is actually a success! The repair or upgrade works perfectly but at a cost, roll 1d4 on the chart below: 1 > Top speed is reduced by 3d20% 2 > Vehicle max hp reduced by 3d4 3 > Drive check DC increased by 1d5 4 > Fuel consumption increased by 3d30%</p>

General Tech - This is the catch-all category for any terrestrial technology that a Technologist might encounter that is not already covered by another skill. The DC for working on a device will depend on how complex the device is, how common the device is, and if it requires specialized parts or tools.

Table T-6: General Tech Failure Results

Roll 1d16 modified by the Technologist's Luck bonus

1-3	Catastrophic Fail! The device burns out, melts down, or explodes if possible. There is also a 65% chance that any tools that were used are damaged as well. The Technologist suffers 1-5d3 of damage based on the size of the device.
4-6	Costly Failure! There is a 50% chance that the device will permanently fail in the next 1d7 days. There is also a 45% chance that any tools that are used are damaged as well.
7-11	Failure! There is a 30% chance that the device will permanently fail in the next 2d7 days. There is also a 25% chance that any tools used are damaged as well.
12-15	No ill effects
16+	Eureka! The device no longer functions as it did before but now does something completely different!

Random Encounter Table VB-1: Vehicle Breakdowns, roll d%

1-30	Flat Tire: 1-75% patchable hole (DC 10), 76-100% Shredded tire (DC 10)
31-45	Bad Breaks: 1-50% break line leak (DC 8), 51-100% Break pads/rotors worn (DC 12)
46-60	Coolant Leak: 1-60% Bad hose (DC 8), 61-100% Cracked radiator (DC 16)
61-75	Oil Leak: 1-70% Bad hose (DC 8), 71-100% Failed seal (DC 16)
76-90	Support System: 1-75% Busted shockabsorber (DC 12), 76-100% Cracked Strut (DC 16)
91-100	Engine Problems: 1-50% Bad fuel pump (DC 15), 51-75% Cracked Cylinder (DC 16), 76-100% Seized Engine (DC 20)

Use Alien Device - When faced with alien technology that defies all known understanding, only the Technologist has any chance to comprehend its function. Checks to decipher or use Alien tech are rolled with the Technologist's Alien Tech die plus Level plus Luck modifier and checked against table T-6.

Table T-7: Use Alien Tech Results

1-3	An alien intelligence gets download into the Technologist's mind. When they sleep, the intelligence takes over the body and goes about its unfathomable business.
4-6	Trying to comprehend the function of the object causes the Technologist to have a minor aneurysm and they suffer 1d3 Int loss. There is a 20% chance it is permanent.
7-9	The technologist has completely misunderstood how the device works and is adamant about their conclusion. Good luck!
10-14	The Technologist has figured out the base functions of the Alien device. They may try using it at a penalty of +1d5 to all DCs or -1d5 to all combat rolls.
15-19	The Technologist has figured out the functions of the Alien device. They may try using it at no penalty.
20-25	The Technologist has discovered most of the functions of the Alien device. They may try using it at a bonus of +1d3 to all DCs and combat rolls.
26-31	As previous entry but the Technologist also gains deeper understanding of Alien tech. They learn the Language: Alien Basic and may add +1d3 to their next Use Alien Tech roll.
32+	As previous entry but the understanding is greater. They may add +1d3 to all future Use Alien Tech rolls involving a similar type of device.

Table T-8: Technologist Jury Rigging Skills by Level and Alignment

Lawful	1	2	3	4	5	6	7	8	9	10
Weapon Tinkering	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Bot Repair	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Computer Use	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Vehicle Repair	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
General Tech	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Use Alien Device	d14	d14	d16	d16	d16	d20	d20	d20	d24	d24
Neutral	1	2	3	4	5	6	7	8	9	10
Weapon Tinkering	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Bot Repair	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Computer Use	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Vehicle Repair	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
General Tech	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Use Alien Device	d12	d12	d14	d14	d16	d16	d20	d20	d20	d20
Chaotic	1	2	3	4	5	6	7	8	9	10
Weapon Tinkering	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Bot Repair	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Computer Use	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Vehicle Repair	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
General Tech	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Use Alien Device	d10	d10	d12	d12	d14	d14	d16	d16	d16	d20

All skill checks are modified by the Technologist's Intelligence modifier.

WEAPONS OF THE WASTELANDS

Guns, Guns, and More Guns

This article contains information summarized from the brilliant Firepower! and From Gold to Guns articles by Reverend Dak and Mike Evans in Crawl! issue #8, pages 4-12, used with permission. I highly suggest anyone wishing to run a post apocalyptic DCC RPG game of any kind pick up Crawl! #8: Firearms as every article is quite useful and awesome. For more information about the Crawl! Fanzine please go to crawlfanzine.blogspot.com.

Whenever the subject of firearms comes up in an OSR context, there is always the question: should they be rare and deadly or common and abstract? This article will assume we have taken the common and abstract route, with dash of deadly.

Firearms Damage

Damage from firearms is a little different from standard weapons. Each is rated with a die type for damage. A normal attack does one die of damage as a standard weapon would do.

As an action, the shooter may take time to aim. This will increase the attack die type by one step on the die chain and increases the damage to two dice, not increase the damage die type.

Finally, if the firearm is capable of automatic fire, noted with an “A” under ROF, it will do three dice of damage and expend 10 rounds of ammo when set to full auto.



Eras of Firearms

Firearms are categorized into four eras based on the technological advances that the weapons use.

Era 1 - Primitive firearms. This covers all basic black powder weapons from early matchlocks to civil war muskets. These weapons would be possibly encountered in settlements completely isolated from civilization or in the hands of ancient warriors lost in time.

Era 2 - Western era firearms. The beginnings of cartridge munitions to WW1 firearms. These are the most prevalent class of firearms being produced in large settlements do to the materials available.

Era 3 - Modern era firearms. This covers late 20th and early 21st century weapons. These are types of firearms that adventures are most likely to find in the ruins of the world.

Era 4 - Futuristic weaponry. These are the weapons brought by aliens or through time/space rifts leading to a futuristic place. All weapons of this type would be considered artifacts.



Gunsmithing

Since finding mint condition firearms and ammunition will be a rare occurrence, character are going to want to buy scrap-made firearms or even cobble together their own homemade hand cannon. Era 1 and 2 weapons can be kit bashed fully from quality scrap. The DC would start at 25 with every extra day spent working on it lowering the DC by 1, to a minimum DC 10.

Era 3 weapons can be repaired from scrap but making them from scratch is difficult. The DC would start at 35 with every extra day spent working on it lowering the DC by 1, to a minimum DC 15.

Era 4 weapons cannot generally be constructed with materials native to Earth but could possibly be repaired with scrap.

Creating ammunition is a DC 10 for Era 1-3 guns, assuming the correct materials, or viable substitutes, are available. This will create 2d20 rounds in 6 hours. Recharging Era 4+ weapons requires a functional power source and energy converter. With that, the DC is 10. If such is not available, the DC is at least 15, assuming the gunsmith comes up with a brilliant plan.

All of these DCs assume the gunsmith has the proper time and tools for the job. If one or both are not the case, this can increase the difficulty by +2, +5, or even +10 in some instances.

Firearms Table

Weapon	Dmg Die	RoF	Spd	Range	Ammo	Era	Cost**
Pistol, black powder	d7	***	-3	50/100/150	1	1	100gp
Pistol, Hi-Power †	d10	1	-2	70/140/210	8	3	350gp
Pistol, revolver	d8	1	-1	60/120/180	6	2,3	150gp
Pistol, semi-auto	d8	2	0	60/120/180	10	3	250gp
Pistol, Laser	d8	1	-1	80/160/240	40	4	400gp
Pistol, Blaster/ Plasma	d10	1	-1	50/100/150	20	4	500gp
Submachine Gun	d8	3(A)	-1	60/120/180	30	3	400gp
Rifle, assault	d10	3(A)	-1	100/200/300	30	3	500gp
Rifle, black powder	d10	***	-3	80/160/240	1	1	250gp
Rifle, bolt/lever- action	d10	1	-2	120/240/360	5	5	350gp
Rifle, Laser	d10	3(A)	-2	200/400/600	50	4	1200gp
Rifle, Plasma	d12	1	-3	150/300/450	25	4	1450gp
Rifle, sniper	d14	1	-4	300/600/900	4	3	1000gp
Shotgun	d10	1 ††	-1	50/100/*	2	2,3	300gp
Shotgun, combat	d10	2	-1	50/100/*	10	3	400gp
Shotgun, auto	d10	3(A)	-1	50/100/*	20	3	500gp
Shotgun, sawed-off	d12	1 ††	-1	20/40/*	2	2,3	150gp
Machine Gun	d12	5(A)	-2	120/240/360	100	3	800gp
Gatling Gun	d12	5(A)	-2	120/240/360	****	2,3	1000gp
Plasma Cannon	d16	1	-2	200/400/600	50	4	2000gp

* Shotguns have a limited range.

** Costs are very relative. These costs can vary by 200% or more.

*** Loading will take 3 uninterrupted rounds. This cannot be done in melee.

**** This uses a gravity fed box of ammo that can be reloaded on the fly.

† Requires a minimum Str of 14.

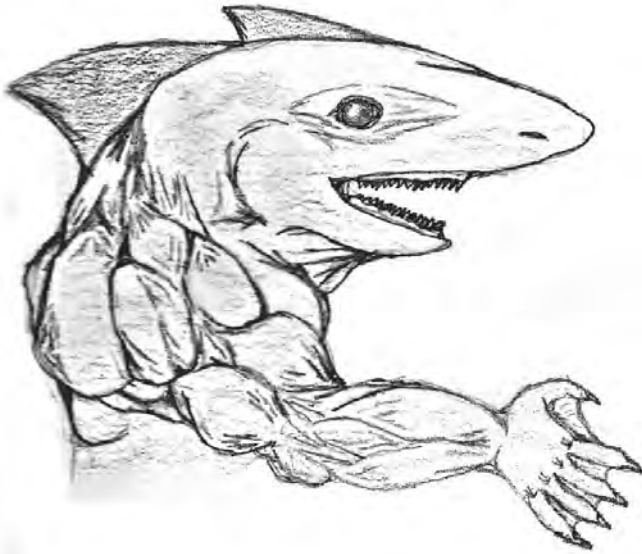
†† Double barreled shotguns can fire both barrels at once, doing 2 dice of damage.

Ammunitions

Dmg Die	Cost per shot
d6 - d8	5sp
d10 - d12	1gp
d14 - d16	3gp



TWISTED MENAGERIE



Sharkhana

Sharkhana (tribe member): Init +1; Atk Claw +1 melee (1d5+1) or Bite +3 melee (1d10+2) or Barbed Net +1 missile fire (1d3 plus entangle); AC 13; HD 1d8+3; MV 20' or swim 40'; Act 1d20; SP +10 to track a bleeding target or sense the presence of a living being within 20'; SV Fort +3, Ref +1, Will +0; AL C or N, see below.

Sharkhana (juvenile): Init +0; Atk Claw +0 melee (1d2) or Bite +1 melee (1d3+1); AC 10; HD 1d4+1; MV 10' or swim 30'; Act 1d16; SP +5 to track a bleeding target or sense the presence of a living being within 20'; SV Fort +1, Ref +1, Will -1; AL C or N, see below.

Sharkhana (leader): Init +2; Atk Claw +2 melee (1d5+3) or Bite +5 melee (1d10+4) or Barbed Net +3 missile fire (1d3 plus entangle); AC 15; HD 4d8+5; MV 20' or swim 40'; Act 1d20+1d16; SP +10 to track a bleeding target or sense the presence of a living being within 20'; SV Fort +5, Ref +1, Will +0; AL C or N, see below.

Upon crash landing off the Pacific coast a century ago, the Xuaxiax chose to use sharks as a basis for a breed of disposable humanoid shock troops. Their success was devastating to the local population. If it had not been for a non-native virus that mutated wildly in Earth's biosphere wiping out

the Xuaxiax race, they would have easily conquered the western coast of Umerica.

Since the fall of the their creator race, the Sharkhana have lost most of their military cohesion and split into many nomadic tribes that now wander across the temperate areas of the continent.

Sharkhana are an engineered race of asexual hermaphroditic humanoid sharks that live a cyclic life driven by survival instincts. When they find a location with ample food and a sufficient body of water, the fittest of the mature members of the tribe begin a rapid 1 month gestation cycle and prepare to bear young. The rest of the tribe begins scouring the nearby areas for food and supplies. They stay until the young have grown enough to travel, roughly 3 months, and then they move on.

There are rumors that in some of the desiccated cities lining the western seaboard of Umerica, urban Sharkhana roam. Righting wrongs and living life the way they choose, straying from their creator's original designs.

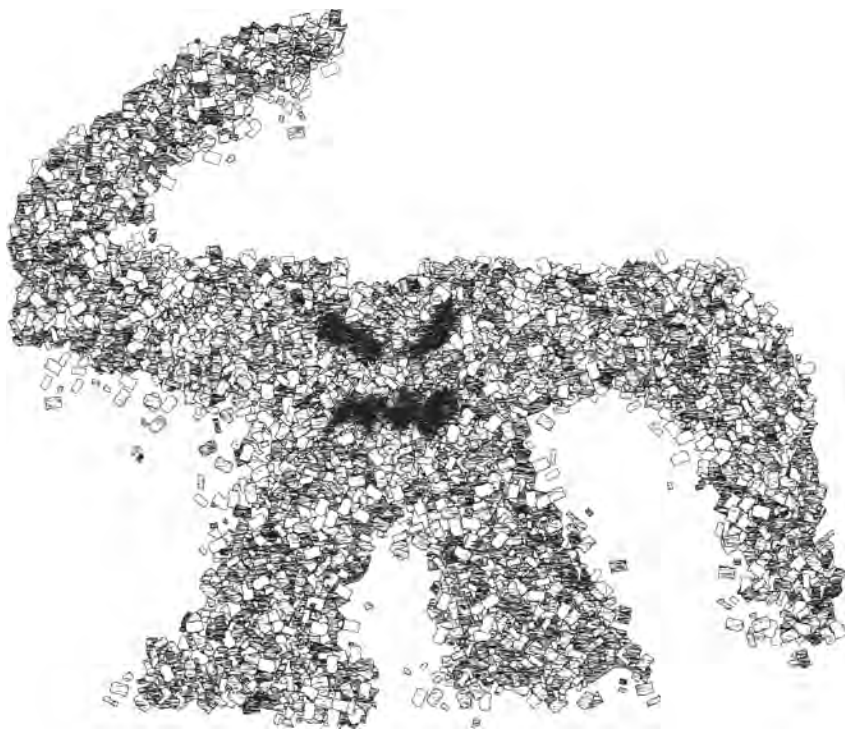
When encountering a group of Sharkhana, they are not always aggressive as their manufactured psyche can swing wildly based on their level of hunger. Roll on table SH-1 to determine the reaction from the group.

In combat, Sharkhana rely heavily on close combat do to poor depth perception. They do employ cast war nets at short range to great effect if given the chance to prepare. They also have very powerful scent and electro conductive senses. This allows them to track a bleeding person or animal from up to a quarter mile away and sense the presence of anyone nearby, regardless if they can be seen or heard. Because of these abilities they are quite vulnerable to scent based attacks and can be confused by electrical discharges.

Table SH-1: Sharkhana reaction table

Roll 1d14 modified by the party's worst Luck modifier. Subtract 1d3 if there is a pregnant Sharkhana present or if one of the party members is currently bleeding.

1	Chaotic Ravenous - Will attack anything that even resembles food on site. Add+1d3 to all attack and damage rolls.
2-6	Chaotic Hungry - Will attack unless offered a large gift of fresh meat.
7-11	Neutral Peckish - Will not attack unless the party appears to be weak and easy prey.
12+	Neutral Satiated - Will not attack unless provoked. May be willing to talk and trade.



Debris Elemental, Lesser and Greater (Trash Titans)

Debris Elemental (Lesser): Init +0; Atk fist +1 melee (1d10); AC 15; HD 2d8+8; MV 20'; Act 1d20; SP regenerates 1d3 hp per round if there is significant rubble within reach; SV Fort +6, Ref +0, Will +2; AL N.

Debris Elemental (Greater): Init +0; Atk fist +7 melee (3d8); AC 18; HD 6d8+16; MV 20'; Act 2d20; SP regenerates 1d7 hp per round if there is significant rubble within reach; SV Fort +8, Ref -2, Will +2; AL N.

These lonely things are found in deserted ruins of cities and may be one of the reasons they are unoccupied. Their only goal seems to be to ponderously stalk and kill any living creatures they detect.

Their bodies are of a rough humanoid shape and are comprised entirely of rubble and refuse. A Lesser Debris Elemental is usually no taller than 7ft and can weigh up to 500 pounds. Greater Debris Elemental tend to be several stories tall and weigh multiple tons.

Since no two Debris Elemental are made of the same material, they may have different special abilities. One ability they all share is that as long as

there is rubble and scrap within reach they automatically regenerate each round. Roll or choose one or more abilities from table DE-1 each time one of these things is encountered.

Table DE-1: Debris Elemental Special Abilities

Roll 1d5

	Lesser	Greater
1	Corroded/Rusted Metals - Anyone struck must make a Fort save DC 10 or be infected with a random disease	Corroded/Rusted Metals - Anyone within melee range must make a Reflex save DC 10 every round or take 1d6 damage from falling rubble.
2	Jagged Glass - All attacks do +1d3 additional damage and any criticals result in the loss of 1 hp per round until the wound is healed or bound.	Jagged Glass - All successful melee attacks made against the Elemental require a fort check, DC 10, or lose 1 hp per round until the wound is healed or bound.
3	Rubbery - May make melee attacks with a 15ft reach.	Rubbery - Ignores the first 1d4+1 damage from every attack.
4	Vomit Shrapnel - Targets in a 30' wide cone front of the Elemental must make a Reflex save (DC 10) or suffer 1d12 damage.	Vomit Shrapnel - Targets in a 30' wide cone front of the Elemental must make a Reflex save (DC 15) or suffer 1d24 damage.
5	Wire Lash - May entangle a target instead of doing damage on a successful attack.	Wire Lash - May entangle all targets within 20ft. Reflex DC 10

Sentrybot

Sentrybot: Init +5; Atk claw +1 melee (1d6) or electrobeam +3 missile (1d4+stun); AC 16; HD 3d10; MV 40' hover; Act 1d24; SP living targets hit by electrobeam must make a Fort save DC 12 or be stunning for 1d5 rounds; SV Fort +8, Ref +2, Will NA; AL L.

Sentrybots are a class of robots that were used to guard secure civilian locations. As such they have a menacing appearance but will not purposefully kill any target unless specifically programed to do so.

Like all robots, they follow a strict program that governs their behavior. Since the reason they were put into service may have long lost meaning, Sentrybots may conduct themselves in illogical ways due to confusion about how to follow their program. If the Sentrybot is still running on an ancient program, roll on the Table SB-1 to determine what it was.

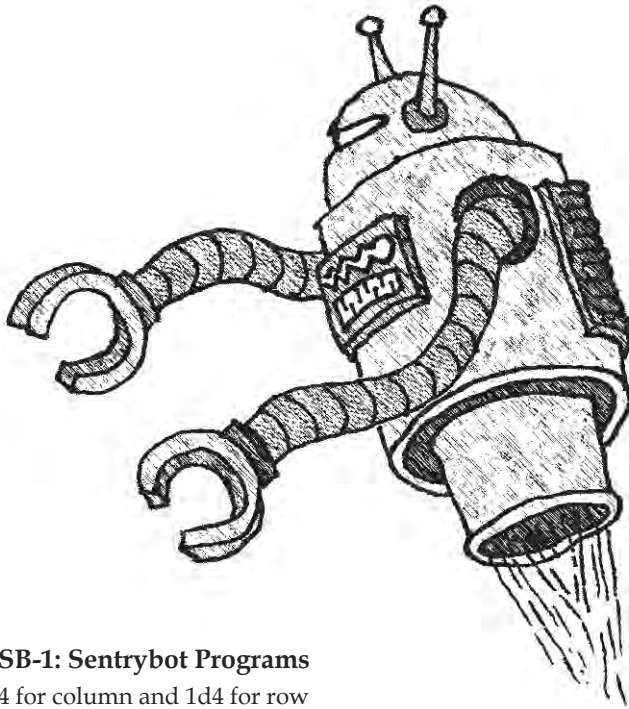


Table SB-1: Sentrybot Programs

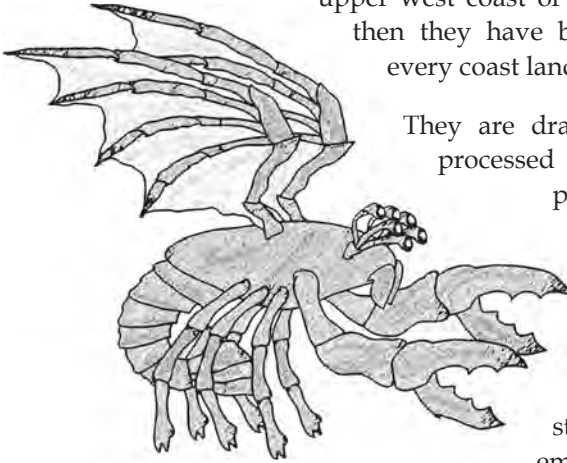
Roll 1d4 for column and 1d4 for row

	1-2	3-4
1	Pest Control - Will pursue any non-human living creature and attempt to capture it. Equipped with Net launcher (range 100', Atk +3 entangle).	Loss Prevention - Will not allow any item to be removed from the store premises it is guarding, regardless if the store is still standing.
2	Border Guard - Will not allow any unauthorized personnel to cross/enter an area, regardless if border has any meaning anymore.	Crime Patrol - Will patrol the designated area and watch for suspicious activity. Any such activity will be met with force.
3	Body Guard (with charge) - Will stand by and protect their charge, regardless of whether the charge is alive or dead.	Body Guard (without charge) - Will attach itself to the first human it detects, roll randomly if it encounters a group of humans, and will protect that person at all costs. Will not take orders.
4	Malfunction! Will attack any moving thing it encounters until it ceases movement.	Malfunction! Roll again on this table, ignoring this result. Warp the new result in such a way as to cause the bot to behave dangerously and erratically.

Lobstrosity

Lobstrosity (Alien Crustacean): Init +0; Atk 2 claws +4 melee (1d14); AC 18; HD 6d10; MV 20' walk, 40' swim, 60' fly; Act 2d20; SP by color, see below; SV Fort +5, Ref +0, Will -1; AL N.

These strange creatures first appeared out of a rift that opened on the upper west coast of northern Umerica. Since then they have been spotted throughout every coast land.



They are drawn to large sources of processed wood, which is their preferred food, and attack any who would prevent them from feasting.

In addition to their formidable size and strength, Lobstrosities can employ strange abilities based on their carapace coloration. It is also rumored that if the meat of a Lobstrosity is properly stewed (DC 12), it can grant abilities like a potion in addition to being delicious. The meat from one beast can make 3d6 portions which will expire in 24 hours. See the Table LB-1 for more information.

Table LB-1: Lobstrosity Carapace Colors

	Special Abilities	Meat Stew Properties
Blue	When down to ½ hp will release a 60' mist cloud that obscures vision and attempt escape.	Water Breathing potion
Red	Regenerates 1d3 hp per turn	Healing potion
Yellow	Sleep Gas, 20' Cloud, Will save, lasts 1d4 rounds	Invisibility potion
Purple	Claw attacks are poisonous, Fort Save DC 12 or lose 1d3 Str	Polymorph potion
Black	Acid Spray, Cone 10' by 40', Fort save, 2d6 damage	Giant Strength potion

Interesting Places To Die

Blooms Fashions: a store with clothes to die for

This location can be dropped into any mall or shopping center where a large store dedicated to clothes may have been.

Some level of electrical power is running the sparse fluorescent lighting. About 1 in 6 lights are on, creating a dim glow throughout the building. There are no exterior windows outside of the poorly repaired glass doors at the entrance. All other entrances have been thoroughly blockaded or welded shut.

The location consists of three areas: the shopping floor, the fitting rooms, and the back office.

The Shopping Floor: This area is cluttered with fallen clothes racks, hangers, clothes in various state of disrepair, and signage bearing the Blooms colorful flower logo. Each section of the shopping floor has several raised platforms about two feet tall. Standing on each of these platforms are multiple mannequins and, yes, they are the real threat here. A good portion of the mannequins are actual undead that have plastic plating welded to their skin called Mannekills. They have been trained to stand perfectly still until the sign is given and are very hard to distinguish from a mannequins without coming within arm's reach.

The Fitting Rooms: This area smells faintly of burnt plastic and chemicals. Each of the fitting booths have been set up with full body moulds for embalming a body and coating it with plastic.

The Back Office: This area is set up as a research lab and living quarters for the necromancer responsible for the Mannekills in the shopping area. There are several closed circuit monitors with views covering the shopping floor. When intruders enter, the necromancer allows them to walk about the shopping floor until they discover the Mannekills or they are deep into the floor. Then the alarm is sounded and the Mannekills attack. Corpses that are mostly intact are dragged to the fitting rooms for conversion. The rest is fodder for the Mannekills.

Possible Loot

- ▶ Near the corners of the shopping area could be racks of fine clothing in good condition
- ▶ The equipment in the fitting rooms could be very valuable to the right buyer if it was removed properly.
- ▶ The Necromancers room could contain valuables taken off the victims.
- ▶ The cash registers could be full of ancient currency.

Mannekills (Undead): Init +2; Atk claw & bite +1 melee (1d6+1); AC 14; HD 1d8+1; MV 40'; Act 1d16; SP +10 to blend in with mannequins when waiting in ambush, add +1d6 to attack when striking surprised target; SV Fort +3, Ref +2, Will NA; AL N.

Necromancer level 4: Init +1; Atk Dagger +1 melee (1d4); AC 13; HD 4d4; hp 9; MV 30'; Act 1d20; Spells: Choking Cloud, Magic Shield, Mending, Ropework, Mirror Image, Scare, Scorching Ray; SV Fort +3, Ref +2, Will +2; AL C.



Coming Next Issue!

A new class, the Mutant

New gear, Grenades and Gadgets

New monsters, Zombie Monks of the Cyberhive and more

A new Interesting Places to Die, the Floating Tower of the Cyberhive



In this issue:

- * Crawl advice for post apocalyptic play
- * A new class: The Technologist
- * New gear in the Weapons of the Wasteland
- * New monsters in the Twisted Menagerie
- * And a new Interesting Place to Die

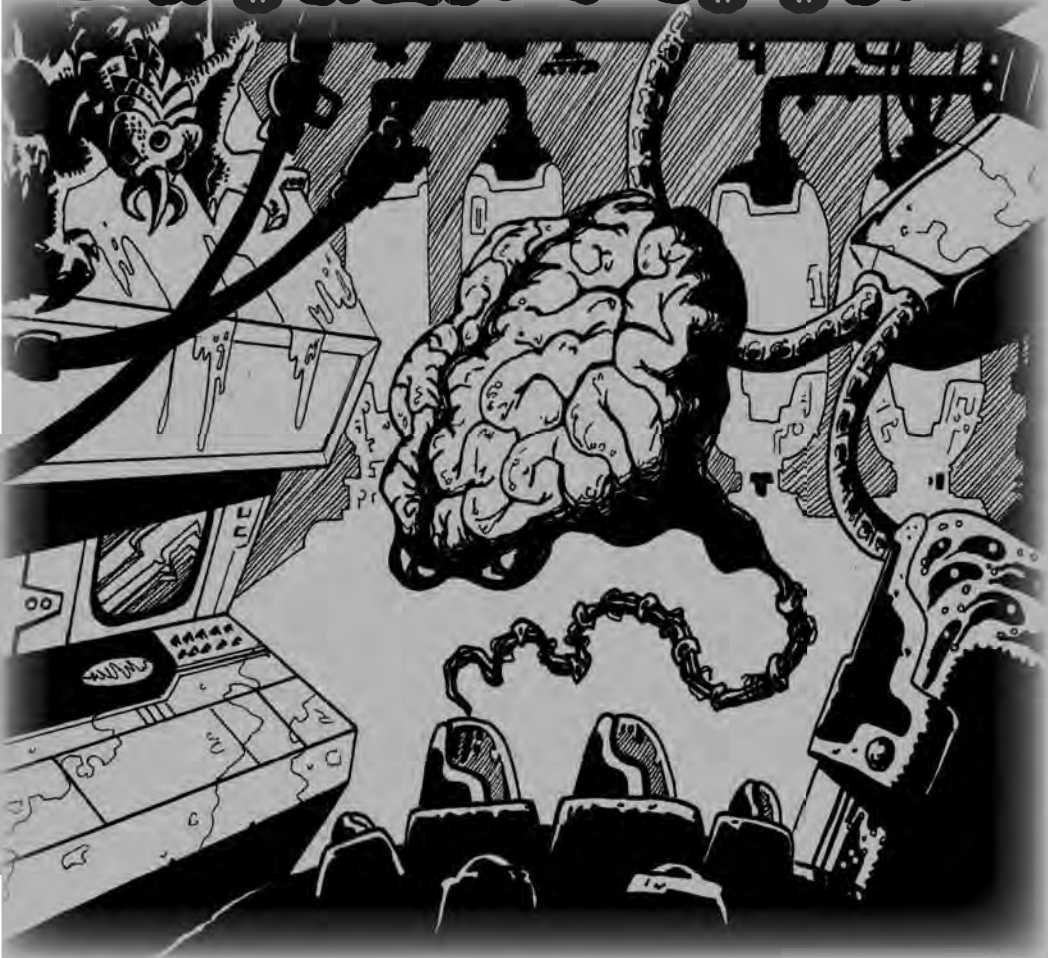
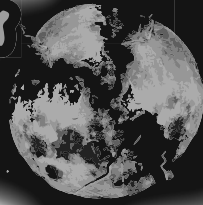
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CRAWLING UNDER A BROKEN MOON



Issue No. 2

August 2014

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CRAWLING UNDER A BROKEN MOON

Welcome to the second issue of *Crawling Under A Broken Moon*! We've got another heaping helping of post apocalyptic weirdness for you.

This issue we bring the wasteland love with some mutant madness. First we have a new Mutant class with random mutation tables. Then there is more mutant monsters in the new column *Cirque de Bizarre*, where plain old monsters are mutated for your amusement!

Next, we introduce one of the major powers in the lands of Umerica, the Cyberhive! Plus write ups of its servants in the *Twisted Menagerie*. Finally, an overview of the Floating Tower of the Cyberhive in *Interesting Places to Die*.

I would be remiss not to mention that several artists have stepped up to help me this issue. I thank them from the bottom of my radioactive heart.

I invite you to join me again as we explore a strange, yet familiar, new world together!

Reid "Reidzilla" San Filippo



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The Mutant

A new class for those looking to play a person "blessed" by the twisted world they call home.

Either you were born "gifted" with genetic aberrations or some exposure to a nanovirus, cosmic radiation, or dimensional rift warped you. Regardless, you are very different from all of the known peoples of Umerica and it is difficult, if not impossible, to hide it. Fortunately for you, your strange physique has unique abilities that help you to survive.



Hit Points: A mutant gains 2d4 hit points at each level.

Weapon Training: Mutants can and will use any weapons they can get their hands on. As for armor, they have no restrictions other than it must be custom fit to the mutant's unique physiology. Shields are unrestricted as well.

Alignment: Mutants tend more towards the Neutral and Chaotic

Table Mu-1: Mutant

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will	Survival Die
1	+1	1d8/III	1d20	+1	+1	+1	1d3
2	+2	1d8/III	1d20	+1	+1	+1	1d4
3	+2	1d10/III	1d20	+2	+2	+1	1d5
4	+3	1d10/III	1d20	+2	+2	+2	1d6
5	+4	1d12/III	1d20	+3	+3	+2	1d7
6	+5	1d12/III	1d20+1d14	+4	+4	+2	1d8
7	+5	1d14/III	1d20+1d16	+4	+4	+3	1d10
8	+6	1d14/III	1d20+1d20	+5	+5	+3	1d10+1
9	+7	1d16/III	1d20+1d20	+5	+5	+3	1d10+2
10	+8	1d16/III	1d20+1d20	+6	+6	+4	1d10+3

alignments but Lawful mutants do exist; mostly in large communities that allow mutant citizens.

Survival: Of all of those who dwell in Umerica, mutants know best the meaning of hardship. As such they are well trained in the arts of survival; finding safe food, finding clean water, avoiding environmental hazards, identifying dangerous creatures, navigation through the wastes, etc.

The mutant gets to add their Survival Die to all non-combat tasks related to surviving in the wilds and wastes. In addition, the mutant can add their Survival Die to all Saves involving toxins, radiation, and environmental effects.

Mutation: As their namesake implies, all mutant characters have one or more mutations. Roll on table MU-1 to determine what type of mutation you have. Then roll to determine the subtable under the type of mutation. Finally, roll on the subtable to determine the mutation. Once you have determined what mutation you have, roll the percentage chance for each item listed. Yes, it is possible to receive no benefits or penalties for the mutation.

Table Mu-2: Base Mutation Table

Roll d%

1-45	Hybridization
46-89	Physiology
90+	Roll one of each type



Hybridization Mutations

The mutant is now part something else than human. Roll 1d6 to determine the sub table, then roll on the subtable

1-2: Animal Subtable: roll 1d7

1	Fish: has fish-like features (scales, fins, hairless, etc) 60% chance of being fully Amphibious. They can breath underwater as well as they can on land.
	40% chance of having functional flippers: +5 to all swim checks, +10 Swim move speed.
	30% chance of needing daily immersion in water for at least an hour or suffer 1 Sta damage.
	20% chance of having vestigial fins which reduce movement by 5.

2	<p>Feline: has cat-like features (fur, tail, whiskers, etc). 60% chance of superior balance: plus +1d3 to Agi 40% chance of having perfect night vision 120' 30% chance of having paws instead of hands which reduce Agi by -1d3. 20% chance of being a quadruped. This makes it impossible to move quickly while holding anything.</p>
3	<p>Canine: has dog-like features (fur, tail, claws, etc). 60% chance of lethal jaws and claws (damage 1d5) 40% chance of superior sense of smell: +5 to track by smell 30% chance of having a hunched posture which reduce movement by 5. 20% chance of having a short attention span which reduces Int by -1d3</p>
4	<p>Reptile: has lizard-like features (colorful scales, claws, fangs, etc) 60% chance of having a poisonous bite, 1d4+poison (DC 8+Lv, -1d3 Sta) 40% chance of having thermal sense 40', can be used for missile attacks at -1d4 to hit. 30% chance of being cold blooded. You suffer a -1d3 penalty to all activity at night or underground. 20% chance of needing to shed your skin on a monthly basis. When shedding, you suffer -1d4 for 1d3 days.</p>
5	<p>Bird: has avian-like features (beak, feathers, wings, etc) 60% chance of functional wings with a flight speed of 20+2d20. 40% chance of having superior vision: +1d5 on visual perception checks. 30% chance of having wing-arms which reduce Agi by -1d3. 20% chance of having full beak which reduces Pre by -1d3</p>
6	<p>Tortoise: has tortoise-like features (shell, beak, etc) 60% chance of having an armored carapace, AC +5, +8 if all limbs and head are withdrawn. 40% of having health improved by +1d3 Sta and a life span elongated by +3d30 years. 30% chance of having a very slow gate, -10 move speed. 20% chance of having slow joints which reduces Agi by -1d3</p>
7	<p>Roll twice more on this table, ignoring this result. The mutant is a combination of both results.</p>

3-4: Mineral Subtable: roll 1d7

1-2	<p>Granite: has stone-like features (hairless, calcified skin, etc) 60% chance of being very solid, +1d4 Str & Sta, -1d3 Agi 40% chance of having armored skin, AC +6 and -1d3 Agi. 30% chance of having a lack of mobility, -5 move and -1 Agi 20% chance of having to consume several pounds of quality minerals daily or suffer -1 Sta.</p>
3-4	<p>Iron: has metallic features (hairless, metallic skin, etc) 60% chance of having metal skin, ignore the first 1d3 points of damage from all attacks. 40% chance of superior muscles, +1d3 Str and +1d3 to unarmed damage 30% chance of having slow reaction, -3 to Initiative and -1 Agi 20% chance of being magnetically charged, 20% of disrupting electrical equipment within 3ft.</p>

5-6	<p>Crystal: has crystalline features (hairless, gem-like skin, etc) 60% chance of having prismatic skin, plus 1d4 to AC when skin is exposed to bright light. 40% chance of being able to cast Color Spray. Must spend 3d3 hours in direct sunlight to recharge ability. 30% chance of Photoluminescence, -5 to Hiding 24 hours after being exposed to sunlight do to glowing. 20% chance of being brittle, plus 1d3 damage from critical hits taken.</p>
7	<p>Roll again on this table, ignoring this result, and roll on the Animal Subtable. The mutant is a combination of both results.</p>

5-6: Vegetable Subtable: roll 1d5

1	<p>Tree-like: has tree-like features (bark, branches, leaves, etc) 60% chance of having bark skin, AC +2 and +1d3 Str. 40% chance of having being able to regenerate lost limbs in 1d5 weeks. 30% chance of needing to take root in soil for at least an hour a day or suffer 1 Sta damage. 20% chance of having to make a DC 10 save or immediately fall asleep at night or in total darkness. Can be woken by strong light.</p>
2	<p>Bush-like: has bush-like features (green tint, leaves, etc) 60% chance of being able to live off of photosynthesis. No food is required other than 12 hours of sunlight. 40% chance of producing berries, roll 1d6 for type: 1-2: Nutritious, 1 berry is good for a whole meal (1d12/week) 3-4: Poisonous, 1 berry is DC 8+level or -1d3 Sta (1d7/week) 5-6: Explosive, 1 berry is 1d3 per level, 5ft radius (1d3/week) 30% chance of needing to take root in soil for at least an hour a day or suffer 1 Sta damage. 20% chance of having to make a DC10 save or immediately fall asleep at night or in total darkness. Can be woken by strong light.</p>
3	<p>Vine-like: has vine-like features (tendrils, leaves, etc) 60% chance of having natural camouflage, +5 to hide wherever there is heavy foliage. 40% chance of having 1d4 5ft tendrils you can use at a Str & Agi of 10 30% chance of needing to take root in soil for at least an hour a day or suffer 1 Sta damage. 20% chance of having to make a DC10 save or immediately fall asleep at night or in total darkness. Can be woken by strong light.</p>
4	<p>Flower-like: has flower-like features (blooms, leaves, pleasant odor, etc) 60% chance of being very beautiful, +1d3 Pre 40% chance of being able to make a pollen attack 1d5 time per day. Causes Fort DC 10+level or sneeze for 1-3 rounds. 30% chance of increasing wandering encounters involving monsters attracted by you fragrance by 20% 20% chance of having to make a DC10 save or immediately fall asleep at night or in total darkness. Can be woken by strong light.</p>
5	<p>Roll again on this table, ignoring this result, and roll on the Animal Subtable. The mutant is a combination of both results.</p>

Physiology Mutations

All or part of the mutant's body is now twisted and different. Roll 1d6 to determine the sub table, then roll on the subtable

1-2: Biology Subtable: roll 1d6

1	<p>Giantism: The majority of the mutants body is enlarged. 60% chance of +1d4 Str and -1d3 Int. 40% chance of +1d4 Str and -1d3 Sta. 30% chance that all clothes and armor must be custom made. 20% chance of being clumsy, -1d4 Agi.</p>
2	<p>Iron Gut: The mutant can eat any organic matter and digest it. 60% chance of having an acidic spit attack; 1d8 damage, range 5/10/15, may spit once every 1d3 hours. 40% chance of +1d3 Sta 30% chance of having a huge potbelly, -1d3 Agi 20% chance of needing to eat +1d3x100% extra food per day or suffer -1d3 damage each night.</p>
3	<p>Extra limbs: the mutant has extra arms, legs, or even tentacles. 60% chance of having extra functional arms, gains an additional 1d14 action die. 40% chance of having extra functional legs, gains +10 to Movement. 30% chance of having vestigial limbs that move on their own, 25% chance of causing a -1d3 to all actions each round. 20% chance of having trouble concentrating, -1d3 Int.</p>
4	<p>Strange Head: the mutant has an unusual head. 60% chance of having their head sunk into their torso, 50% chance to ignore any critical involving head strikes. 40% chance of having a extra head, gains 1d4 Int. 30% chance of having a shrunken head, suffers -1d3 Int. 20% chance of having 1d3 extra vestigial heads that interfere with motor control, 25% chance of causing a -1d3 to all actions each round.</p>
5	<p>Strange Skin: the mutant has unusual skin. 60% chance of having tough warty skin, +2 AC and +1 Fort save. 40% chance of having chameleon skin, +2d4 to hiding if generally unclothed. 30% chance of having excessive loose skin, suffers -1d3 Agi. 20% chance of having 3d6 extra vestigial gibbering mouths growing randomly around their body, -5 to all silent move checks and +3d6% chance of random encounters.</p>
6	<p>Strange Eyes: the mutant has unusual eyes. 60% chance of having large eyes, granting particularly acute sight, +1d3 to hit with missile attacks and spot checks. 40% chance of having 360° vision. cannot be snuck up on. 30% chance of having light sensitive eyes, must wear protective visor when in bright light or suffer -2 to all actions. 20% chance of being covered in extra vestigial eyes growing randomly around their body, suffers -1d4 Pre.</p>

3-4: Weaponization Subtable: roll 1d6

1	Claws: One or both hand has wicked talons, 1d5 damage. 60% chance of poison glands, 1d4+poison (DC 8+Level to save against, -1d3 Sta). 30% chance that fine manipulation is lost, -1d3 Agi.
2	Spines: The mutant has spines that grow from their body. Can be used as thrown darts; 1d3 damage, range 10/20/30. 60% chance of a dense coat; +4 to AC, cannot wear armor. 30% chance that they make noise; -3 to move quietly.
3	Fangs: Jaws are enlarged, reinforced, and full of vicious teeth, 1d5 damage. 60% chance of poison glands, 1d4+poison (DC 8+Level to save against, -1d3 Sta). 30% chance of rough speech, -1d3 Pre.
4	Horns: Great tusks, horns, or antlers grow from your head, 1d4 damage (2d4 when charging). 60% chance of a mighty frame, +1 Str and +5 Movement. 30% chance of addled brains, -1d3 Int.
5	Club fist: One or both hands are enlarged and riddled with bony protrusions, d5 damage. 60% chance of mighty muscles, +1d5 Str and -1d3 Agi. 30% chance of all thumbs, -2 to hit with all missile weapons.
6	Spikes: The mutant's body has multiple bony spikes jutting out, +2 damage to all unarmed attacks. 60% chance of very spiky, all opponents striking with unarmed or natural attacks suffer 1d3 damage per hit. All clothes and armor must be custom made. 30% chance of very ugly, -1d3 Pre.

Random Encounter Table MO-1: Mutation Origin. roll d10

1	DNA rewritten by nanovirus
2	Cosmic radiation exposure
3	Malicious genetic manipulation
4	Magical curse
5	Reaction to Alien bacteria
6	Punishment from the Gods
7	Failed spell
8	Xeno-parasite infestation
9	Infected by bite of a mutant
10	Reaction to toxic waste



5-6: Freak Abilities Subtable: roll 1d6

1	<p>Regeneration: The mutant recovers very quickly from any injury. They heal twice as fast as normal. 60% chance of regenerating 1d3 hp per hour 40% chance of having the ability to regrow limbs. 30% chance of losing 1 Pre or Agi every time they heal 10 or more hp due to cancerous scarring. 20% chance of needing to eat 1d3 pounds of flesh for every 5 hp healed or suffer 1d3 Sta loss.</p>
2	<p>Bioluminescence: The mutant's skin emanates a dim glow. 60% chance of having holographic camouflage, +3 to +8 to hide when holding still. Must be naked for full effect. 40% chance of being able to emit a bright strobe light causing everyone to suffer -1d5 to all actions. Lasts 1d3+Sta mod rounds. Can Emit 1d3 times per day. 30% chance of having a constant, pervasive glow. -5 to hiding. 20% chance of emitting bright flashes of light as random intervals. Increase random encounters at night by 50%.</p>
3	<p>Strange Organ: The mutant has a extra internal organ with weird properties. 60% chance of always adding +1d7 to make a Luck test to recover after dropping to 0 hp. 40% chance of being able cast a spell by taking stat damage equal to the spell level. The spell is determined randomly when the mutation is gained. May spellburn to increase cast chance. 30% chance of the organ making loud gurgling sounds randomly. -1d3 Pre. 20% chance of having pheromones that attract predators. Increase random encounters by 20%.</p>
4	<p>Modular Physique: The mutant's physiology is not fixed. 60% chance of being able to move up to 3 points between Str, Agi, and Sta at the cost of 1d3 hp damage for each adjustment. 40% chance of being able contort in impossible ways to fit through small passages. Each attempt causes 1d4-2 Sta damage. 30% chance of fumbles having a 10% chance of one limb being at ½ Str for 1d24 rounds. 20% chance of all physical attacks suffered doing an extra 1d4-1 damage.</p>
5	<p>Gas Production: The mutant can produce prodigious amounts of gas. 60% chance of having a gas bag attached to their body , which can be inflated to allow them to float like a hot air balloon . 40% chance of being able emit a cloud of gas with a 20ft radius. Anyone within the gas must make a DC 8+Lv to save against 1d3-1 Sta damage per round. Gas remains potent for 2d5 rounds. 30% chance of having uncontrollable flatulence. -1d3 Pre and -3 to all move silent attempts. 20% chance of taking double damage from all fire attacks due to being combustible.</p>
6	<p>Cyclic Flux: Each morning the mutant must roll a d10 and a d3 for each stat. If the d10 result is even, the mutant adds the d3 result to the stat. If the d10 result is odd, the mutant subtracts the d3 result to the stat. Stats cannot be increased greater than 20 or less than 3 by this mutation.</p>

CIRQUE DE BIZARRE

Making Mutant Monsters

A perceptive DM may have seen the mutation tables in the new Mutant character class and thought they might be good for adding mutations to existing DCC monsters. That was intended as many monsters are perfectly suited to a post apocalyptic world after a little mutation!

As an example, the common Wolf and the giant Ape-Man will face the mutation tables for our amusement.

Mutating a common Wolf

For the Wolf, a roll of 92 means it gets both a Hybridization and Physiology mutation. For the Hybridization mutation a roll of 1 gets the animal subtable and 5 gets Bird. A few rolls later gets the results of a superior vision and a beak. Now for the Physiology mutation a roll of 2 gets the Biology subtable and another 2 gets Iron Gut. A few rolls later gets the results of an acid spit, extra Stamina, and a voracious appetite.

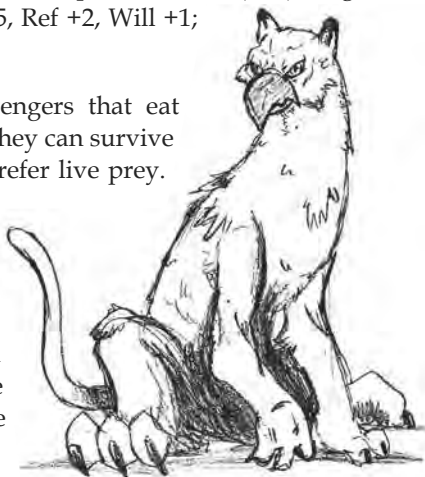
The total mutations for the Wolf are: Bird like features including a beak, superior vision, the ability to eat anything organic, an acidic spit attack, increased Stamina, and the need to eat its own body weight every day. Overall, a wonderful creature to unleash upon an unsuspecting group of adventurers!

Falcon Wolf

Falcon Wolf: Init +3; Atk Beak +2 melee (1d4+2); AC 13; HD 1d6+4; MV 40'; Act 1d20; SP Hunger Rage - see below, Acid spit +4 missile (1d8) range 20', may spit 1d3 times per hour; SV Fort +5, Ref +2, Will +1; AL L.

Falcon Wolves are ravenous pack scavengers that eat anything that crosses their path. While they can survive off of any organic matter, they much prefer live prey. When hunting they depend heavily on their amazingly keen eyesight which grants them +5 to perception and hunting checks, day or night.

If a pack of Falcon Wolves have not been able to find enough food, they become enraged and gain +1d3 to hit and damage on all attacks until they feed.



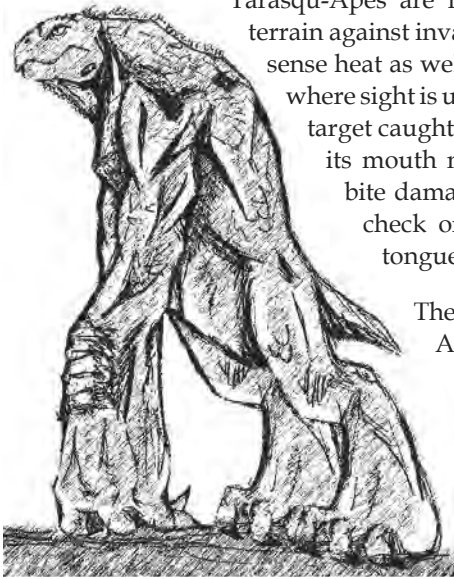
Mutating a Giant Ape-Man

For the Ape-Man, a roll of 33 means it gets a Hybridization mutation. A roll of 2 gets the animal subtable and 4 gets Lizard. A few rolls later gets the results of a poisonous bite, a thermal sense, and a cold blooded metabolism. With the addition of a ballistic sticky tongue the creation of twisted terror is complete!

The Mighty Tarasqu-Ape

Tarasqu-Ape: Init +1; Atk bite +12 melee (2d6+10 plus DC16 poison, -1d3 Sta) or slam +14 melee (2d8+10) or tongue lash +9 missile (1d4+4 plus entangle) range 50ft; AC 18; HD 8d8+10; MV 40' or climb 30'; Act 3d20; SP rend for additional 2d8 damage if more than 2 slam attacks hit same target in one round; SV Fort +14, Ref +8, Will +6; AL C.

These three story tall beasts dominate wherever they choose to call home. Luckily, they prefer to live in isolated areas rich in wild fruit and game. Whenever they sense a threatening presence within their territory, they respond with immediate and brutal violence.



Tarasqu-Apes are intelligent and will use the natural terrain against invaders. It will also employ its ability to sense heat as well as it can see to attack in conditions where sight is useless. Also, any man sized or smaller target caught by its tongue lash will be drawn into its mouth next round and automatically suffer bite damage unless they break free, DC 15 Str check or 10 points of damage done to the tongue.

The only known weakness of a Tarasqu-Ape is its cold blooded metabolism. It suffers a -5 to all actions at night or after a long period underground. Also, cold attacks doing 10 or more points of damage have a 10% + 1% per point of damage chance of causing the Tarasqu-Ape to become slowed for 1d5 rounds.



If you have a request for another “normal” monster you would like to see face the mutation tables, please Email the request to crawlingunderabrokenmoon@gmail.com. The most popular requests will suffer for your entertainment in the next Cirque de Bizarre.

WEAPONS OF THE WASTELANDS

Grenades!

Hand held explosive devices have been used in warfare throughout the ages since man discovered the ability to blow things up. Here is the breakdown by Era:

Era 1 - (1d4/5ft) clay pot bombs with wick fuses and Greek Fire bombs

Era 2 - (1d5/10ft) Plunger fuse grenades, sticks of dynamite, and Molotov cocktails

Era 3 - (1d6/15ft) Modern hand grenades

Era 4 - (1d8/20ft) Fusion grenades, Plasma grenades, and Grapple grenades



General Grenade Effects

Continuing with the abstraction theme from last issue, all direct damage grenades do 1-4 dice of damage based on the Era of construction and the distance to the grenade.

Point blank - 4 dice of damage, Reflex save DC 20 for half damage.

1x range - 3 dice of damage, Reflex save DC 15 for half damage.

2x range - 2 dice of damage, Reflex save DC 10 for half damage.

3x range - 1 dice of damage, Reflex save DC 5 for half damage.

Incendiary grenades work a bit differently. In addition to the initial damage the target suffers 1 die of damage each round for Era die in rounds.

Point blank - 2 dice of damage, Reflex save DC 20 for half damage.

1x range - 1 dice of damage, Reflex save DC 10 for half damage.



Smoke grenades can come from any era and generally cover an area with a radius equal to their Era range or double that in an enclosed space. The cloud will last for 2x Era die in minutes.

Gas grenades work similar to smoke grenades but forces those within the cloud to make Fort saves each round until it dissipates.

Irritant - DC 6+Era die Fort save or suffer Era die to all actions for Era die rounds.

Poison - DC 8+Era die Fort save or suffer ½ Era die Stat damage.

Grenades Table

Weapon	Dmg Die	Era	Blast Range	DC	Cost*	Notes
Iron Pot bomb	d4	1	5ft	8	15gp	Fumble range 1-3
Bundle of Dynamite	d5	2	10ft	10	20gp	Fumble range 1-3
Percussion grenade	d5	2	10ft	12	35gp	10% to fail to explode
Frag grenade	d6	3	15ft	15	50gp	
Concussion Grenade	d6	3	15ft	15	50gp	½ damage is Subdual
Fusion grenade	d8	4	20ft	NA	200gp	+1d of damage at all ranges
Greek Fire Pot	d4	1	5ft	8	5gp	Fumble range 1-3
Molotov Cocktail	d5	2	10ft	8	5gp	Fumble range 1-3
Plasma grenade	d8	4	20ft	NA	150gp	Direct damage and incendiary
Mustard gas grenade	NA	3	30ft	15	20gp	Lasts 2d6 minutes. DC 6+d6 or lose 1d3 Sta
Grapple grenade	NA	4	5ft	NA	100gp	DC 15 Agi save or be entangled
Mutagen grenade	d3	4	20ft	20	150gp	DC 15 or gain a mutation
MicroNuke	d24	4	40ft	25	1000gp	Fort DC 15 or suffer 1d5 Sta

* Costs are very relative. These costs can vary by 200% or more.

Publisher's Note: I know that Gadgets as well as Grenades were promised last issue but due to space issues they have been pushed off to an upcoming issue. Sorry, my aspirations were bigger than my page count.



TWISTED MENAGERIE

Zombie Monks of the Cyberhive

Zombie Monk (Lay Ghoul): Init +0; Atk Cyberclaw +1 melee (1d6) or Power Beam +2 missile fire (1d6); AC 12; HD 2d8; MV 30'; Act 1d20; SP Battle Hymn - see below; SV Fort +4, Ref +0, Will +0; AL N.



Zombie Monks are corpses that have been cybernetically resurrected to serve the Cyberhive, a massive alien cyber-intelligence. They travel in packs of 3-12 to communities near and far, singing hymns in machine code (think of the beeps, screeches, and whirs of a fax machine phone line).

When they reach a community, they speak loudly and in unison the Cyberhive's desire for all of their recent dead. While not brilliant conversationalists, they will, in unison, answer most any questions asked. If the community capitulates, the

Zombie Monk leave gifts of simple but useful technology. If they refuse, the Zombie Monks will search the area for any recent graves and exhume the bodies. If they are attacked at any time, they begin signing their battle hymn and slay all attackers as neatly as possible, so as to leave intact corpses. Once their wagons are full of preserved corpses, they return to their home, the Floating Tower.

When three or more Zombie Monks are engaged in combat they "sing" their battle hymn, which is a cacophony of painful electronic noise. Everyone within 100' that is not deaf must make a Will save DC 12 or have their action dice lowered one step. A new save must be made every round.

In addition to corpses, the Zombie Monks' wagons carry several technological items to give as gifts to communities that cooperate. These devices are all run by small quantum flux batteries that will deliver power for at least 100 years. To see what devices are in a particular wagon, roll on Table-ZMW below. On average, there will be 1d12 devices per wagon.

Table ZMW: Technological Gifts of the Cyberhive

roll 1d5

1	Convection Oven (big enough for a 15 pound roast)
2	Air Conditioner (can cool roughly 1000ft ²)
3	Mini-fridge (interior volume 4ft ³)
4	Water Filtration System (5 gallons a day, no filter changes needed)
5	Space Heater (can heat roughly 1000ft ²)

Robo-Lich

Robo-Lich (Cyber Shepherd): Init +1; Atk Powerclaw +7 melee (1d10+3) or Plasma Cannon +9 missile fire (1d14); AC 16; HD 6d8; MV 30'; Act 1d20 +1d16; SP Spells - see below; SV Fort +6, Ref +0, Will +4; AL N.

These terrible and ancient beings are employed by the Cyberhive to watch over groups of wandering Zombie Monks that are moving through especially dangerous territory. They are also found guarding the Floating Tower from assault.

While Robo-Lichs do not have the ability to sing a Battle Hymn like their Zombie Monk charges, they are not adversely affected by it either.

Robo-Lichs leave the Floating Tower with the following spells in memory: Magic Shield, Scare, & Slow. To determine what other spells they may have roll 6 times on the Table RL-1 below.

Among their cybernetic implants is an Arcane Amplification Cyber-Organ that grants them +5 to all casting checks. It is possible that a person skilled in medical science and technology could harvest the organ from a freshly killed Robo-Lich. If harvested properly, it would remain viable for 1d3+1 days. Given the proper medical facilities, the organ could be implanted into a living wizard and grant a similar spellcheck bonus plus other side effects...

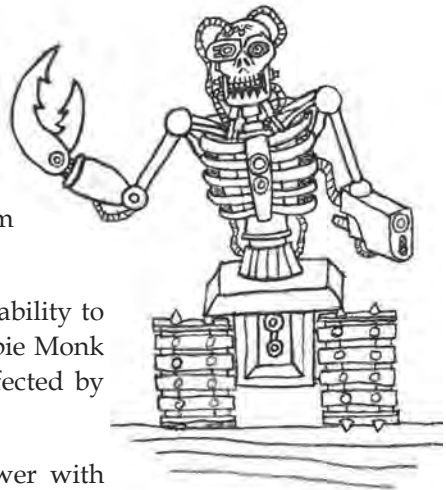


Table RL-1: Robo-Lich Spells known

roll 1d5 down and 1d3 across

	1	2	3
1	Charm Person	Detect Invisible	Consult Spirit
2	Choking Cloud	Forget	Dispel Magic
3	Detect Magic	Knock	Gust of Wind
4	Force Manipulation	Monster Summoning	Haste
5	Mending	Shatter	Turn to Stone

Mutitan

Mutitan (Giant Abomination): Init +1; Atk 2d4 claws and bites +8 melee (1d6+4); AC 15; HD 10d12; MV 20'; Act (number of attacks this round) d16; SP Has no flank, Spawning, and Spell Warping - see below; SV Fort +6, Ref +0, Will +2; AL C.

Mutitanling (Small Abomination): Init +1; Atk claws and bites +2 melee (1d4); AC 13; HD 1d12; MV 20'; Act d16; SP Has no flank; SV Fort +2, Ref +0, Will +0; AL C.

How and why these wretched beast come into being is unknown but the terror and destruction they cause is well known to the peoples of Umerica. Rumor has it that they are born when too many mutants gather together near a source of great power. Perhaps this is why so many prosperous communities ban mutants from joining.

No two Mutitans look exactly the same but all seem to be writhing masses of flesh with multiple limbs, torsos, heads, mouths, tentacles, and eyes. New appendages burst forth as older ones sink back into the flesh or are sloughed off.

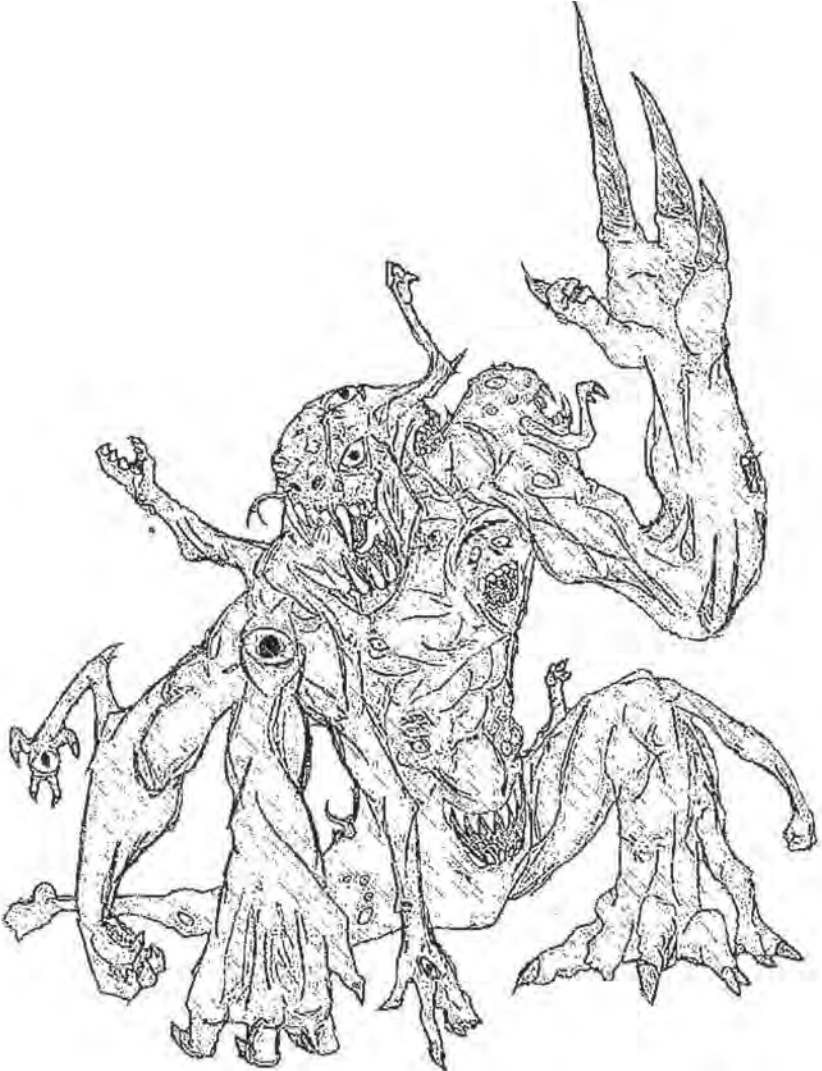
When a Mutitan takes 15 or more points of damage in one strike, a mass of flesh bursts forth from the wound, spawning a Mutitanling. These look and act similar to a Mutitan but are much smaller. There seems to be no limit to the number of Mutitanlings that a Mutitan can spawn.

Spells cast on or near a Mutitan can have their effects altered or changed completely. Roll on table MSW-1 to determine the effects of any spell targeting the Mutitan or another target with 10' of it.

Table MSW-1: Mutitan Spell Warp Effects

Roll d20

1-4	Spell effects as normal
5-8	Spell effects as normal: if it caused damage, all damage either doubled or halved (50%/50%).
9-12	Spell target changes: random target within 20' of the Mutitan.
13-16	Spell target changes: rebounds on caster. Can be countered.
17-19	Spell effects canceled: causes Mutitan to heal fully
20	Roll twice on this table, ignoring this result.



Interesting Places To Die

The Floating Tower of the Cyberhive

This enigmatic structure hovers over a crater nearly a quarter mile wide and hundreds of feet deep. The floor of the crater is a sea of boiling mud and caustic vapors.

The tower itself is immense, at least 80ft in diameter and 400ft tall. It hovers perfectly centered in the crater and a hundred feet above the bubbling ooze.

The only visible entrances to the tower are three strange bridges connecting the tower to the crater's edge. Each looks to be a 15ft wide ribbon of metal with no evident support or structure keeping it in place. At night, the bridges emanate a dim blue glow.

Those observing the Tower for long periods will see 1d3 parties of Zombie Monks and their corpse carts entering or leaving the Tower via the bridges. Occasionally (20% chance), a Robo-Lich will be seen accompanying a group. At no point will any defense or guard be seen on the bridges or the crater edge.

Crossing the crater

Despite the fragile look of the bridges they are rock solid and no amount of weight, jumping around, or explosions will move them. Each step on them will generate a soft, comforting tone to sound and reverberate throughout the crater. Nothing will hamper the party from crossing the bridges into the Tower, other than their own actions.

It is recommended to encourage any disquiet due to the creepy peaceful ambience and lack of security.

Entering the Tower

The door to the tower are 10ft high and 15ft wide. It has no features other than a holographic display at roughly eye height. This displays several blocks of different colors and three empty square slots. Only one color has three blocks. If someone drags those three into the empty slots, the door will open.

The interior of the tower is an extra dimensional space that bends to the will of the Cyberhive so mapping will do no good. The Cyberhive is quite aware of the party's activity in the tower at all times. It is curious as to what they will do and has no concern what they may steal or destroy. It will subject the party to a number of tests as they move through the tower. This is done by rolling 1d3 times on the random encounter table whenever they leave one chamber and head to another. Have them encounter the chambers in any order you choose, other than the Control Chamber will always be the last one they find.

Unless otherwise stated, if the party attacks the occupants of a chamber, no reinforcements will be sent nor will occupants of other chambers react.

Should any party members die and be left behind, they will be converted into Zombie Monks and meet the party two chambers later.

Zombification Chamber

This chamber is the size of a large high school gymnasium. There are rows and rows of transparent cylinders filled with corpses in various states of conversion. In one corner there are neat stacks of corpses being striped, cleaned and placed in cylinders by robotic machinery. The whole operation is being overseen by 3d3 Zombie Monks in scarlet robes, who will ignore the party unless spoken to or attacked.

If engaged in conversation, the Zombie Monks will explain in excruciating and very technical detail the process of corpse conversion. Those that listen must make a Will save, DC 10 or lose 1d3 Int.

Near the stacks of corpses there are 3d4 bins full of the belongings stripped off of the corpses. If there are searched, roll on table ZC-1 to determine anything of value is found.

Table ZC-1: Bin Diving Results

Roll d%

1-30	Nothing of value
31-50	1d5 articles of clothing in good shape. Total value 1d5x1d10sp
51-70	Loose cash/coin and trade goods, total value 1d5x1d10gp
71-85	A good quality melee weapon. 3% chance of magical or technological enhancement.

86-97	A good quality missile weapon, roll 1d3 to determine Era. includes 4d6 ammo. 3% chance of magical or technological enhancement.
98-100	An alien device. Could be priceless or junk.

Power Chamber

The door opens into a spherical chamber over 100 ft in diameter. The walls are studded with 2ft long golden spikes and hovering in the center of the room is an amorphous mass of crackling purple energy. Bolts of purple lightning arc from the mass to the spikes randomly.

Should anyone attempt to climb out and remove a spike, they need to make a DC 12 Agi check to get to it and a DC 10 Int or DC 15 Str to remove it. While doing this, they risk being hit by a bolt of purple lightning. The chance is 1-in-10 for each check made trying to retrieve a spike. If they get hit they suffer 1d3 damage to a random attribute.

Each spike is made of an unknown gold alloy and worth at least 50gp each.

Should anyone provoke the amorphous mass of crackling purple energy, it will attack with 8d24 action dice, Purple Lightning - 1d3 damage to a random attribute, each round until the PCs escape. It cannot be killed.

Organ Chamber

This chamber is extremely clean and has no scent. It appears to be a mix of surgical ward and robotics lab. This is where wizards that are no longer of use to the Cyberhive are converted into Robo-Liches. The main feature in the room is a cylindrical machine that seems to manufacture pulsing, squiggly blobs of flesh that are placed in holding cells. They pulse randomly with arcane energy and seem to be attracted to wizards. These are the special Arcane Amplification Cyber-Organs that increase the Robo-Lich spellcasting abilities.

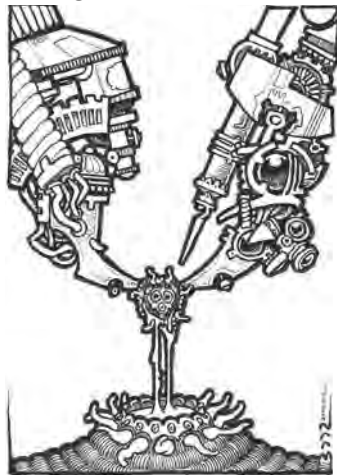


Image by Naam

It could be possible for a medical doctor to attempt to implant one of these organs into a wizard. As such these could be priceless...

If the party causes significant damage to the chamber, two Robo-Liches will activate and attempt to kill them.

Central Shaft Chamber

The doors will open to reveal this chamber is an immense cylindrical room with a weird machine twisting through the center. It extends hundreds of feet both up and down from the door. If anyone observes the machine for more than a few rounds must make a Will Save DC 12 or be compelled to move towards it and touch it.

Any person entering or even leaning in to the room will be pulled violently into the open air and subject to the zero gravity within the chamber. They must make a Fort save DC 10 or vomit.



Image by Naam

There are a dozen spherical Servitorbots floating around the machine. They will attack anyone trying to touch it.

Servitorbot: Init +3; Atk claws +2 melee (1d3), blaster +3 missile (1d5); AC 15; HD 2d8; MV 30'; Act d24; SV Fort +2, Ref +3, Will +0; AL L.

Should anyone touch the machine they will interface directly with the Cyberhive. If they are also in physical contact with a Servitorbot, there is a 50% that the person and bot will swap bodies. If they are alone, they must make a Will save DC or lose 1d5 Int. Should they make the save, they gain 1d5-1 Int.

Fabrication Chamber

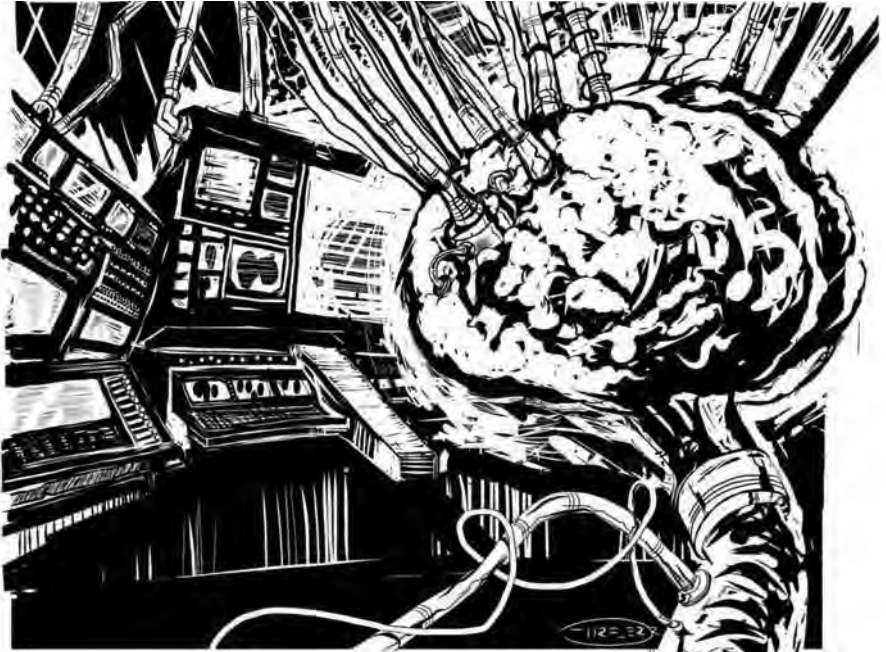
In this room there are numerous robots and Zombie Monks toiling at workbenches fabricating various technological devices and loading them onto wagons. These devices are the gifts sent out with the Zombie Monks on their pilgrimage to collect corpses for the Cyberhive.

The party may take as many of these as they want and no one will care.

Just remember how burdened they are when they face the test rooms. For more info on these devices, see the Zombie Monk entry in the Twisted Menagerie, page 15.

Control Chamber

Once the party has overcome at least 4+1d3 tests, they will find their way to this chamber. It is a dome shaped room and the interior of the entire dome is a giant mass of overlapping view screens that constantly shift position. Dozens of Zombie Monks in purple robes are working on different computer terminals throughout the room. Floating in the center of the room is Earth Brain of the Cyberhive. (For more info on the Cyberhive, see the Bio at the end of this article)



If the party attacks the Cyberhive or any of the purple robed Zombie Monks, they will be teleported deep into a deadly dungeon over 1000 miles away.

If the party fared well on the tests and converses somewhat respectfully with the Earth Brain, they will be offered a mission with the reward of powerful technology. They will then be teleported into the nearest large city. The Cyberhive will then cause a viral zombification outbreak in that city to see how the party fares in this next test.

If the party fared poorly on the tests and converses somewhat respectfully with the Earth Brain, they will be told that they are not of use yet. Then their wounds will be healed, their memories altered to forget the last 1d6 weeks, and then they will be teleported 1d30x100 miles in a random direction. From now on, all chances of the party having a random encounter are increased by 20%.

Random Test table

Roll 1d8 to determine the test.

1	A corridor that teleports you back to its beginning unless you walk through it backwards.
2	A corridor that starts spinning like a dryer. Ref Save DC 12 to move 10ft forward. Failure means 1d3 damage and no movement. Spinning starts 3d3x10ft from the exit.
3	A corridor made of glass suspended over boiling mud. Door locks when entered and floor begins cracking and breaking when walked on. PCs must run to survive.
4	A room with one locked door and four keys, each in a corner. Only one is the right one. They each weigh 500lbs and if more then one is moved towards the center, the room begins to tilt wildly.
5	A corridor where the floor slowly becomes viscous. First STR check DC 5, 10, then 15 to cross. After 3d4 rounds, 2d3 lasers start to fire, 1d20 Action Die, 1d6 damage each.
6	A small maze of mirrors that show you what you your deepest, darkest fears and desires. Each PC must make a Will Save DC 10 or suffer -1d3 to all action die rolls for the remainder of the day.
7	A corridor that ends in a door with a number of fist sized holes in it equal to the number of party members. If someone puts their hand in, they suffer 1 point of random stat damage. If everyone puts their hands in at the same time, the door opens.
8	A large room, empty except for a well in the middle of the floor full of viscous goo. Once all of the party has entered, the door will lock and 1d7 Goo-men will emerge from the goo and attack. Each round another 1d7 Goo-men will emerge until the well is destroyed. It has 25 hp and AC 10. Goo-men: Init +1; Atk fists +3 melee (1d3+3); AC 11; HD 1d6; MV 30'; Act d24; SV Fort +3, Ref +3, Will NA; AL N.

The Cyberhive

The Cyberhive is an intergalactic AI that inhabits multiple giant puerdo-brains located all over the universe. Each brain is tasked with a specific purpose for increasing the knowledge of the whole. All brains are in constant communication and act as one being.

The brain on Earth is dedicated to understanding living beings' concepts of life, death, the afterlife, and the taboos surrounding death. To facilitate this, it has currently chosen to reanimate the corpses of intelligent life forms with technomagical cybernetics. The goal is to see how the inhabitants of the world interact with these recycled beings.

For the sake of efficiency, it sends these reanimated minions, which it has programmed to act as religious devotees of itself, throughout the post apocalyptic lands of Umerica. They travel to settlements and inhabited cities to collect the recent dead in trade for gifts of simple technology; such as heaters, ovens and refrigerators that have no power requirements.

The Cyberhive Earth Brain is constantly monitoring the activity of every minion, categorizing and compiling the data. It is especially interested in how living beings interact with its recycled minions. It feels no anger or resentment towards those who kill its minions. On the contrary, the Earth Brain is very intrigued by those highly disturbed by its activities.

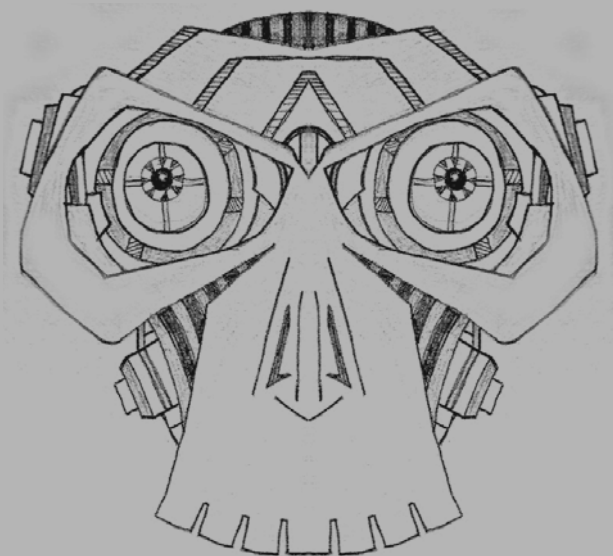
Should anyone with sufficient understanding attempt to contact the Earth Brain, it will evaluate their usefulness. Should they show potential, it will begin a conversation through its minions. If the individual is judged to be of use, the Earth Brain will begin communication directly. This can result in a Patron relationship. *More information on this in Issue #4!*



Coming Next Issue!

How to make 0-level post apocalyptic characters

A post apocalyptic funnel adventure set in the ruins of a shopping mall



In this issue:

- * A new class: The Mutant
- * A new column: Cirque de Bizarre
- * New gear in the Weapons of the Wasteland
- * New monsters in the Twisted Menagerie
- * And a new interesting Place to Die

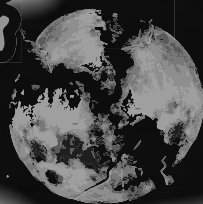
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CRAWLING UNDER A BROKEN MOON



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October 2014

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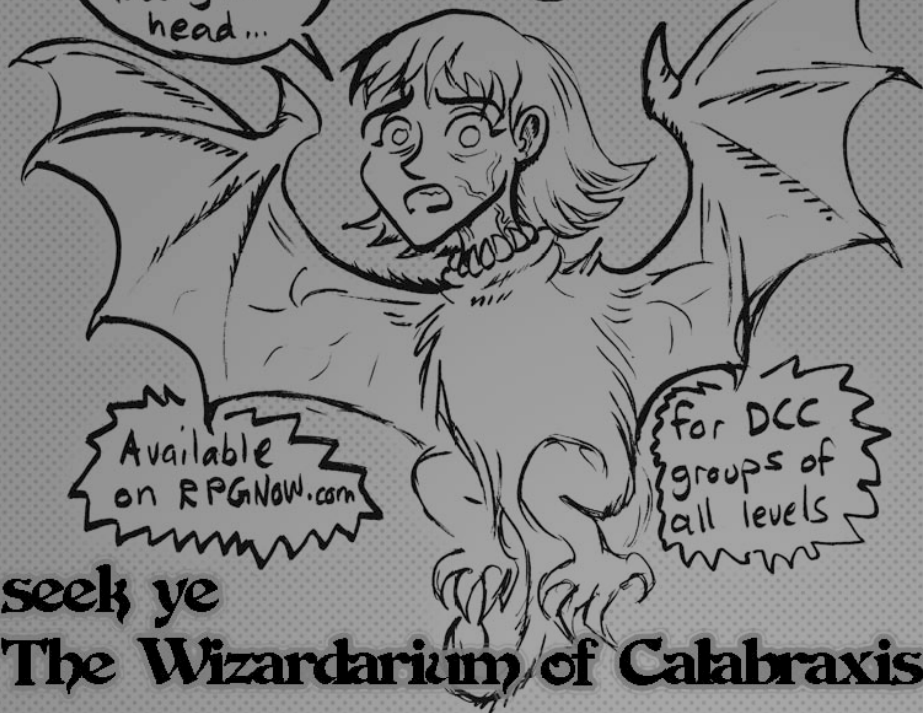
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CRAWLING UNDER A BROKEN MOON

The settlement of Neuqua has suffered a great deal due to a passing Rainbowblight storm. With no reserves and their fields in ruins the inhabitants must look elsewhere to survive. Only a week from now the raiders will be coming for their tribute and there is nothing to spare. In a vision, the settlement's high priest has seen there is hope in the forbidden ruins of a shopping mall not too far away. Ancient legends have warned the people of Neuqua to stay far away from the unholy place but now their need is greater than their fear...

Welcome to the third issue of *Crawling Under A Broken Moon*!

This time around we are changing things up. There Is a short article on making post apocalyptic 0 level characters and the rest is dedicated to a funnel adventure to kill them off!

I would be remiss not to mention that again several artists have stepped up to help me this issue. I thank them from the bottom of my mutant heart.

I invite you to join once more as we explore a strange, yet familiar, new world together!

Reid "Reidzilla" San Filippo



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RADIOACTIVE WASTERS

How to create 0-Level characters for a post apocalyptic world

Due to the gonzo nature of Umerica, very little needs to change when making 0-level characters for a post apocalyptic world. Here are the revised steps for character creation.

- ▶ Roll Ability Scores: 3d6 in order. (Page 18, DCC RPG rulebook.)
- ▶ Determine Ability Modifiers: (Table 1-1, page 18, DCC RPG rulebook.)
- ▶ Calculate Saving Throws. (Page 20, DCC RPG rulebook.)
- ▶ Determine random Birth Auger & Lucky Roll. (Table 1-2, page 19, DCC RPG rulebook.)
- ▶ Determine Occupation, Trained Weapon & Trade Good. (Table URO in this article.)
- ▶ Determine Race (Optional). (Table URR in this article.)
- ▶ Determine random Equipment. (Table URE in this article.)
- ▶ Determine starting copper: 5d12 cp. (Page 21, DCC RPG rulebook.)
- ▶ Buy equipment.
- ▶ Pick an Alignment. (Page 24, DCC RPG rulebook.)
- ▶ Calculate Armor Class: 10, plus Armor Bonus, plus Agility Modifier.
- ▶ Roll for Hit Points: 1d4, plus Stamina Modifier. Minimum 1. (Page 21, DCC RPG rulebook.)



Table URO: Umerica Random Occupation

Roll 1d30

Roll	Occupation	Trained Weapon	Trade Goods
1	Accountant	Big Ledger (1d3)	Solar calculator
2	Armorer	Sledge Hammer (1d7, two handed)	Retread armor (as Studded)
3	Biker	Length of Chain (1d5)	Leather Jacket (as Leather)
4	Brewer	Bung Hammer (1d4)	1d3 gallons of booze
5	Carpenter	Claw Hammer (1d5)	Bag of 2d30 nails
6	Chemist	1d6 vials of mild acid (1d4)	1d3 Molotov cocktails (Era 3)
7	Cook	Cleaver (1d5)	3d4 trail rations
8	Electrician	Screwdriver (1d3)	Bag of wires and bits
9	Farmer*	Hoe (1d5)	1 Farm animal**
10	Ganger	Slingshot and bag of barings (1d4)	1 bottle of good booze
11	Guard	Spear (1d6)	Leather armor
12	Gunsmith	rebuilt revolver (1d6, range 50ft)	3d4 good bullets
13	Handyman	Large tool (1d4)	Tool belt with 1d3+1 tools
14	Historian	Heavy book (1d3)	Trivia (+3 to checks)
15	Janitor	Large mop (1d3)	5 gal bucket and rags
16	Livestock Rancher	Crook staff (1d5)	1d3 Farm animals**
17	Mechanic	Tire Iron (1d6)	1d3 gallons of used oil
18	Medic	Scalpel (1d4)	First Aid kit
19	Merchant	Big Maglite (1d4) (batteries charged)	1d3 rolls on Table URE
20	Miner	Pickaxe (1d5)	Filtered Mask
21	Nurse	Scalpel (1d4)	Stethoscope
22	Peddler	Iron Skillet (1d5)	1d3 rolls on Table URE
23	Pharmacist	Knife (1d3)	2d3 bottles of drugs
24	Plumber	Wrench (1d4)	2d3 copper pipes
25	Researcher	Heavy book (1d3)	1d6 more books

26	Scavenger	Crowbar (1d6)	1d3 rolls on Table URE
27	Scientist	Bunsen burner and propane tank (1d3)	rubber gloves and goggles
28	Scout	Crossbow and 3d4 bolts	Compass
29	Soldier	bolt action rifle w/ bayonet (1d10, 120ft) (Bayonet 1d6)	2d4 bullets
30	Wanderer	big walking stick (1d5)	Large Backpack

* Roll 1d8 to determine farmer type: (1) potato, (2) wheat, (3) barley, (4) corn, (5) rice, (6) oat, (7) cabbage, (8) spinach.

** Roll 1d6 to determine the type of livestock: (1) sheep, (2) goat, (3) cow, (4) pig, (5) chicken, (6) mule. Now roll 1d3-1 to determine how many extra heads/limbs/etc it has.

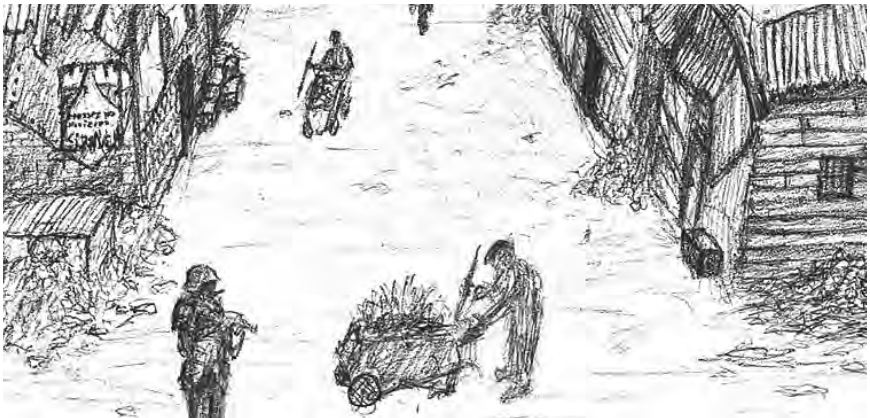


Table URR: Umerica Random Race (Optional)

Roll 1d24

Roll	Race
0-14	Human
15-16	Elf
17-18	Dwarf
19-20	Halfling
21-23	Mutant (Class details in CUaBM issue #2)
24	Robot (Class details here: http://mysticbull.blogspot.com/2014/04/robot.html)

Table URE: Umerica Random Equipment

Roll 3d12

Roll	Item	Cost
3	Backpack	1gp
4	Glowstick	5cp
5	Nylon rope, 50ft	20cp
6	Big box of crayons	3cp
7	3 plasticware containers	8cp
8	Insulated thermos	1gp
9	Zippo lighter w/ fluid	5sp
10	Small socket wrench set	5gp
11	Can opener	3sp
12	Small hammer (1d3)	5cp
13	Hand crank flashlight	5gp
14	Cooler, 12 can size	2gp

Roll	Item	Cost
15	Leatherman multi-tool	10pg
16	4 Firestarter bricks	5sp
17	Canteen	5cp
18	Holy symbol	25gp
19	Bottle of Lighter fluid	6cp
20	Pocket fisherman	2gp
21	20 resealable plastic bags	3sp
22	Poker set with chips	1gp
23	Easy reach grabber	3gp
24	Camping trowel	15cp
25	Cast iron dutch oven	2gp
26	Fire extinguisher	3gp
27	Utility Knife (1d3)	7sp
28	Metal tongs	8cp
29	Kitchen shears	4sp
30	Water kettle	2sp
31	Gas Can (1 gal)	5sp
32	Fishing Waders	8cp
33	Solar wristwatch	1gp
34	Citronella candle	6cp
35	Umbrella	1gp
36	Thermal sleeping bag	2gp



THE MALL MAUL

A funnel adventure set in the ruins of a shopping mall suitable for 16-24, 0-level PCs.



Background

The residents of the settlement of Neuqua are in desperate need of vital resources due to having scavenged the surrounding area clean and several bouts of extreme weather. Also, their best fighters were lost last season during a failed raid.

Due to an “agreement” with the village that was the target of that failed raid, each year a large cargo truck is dropped off and must be filled with goods by mid summer. Unfortunately, the Neuquins have nothing to spare.

The only place they have not scavenged is a an ancient shopping mall that has partially sunken into the earth. As far back as anyone can remember there have been dire warnings not to even go near the place. No one, however, has any idea why other than that years ago a group of young warriors went to explore it and never came back. Now they have no choice but to explore it.

The mall is home to three factions, of which two are competing for dominance in the area. These two groups actively hunt each other and generally keep each other in check.

In the eastern section dwell the Malllocks. These are degenerated humanoids that are obsessed with setting traps throughout their territory. They prefer to lie in wait and let their traps do the work for them.

In the west end of the mall lurk the Pigtipedes, a species of boar-like beasts with 100 pairs of legs and a voracious appetite. While not truly sapient, they are very clever and ragenful hunters.

The third is an ancient godlike being known as Theszolokomodra, the 1000 headed hydra. On occasion one of his heads emerges from a dimensional gate in a hole in the floor of the lower level food court. He cares nothing for the other inhabitants of the mall but does appear when loud noises are made near the gate or summoned by a petitioner.

Player Introduction

"There is no other way to say it, Neuqua is in a bad way." said Mayor Glumpton. "We need just about everything there is to need and we've got none of it. We barely have enough to live let alone anything to load into the damned tribute truck. We only have a week before they will be coming in force to pick it up. We all know what will happen if we don't fill it with goods before they get here."

The mood at the town meeting was grimmer than usual, mainly because old mayor Glum was right and everyone knew it. If the tribute truck was empty, the raiders would pillage the settlement until the truck was full. Things got a bit brighter as the much loved priest of the community stepped up to the stage.

"Greetings chicks and dudes! Harken and prepare thyselfes for rock'n news straight from the blessed pierced lips of the Mighty Kizz! His Most Holy Rock 'n' Rolledness has shown me a awesome vision of pyrotechnics and glory for those brave enough to heed his words!" Zorr bellowed with his deep, rich voice. "Turn your shears into swords my peoples and march forth unto that creepified, forbidden mall your grannies warned you about! Gather courage in the knowledge that the power of rock and roll will guide you! Thank you and goodnight!"

Everyone was stunned at the priest's words. Not at the way he spoke but at the message to arm themselves and go into those unholy ruins to salvage.

"Now as much as I don't want to say it, I agree with Zorr." Glumpton droned. "We need some volunteers to go into that accursed place and bring back what we need for the truck. Now, who will man up and go?"

And that was how you got suckered into delving the forbidden mall.

Set Up

The characters will need to explore the mall until they find enough goods to fill the tribute truck, which they may drive up to the edge of the now ruined parking lot area surrounding the mall.

For the purpose of this adventure, each bit of goods listing will have a TT value assigned to it. All fractions are to be rounded down. Anything found that the GM has made up on the fly will need a TT value added to it. The TT value will indicate how much of the Tribute Truck it will fill based on how big it is or how desirable it is. The Truck will be full at 200 TT.

Once the truck is full any remaining PC will have earned 10XP and are ready to be 1st level.

Part 1: Scoping out the Mall

Only if they circle the mall and observe. If they don't scout around, move to Part 2.

After circling the mall they will see that a good portion has sunk into the ground but one entrance is still intact (#1) and next to it looks to be the remains of a truck delivery bay (#16). There seems to be a relatively clear path to them through the remains of the giant parking lot.

There are a few more things they might notice. Anyone making an effort to look may discover one of the following:

- ▶ DC 20 - The remains of the parking lot are dotted with camouflaged trap doors made of surrounding materials. There is a safe path through the parking lot that can be seen from this vantage point. (These are the lairs of the Trapdoor Toadspiders)
- ▶ DC 15 - There is a hidden entrance in the southwest side concealed in the rubble (#26).
- ▶ DC 10 - There are several collections of bones scattered throughout the parking lot. (from Toadspider victims)
- ▶ DC 5 - A low, pleasant thrumming sound can be heard emanating from the parking lot. Any animals traveling with the party will want to investigate the noise. (Yep, it's the Toadspiders)
- ▶ DC 5 - There are several shopping carts in the parking lot ruins that look serviceable. (right next to Toadspider trap doors)

Part 2: The Parking Lot Massacre

If the party found and used the hidden entrance, skip to Part 3.

Unless the party has discovered the safe path through the lot, they will be ambushed by 4 Trapdoor Toadspiders. If you are feeling generous, let them make a check, DC 18, to see the ambush coming. To determine who gets attacked first, have all of the targets make Luck checks. The four lowest results get tongued.

The Toadspiders will retreat into their tunnels after losing 25% of their hp or if they are attacked with fire. They will also retreat after collecting 2 corpses each.

Part 3: Into the Mall!

Mallock Territory

1) Main Entrance: The entrance is a 30 foot wide bank of 8 glass doors which have been thoroughly repaired with duct tape and particle board. Each is locked and will require a DC 8+1d4 to open, roll separately for each. Breaking the glass does not require a roll but will alert the Mallocks to expect intruders.

2) Shop - Nutrition Central: This shop has been picked over multiple times and is in total disarray. A DC 20 Int check will be required to find 3d4 Cases of foil wrapped sports nutrition bars, 36 bars per case. 80% chance per bar it still be good. 1 TT per 3 Cases

3) Shop - Everythings-A-Dollar: It appears like a tsunami has hit this shop. crumbling plastic trinkets litter the floor, making it impossible to move about without making some noise. For every minute spent searching there is a 40% chance of finding 1 TT worth of goods. Also for every minute spent in the shop there is a 1 in 6 chance of triggering a trap that causes a ceiling high set of shelves to collapse, Ref DC 10 or suffer 1d3 damage (DC 8 to spot). Once 4 shelves have collapsed all of the traps will have been triggered. A maximum of 8 TT can be gleaned from this shop.

4) Shop - Candle Company: a powerful sickly sweet and spicy aroma drifts out of this shop. Anyone entering the shop will lose their sense of smell in 1d7-1 minutes. It will return 3d6 minutes after leaving the shop. Although the shop has been ransacked, a DC 12 Int check will discover 2d7 large candles. 1 TT per 3 Candle

5) Shop - Blooms Fashions: While all of the clothing items have been removed from the racks and thrown to the floor, all of the mannequins are in immaculate condition. Each is heavily decorated with cheap costume jewelry (DC 8 Int check to see it is worthless). If the mannequins are disturbed in any way, a gas trap will trigger and gas will steam out of each of the mannequins' bases, filling the store, Fort DC 11 or lose 1d3 Sta. Nothing of value can be found here.

6) Shop - The Leatherist: This shop is infested with bugs chewing on the remaining leather goods. Every round spend searching the shop has a 1 in 5 chance of suffering 1 hp of damage from biting bugs. A DC 18 Int check is required to find the 1d8 Leather jackets with Tunnel Snake logos still sealed in heavy plastic and marked "Special Order". 1 TT per jacket.

7) Shop - Sport's Foot: Although the contents of the shop is in disarray, there are 2d12 pairs of salvageable shoes. There is a 15% chance for each pair gleaned that the interior has been laced with poison by the Mallocks. 1d30 minutes after donning them the wearer must make a DC 12 Fort save or suffer 1d3 Sta damage. 1 TT per 3 pairs of shoes.

8) Deathtrap part 2: This is part of a two fold deathtrap that will not activate until several people investigate area 10.

As PCs are fleeing the bugs from area 10 and other PCs may be entering this area to help, spiked swing beams will release from the ceiling. Every PC in this area and area 10 must make 1d3 Ref Saves DC 8 or suffer 1d4 damage for each failure.

9) Guard room: A Mallock guard is always present here. If the party has not taken precautions to be quiet, the guard will be ready to spring the two stage trap in 8 and 10.

Once the trap is sprung, the guard will enter area 8 and attack any survivors. This Mallock has only one Bugbomb.

10) Deathtrap part 1: Both the shops at this end are sealed with rolling mesh doors. Unless the group has made great efforts to be very quiet, the guard in room 9 will be ready to spring this trap. They will spring it as soon as at least 4 PCs/animals enter this area, the doors on both sides will roll up and hordes of bugs will be launched into the hallway. PC in the area will be covered with bugs and suffer 1d3-1 damage per round for 1d3 rounds.

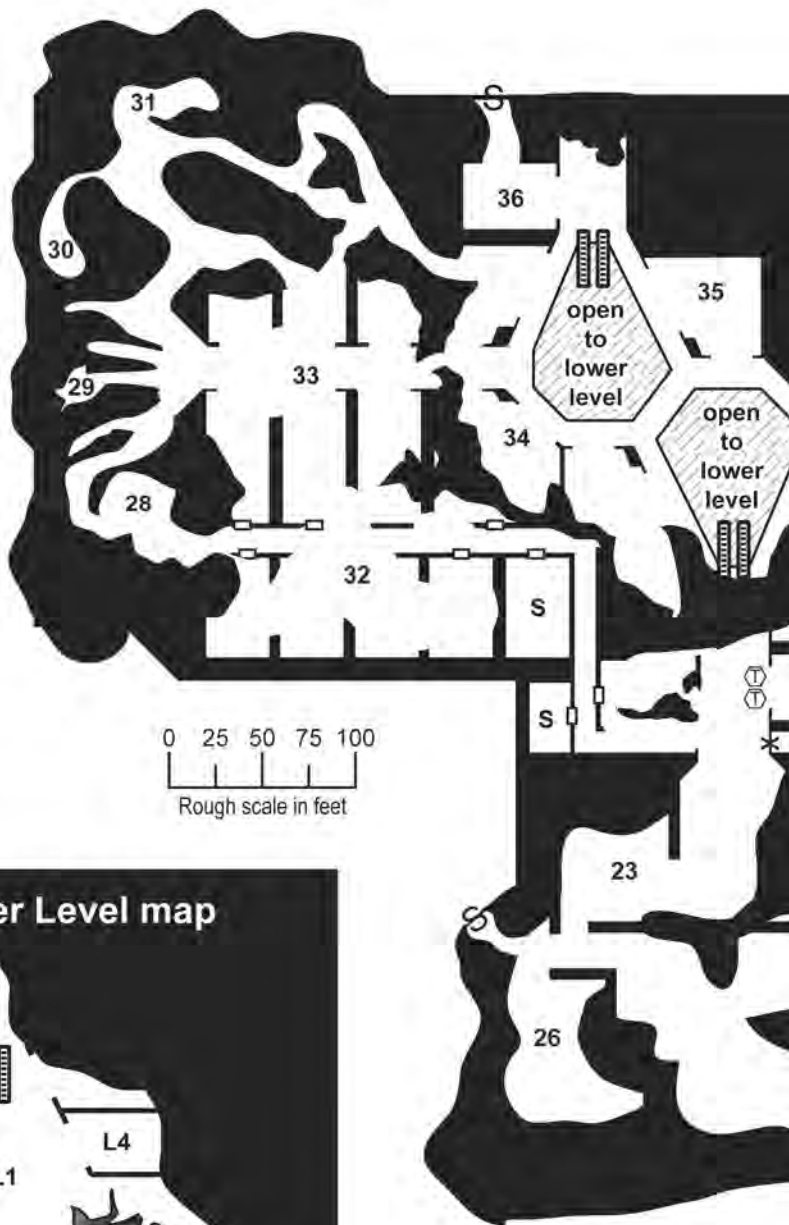
11) Shop - The Outdoorsman: When approaching this shop, the PCs will hear loud repetitive music coming from deep within. The mesh gate is $\frac{3}{4}$ of the way down so they will need to crawl to enter the shop.

Near the middle of the shop is a corpse skewered on a nasty spear trap. Most of the PC will recognize the corpse belongs to a halfling wanderer that passed through last season. The music is coming from a gadget in the vest pocket. It has hundreds of techno songs loaded on it and the battery will last a thousand years. It is embossed with the symbol of the chaotic deity Technos Discos. An Int check, DC 10 is required to turn off the music. If the music is not switched off it will alert all inhabitants within 30' of the bearer. Also, none of the Mallocks or Pigtipedes will come within 10' of the bearer when it is playing. The corpse also has 2 hand axes, 2 sawed off shotguns, and 2d8 shotgun shells.

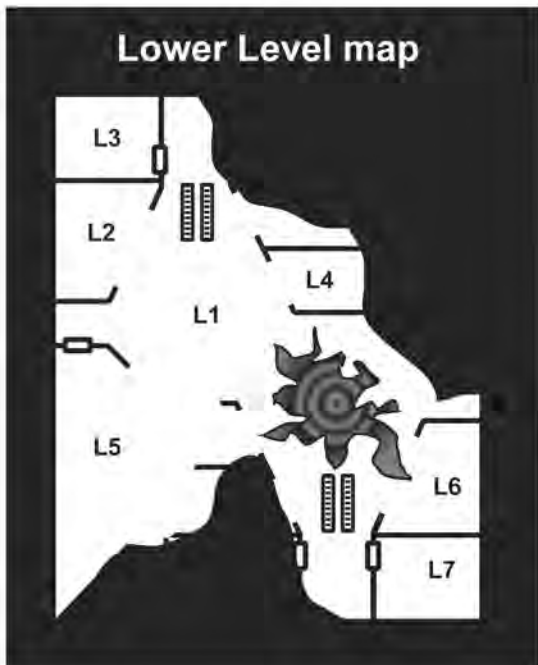
Searching the shop is rewarding but dangerous. Every search check, DC 12, gains 1d3 TT of Plastic wrapped camping gear: backpacks, canteens, carabiners, or 100ft loops of neon colored rope. Each check made has a 10% of tripping a trap from table RMT. A maximum of 20 TT can be scavenged from this room.

12) Shop - Lux Optical: This shop has been rummaged through but is relatively in order. 1d6 TT worth of functional corrective eyewear can be found after a few minutes of searching.

Map of the Forbidden Mall



0 25 50 75 100
Rough scale in feet



Lower Level map

- S □ = Storage Room: roll on table SSR
- S = Secret / Hidden door
- ✕ = Blocked door
- ⬠ = Random Trap: roll on table RMT



Safe-path-through-the-Trapdoor-Loadspiders-

13) Shop - Storage Solutions: Most of this shop has collapsed. In the debris a DC 15 Int check will score 1d3 TT of plastic containers.

14) Shop - Which Watch: a weird feeling emanates from this shop. All of the timepieces are showing random times and fluctuating wildly. Anyone staying in this shop for more than a few minutes must make a Will save or age 1d3 years. Every timepiece here is cursed and the wearer will age at double speed. Since none of them work properly, no TT.

15) Shop - RadioShack: This shop has been heavily scavenged. A DC 20 Int check and 1d30 minutes will be required to find useful assorted electronics worth 3d4 TT.

16) Truck delivery bay: This entrance is big enough to fit two semi trucks for unloading. It also has an industrial garbage compactor which is leaking hydraulic fluid, making the area around it slippery.

Anyone searching in the garbage compactor has a 20% chance per round of investigation to wake up a 5ft patch of Primeval Slime with no special abilities (DCC RPG p. 423).

The door leading into the mall is locked but heavily corroded. A DC 10 Str check will get it open.

Mallock caves

If the deathtrap in area 8 has been set off, all Mallocks will be on guard and impossible to surprise. Otherwise, it is DC 13 to surprise them.

17) Common area: This area serves as the Mallocks community space. There are multiple old rugs covering the floor, an electric grill in the center, and plastic food containers stacked in the corner.

There are 4 Mallocks in this room eating. They are only armed with clubs. Any noise made here is 30% likely to awaken the Mallocks sleeping in area 19.

The grill is worth 2 TT and the containers are full of grilled bugs and mushrooms (Fort DC 6 to avoid food poisoning) are worth 1 TT in total.

18) Crafting room: The area is strewn with a multitude of discarded trap makings. It is currently unoccupied. Searching here is dangerous as there are several malfunctioning traps laying about. Every search check, DC 14, gains 1d3 TT of mechanical parts. Each check made has a 20% of tripping a trap from table RMT. A maximum of 10 TT can be scavenged from this room.

19) Sleeping area: There are 6 unarmed Molllocks sleeping on piles of comforters in this area. In the center is an electric pot with pleasant, potent vapors issuing from the boiling contents. As long and no loud noises are made, the sleeping Mallocks will not wake up. Anyone staying in this room for more than a few rounds must make a Fort save DC 12 or fall into a deep sleep that will last until violently awakened.

20) Water room: A water main is intermittently pouring fresh water into a kiddie pool here. There are several empty gallon jugs that are a bit disgusting in the room as well. With clean containers, safe water can be harvested from the pipe, each worth 1 TT per gallon. A maximum of 10 TT can be scavenged from this room.

21) Nursery: This area is where the Mallocks raise their young. There are 2d5 Babylocks here and 1 large female Mallock. It will immediately attack with a battle axe and use a d30 Attack die until killed.

22) Insect farm: A cacophony of buzzing can be heard from the entrance to this area. There are two rooms where the Mallocks are raising specific bugs, to the north are "food" bugs and in the south are weaponized bugs.

One of the cases in the south room is not sealed well and anyone spending more than a round there will suffer 1d3-1 damage from bug bites. There are 2d7 Bug Bombs here as well. They are unwieldy and have a 1-3 fumble range for those not accustomed to throwing them. A fumble means the thrower has hit themselves and must suffer the effects of the bomb. The bombs will remain good for 1d3 weeks before too many of the bugs have died off to be useful.

Ward's Forest of Bugs and Shrooms

There is a hidden entrance to this area, a crack in the outer wall of the mall covered in lichen, mold, and fungus. Only one person at a time can fit through. it opens into the ruins of a large Ward's department store that has become heavily overgrown.

This area is rich in edible bugs, plant life and mushrooms and clouds of spores float lazily through the air. Any PCs staying in the area for more than a few minutes must make a Fort save DC 10 each 30 minutes or suffer a 1 die penalty to their action dice due to mild hallucinations for the next 1d3 hours.

The Mallocks and Pigtipedes both depend on it to live and are fighting for dominance here. For every hour spent search the Ward's section of the mall, there is a 20% chance of a random encounter entering the area and attacking on sight. It will either be one Pigtipede or a fully armed Mallock (50%/50% chance for each).

23) Appliances: At first glance it is difficult to determine what the numerous box-like, lichen covered objects that fill this area are but, they are all overgrown large home appliances. It will take 10d20 minutes of searching this area to find that one of the large appliances is actually still in a box and covered in plastic. It will take 2d12 minutes to carefully unearth it from the overgrowth. It is worth 10 TT.

24) Electronics: This area smells of ozone and charred plastic. Many of the TV screens are still running and displaying odd, warped images. Anyone watching the images for more than a few minutes will feel a deep desire to seek the lower level food court. If they do not pass a DC 10 Will save, it becomes a full blown compulsion. Every search check, DC 14, will take 2d12 minutes. A success gains 1d4 TT of functional electronic equipment. A maximum of 15 TT can be scavenged from this room. For every 30 minutes spent in the electronics area there is a 25% chance of an electrical fire starting and setting off the sprinkler system. The sprinkler water is contaminated with spores and anyone caught in it must make an immediate Fort save or suffer a 1 die penalty to their action dice due to mild hallucinations for the next 1d5 hours.

25) Automotive: A very distorted recorded message is playing from one of the car stereo demo models in this area. Anyone attempting to discern what it is saying for more than a few minutes will feel a deep desire to seek the lower level food court. If they do not pass a DC 10 Will save, it becomes a full blown compulsion.

It will take 2d30 minutes of searching this area to find one tire display has 3d4 unspoiled tires covered in plastic. It will take 1d5 minutes to carefully unearth each from the overgrowth. Each tire is worth 1 TT.

26) Hardware: The abundance of mushrooms is increased in this area. Searching this area is rewarding but dangerous. Every search check, DC 13, will take 1d16 minutes. A success gains 1d3 TT of functional power tools and hand tools. A maximum of 25 TT can be scavenged from this room. Every 30 minutes spent searching the hardware area requires the PC to make a Fort save DC 8 + 2 per 30 minutes or fall into a deep sleep. The only way to wake an affected person is to remove them from the hardware area and slap them around. These saves are in addition to the save required against hallucinations.

27) Lawn and Garden: The overgrowth is even more dense here. In the middle of the room is a huge mound of old bones that is nearly completely overgrown. At the top is a large, strange, and beautiful flower. There are also 2 Giant Worker Ants (DCC RPG p.394) attending the flower in an almost worshipful way. As long as the PCs do not go near the mound, the ants will not attack.

If the ants are dispatched and the flower harvested, A DC 14 Int check will reveal that if one rubs the pollen on their clothes that it will render the person

immune to insect attacks for 1d3 hours. There will be enough pollen to effect 2d4 people.

Pigtipe Territory

Everything in this part of the mall is heavily collapsed. Anything in the shops has been thoroughly ruined by the Pigtipes rooting around in this area. For every hour spent in this part of the mall there is a 25% chance of encountering a wandering Pigtipe, which will attack on sight.

Those with an appropriate background career can attempt to properly butcher a slain Pigtipe. It will take a DC 10 and 3d12 minutes to harvest the meat. A success gleans 1 TT and an additional 1 TT for every 5 points the check was passed by. A failure means the meat is ruined.

28 - 31) Hatchling dens: Each of these areas are nests for the Pigtipes and have 1d7 Pigtipelets living in them. They are not aggressive and will follow anyone who feeds them. Any attacks on them will cause them to scream very loudly and summon an adult Pigtipe in 1d3 rounds. If the Pigtipelets are successfully captured alive, they are worth 3 TT each.

32 - 33) Ambush areas: Once 5 or more PC enter one of these areas. A Pigtipe will burst forth from a hiding place in the debris and charge the group, taking them by surprise. Have the PCs make a Luck check and the loser is the target. If the PC have not suffered any great losses at this point, increase the ambushing Pigtipes to 2 or 3.

Theszolokomodra's Residence

34) Balcony area: This area comprises several destroyed shops and a balcony that over looks a lower level food court. The L1 area can be seen clearly by the light streaming through the cracked skylight ceiling here, including the inter-dimensional hole at the south end.

Anyone making a large amount of noise in this area has a 10% chance per round of commotion to summon Theszolokomodra from the hole in L1.

35) Devotee study, converted from Posh Jewelers: This is the only shop around the balcony that seems to be intact. Its entrances are blocked by rolling mesh doors that are firmly locked in place. Also a glowing forcefield fills each entryway a few inches back from the mesh. the interior of the shop has been changed to look like a sages study full of books, computers and scrolls. Sitting in a rocking chair in the middle of the study is a person who seems to be a burning skeleton wearing wizardly robes and sunglasses. Neither the robes, sunglasses or chair seem to be affected by the flames. The wizard is in an enchanted sleep and will not wake, no matter how much noise the PC make. There is no way for the PC to breach the force field to enter this room. This is here just to freak them out.

Anyone making a large amount of noise in this area has a 10% chance per round of commotion to summon Theszolokomodra from the hole in L1.

36) Hidden Devotee entrance, converted from Sunglass Haus: unlike most of the shops in the mall, this one is in near pristine condition other than a hole in the north wall leading out to a secret door leading out of the mall that cannot be detected from the outside without magic.

There are 100s of pairs of sunglasses in the shop set in attractive displays. Anyone looking them over will see each set has a pair of preserved eyeballs behind it. The eyes will turn to look at anyone coming near their display. Play up the creep factor of this and see if you can freak out the party. There is no trap or curse triggered if anyone takes the sunglasses. The TT value for all of the sunglasses is 10.

Lower Level

L1) Food court sitting area: This area is littered with tables, chairs, and debris. drag marks and blood stains can be seen in various places. most lead to the large hole in the south end of the sitting area. The whole area practically reverberates with an eerie, otherworldly energy, setting everyone's teeth on edge.

Anyone looking into the hole will see that roughly a dozen feet below the lip a glowing, sparking portal fills the pit. Any object dropped into the portal disappears forever. Anyone making a large amount of noise in this area has a 10% chance per round of commotion to summon Theszolokomodra. It will appear automatically if anyone calls into the pit asking for power or should a body fall through the portal. Should Theszolokomodra appear, see the bestiary for what it will do.

L2) Burger Barn: The front of this restaurant is adorned by a large statue of a clown wearing overalls and manically attempting to consume a huge hamburger. It has eyes that seem to follow you wherever you move. There is a 15% chance that every time someone passes by it that it will belt out a distorted, high pitched laugh from a speaker in its belly. Play up the serious creep factor of the clown.

The interior is in disarray and all of the food in the serving area is rotted into dust. In the kitchen there are numerous plastic cups and containers, worth 1d3 TT. Also there is a working deep freezer that contains 1d5 TT worth of unspoiled meat. Why it is still good after all this time is due to the frozen additives reaction to the cosmic power of the gate.

L3) Men's Restroom: A restroom in general disrepair. With proper containers, 1d10 gallons of clean, safe water can be harvested from the plumbing, each worth 1 TT.

L4) Tater Town: In this restaurant, all of the food in the serving area is rotted into dust and the soda machine is spraying water all over the floor. In the kitchen there are numerous plastic cups and containers, worth 1d3 TT. Also there is a working deep freezer that contains 1d3 TT worth of foil sealed “potatoes” labeled Taters. Why it is still good after all this time is due to the frozen additives reaction to the cosmic power of the gate.

L5) Guardian Vendibeast’s Lair: This looks to be a the ruins of a large storage area for extra tables and chairs for the food court. Most of these have been stacked in piles to make a lair in the southern end of the room. A DC 10 Int check will discern that there is something sleeping in that lair. Anyone approaching the lair or messing with the treasures in L6 will cause it to awaken. if woken, will attack anyone that does not have a Servitor Worm inside of them.

L6) Ice Dream Parlour: In the glass counter freezers where the vats of ice cream would be there are hoards of trinkets and valuables. These are gifts left for Theszolokomodra. If any of them are disturbed, the Vendibeast will emerge from L5 and attack. If the Vendibeast is defeated, 5d6 TT of valuable goods can be harvested from here.

L7) Womens’ Restroom: A restroom in general disrepair. With proper containers, 1d12 gallons of clean, safe water can be harvested from the plumbing, each worth 1 TT.

Endings and Beginnings

Once the surviving PCs have gathered 200 TT onto the truck, they will have earned 10 XP and become 1st level characters. After delivering the goods back to Neuqua the adventure will be complete. Here are some ideas to follow up and continue their adventurous careers:

- ▶ Continue pillaging the mall until it is empty and take the excess supplies back to Neuqua, becoming even bigger heroes there.
- ▶ Decide to use their new found courage and strength to battle the raiders coming to collect the tribute truck.
- ▶ Attempt to form a Patron bond with Theszolokomodra and be put on a quest to prove their worthiness.
- ▶ Find a hidden trapdoor in the Lower level food court leading to a hidden governmental facility that was covertly studying the dimensional portal before the great cataclysm happened.

Table SRR: Storage Room Rummaging

Roll d%

1-40	Full of goods that have been ruined with mold and mildew. Anyone spending more than a few rounds in this room must make a Fort Save DC 10 or contract a respiratory ailment.
41-55	Beneath some ruined items are some linens and/or textiles sealed in heavy plastic. 1d3 TT
56-70	Clothes in good to OK condition. Pairs of denim jeans. flannel shirts. packs of designer underpants. pairs of rugged boots. 1d12 TT
71-80	Plastic wrapped camping gear. backpacks, canteens, carabiners, and 100ft loops of neon colored rope. 1d20 TT
81-85	1d5 locked sturdy metal cases containing jewelry. DC 18 to open locks. DC 12 to break open. 4 TT per case if unopened or broken open, 6 TT per case if opened carefully
86-90	Cases of foil wrapped sports nutrition bars, 80% chance per bar it is still good. 3d4 TT
91-94	1d7 Power tools in sealed cases. Includes rechargeable batteries, chargers, and heavy duty power extension cables. 2 TT per Power Tool
95-98	Civil defense cache: 1d3 rifles and 2d8 magazines of ammo. 2 TT per Rifle and 1 TT per full Magazine
99+	Deactivated Sentrybot. DC 15 to activate. Roll randomly to determine which person in visual range is recognized as controller. If controller is killed, the Sentrybot will run amuck. 10 TT if inactive . 0 TT if activated as it will follow its controller only.

Table RMT: Random Mallock Traps

roll 1d7

	Description	DC to spot
1	Restroom aerosol dispenser turned lethal, motion sensitive, releases putrid gas 10ft radius. Fort DC 14 or lose 1d3 Sta.	7
2	Swinging blade trap. Ref DC 10 or suffer 1d5 damage.	11
3	Guillotine blade trap. Ref DC 13 or suffer 2d4 damage. fumble on save means lose one random limb.	12
4	Multi nail gun dart trap. releases a swarm of nails. Ref DC 15 or suffer 1 hp damage per 3 points they fail by.	9
5	Giant nailboard swinging from the ceiling. Ref DC 8 or suffer 1d12 damage.	10
6	Spiked foot trap holes. Ref DC 12 or lose 1d3 Agi.	10
7	Basket full of hungry beetles dumped from ceiling. Ref DC 11 or suffer 1d3-1 damage per round for 1d3 rounds.	8

TWISTED MENAGERIE

Malllock: Init +2; Atk Club +1 melee (1d4), Bug Bomb +2 missile (special); AC 11; HD1d6; MV 30'; Act 1d16; SP Darkvision, +3 to move silently or hide, bug bombs, bug immunity; SV Fort +0, Ref +2, Will +0; AL N.



These pale, misshapen humanoids may have descended from humans that were touched by cosmic radiation or extraplanar energies but now they exhibit little in the way of humanity.

While not remarkable fighters, Malllocks are expert trap makers. They prefer to lead their enemies into well crafted deathtraps versus confronting them directly.

If they are forced into direct conflict, they will first employ their bug bombs. Upon impact they release a swarm of biting

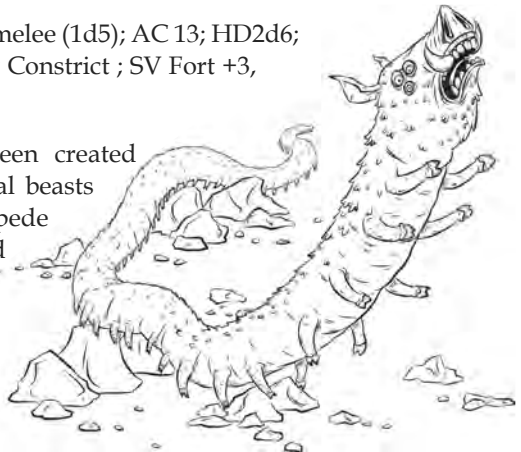
insects on the target, causing 1d3 points of damage for 1d3 rounds. A Malllock will carry either 1 bomb (80%) or 1d3+1 bombs (20%).

Malllocks are immune to all bug attacks due to the strange chemical concoction they coat their skin with on a daily basis. Bugs will simply not attack them.

Malllocks are very sensitive to bright lights and will never willingly enter into direct sunlight. If forced into such a situation where they cannot escape from bright light, they suffer -4 to all actions.

Pigtipede: Init +0; Atk Tusks +2 melee (1d5); AC 13; HD2d6; MV 40'; Act 1d20; SP Trample or Constrict ; SV Fort +3, Ref +0, Will +2; AL N.

Rumored to have originally been created to help world hunger, these feral beasts are not an easy meal. The Pigtipede appears to be a cousin of the wild boar with an astounding 100 pairs of legs. When fully mature they can reach a length of over 120ft.



Pegtipedes will lurk behind cover and charge at their opponents, trying to take them unaware. Also, any critical hit on a charge automatically results in a trample as the Pigtipede runs over the target with its 200 hooves, delivering and additional +3d4 damage.

When not able to charge into combat, Pigtipedes that score a gore attack have a 40% chance to immediately wrap their long bodies around the victim. Each round thereafter, the Pigtipede attempts another gore (always against the grappled target) and also constricts the same target for an automatic 1d5 points of damage. The Pigtipede will remain wrapped around its prey and going for 1d3 rounds after it is dead, ignoring all others in the area.

If captured very young, it is possible to domesticate the Pigtipedelets, so long as they are given space to run and plenty of food.

When properly cooked Pigtipede meat is delicious and safe to eat regardless of what the omnivorous beast feeds on. Sages believe this is due to their extensive digestive tract.



Theszolokomodra

This is ancient multi-dimensional being that looks like an alien hydra with 1000+ heads that regularly emerge through dimensional portals throughout the multiverse. The portal in the mall is one of these and many wizards have come here over the centuries to seek power.

Should anyone successfully alert Theszolokomodra, one of its giant alien, serpentine heads will emerge from the portal. It can reach anywhere in the lower and balcony area. If anyone attempts to harm the head they will melt into a pool of goo, no save.

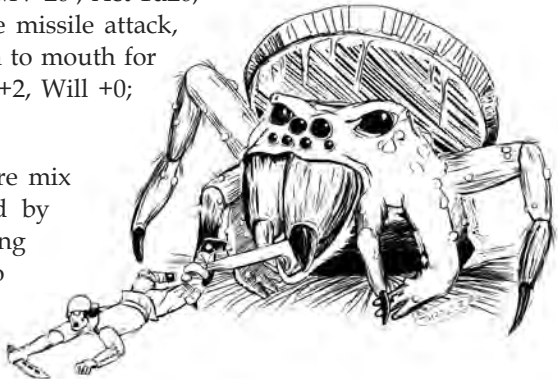
It will look over any people in its vicinity and scan them for usefulness. It will scan anyone with an INT of 13+ or anyone asking for power. The scanned person must make Will Save DC 12. If a sacrifice is made during the scan, they may add from a +1d3 for a worthy minor offering to a +1d10 for a live human sacrifice.

Failure means they suffer 1d3 permanent INT loss that Theszolokomodra consumes. Success means the person gains a permanent +1d3 to a random stat. If the person makes the Will Save by 6+ (DC18), they have gained high favor and will hear Theszolokomodra in their mind and feel a squirming presence in their gut as a Servitor Worm is magically placed inside them. This gives another permanent +1d3 to a random stat.

Anyone with a Servitor Worm can petition Theszolokomodra to be their Patron. See Issue #4 for Patron info for Theszolokomodra!

Trapdoor Toadspider: Init +0; Atk bite +2 melee (1d3+2); AC 12; HD1d8+1; MV 20'; Act 1d20; SP Tongue Lash - 20' range missile attack, target entangled and drawn to mouth for auto bite ; SV Fort +5, Ref +2, Will +0; AL N.

These creatures are a bizarre mix of spider and toad created by an insane nanovirus A.I. long ago. Since their escape into the wild they have spread throughout Umerica. They tend to settle in groups of 3-12.



Their preferred method of hunting is to dig a series of tunnels with each entrance covered by trap doors made from nearby materials and webbing. Each door is set with motion sensitive triggers connected by webbing strung throughout the tunnels. Movement around a door will be sensed by the Toadspider regardless of which tunnel it is in. Any undetected ambush made via their trap doors allows them to add +1d6 to the initiative and attack rolls for that round.

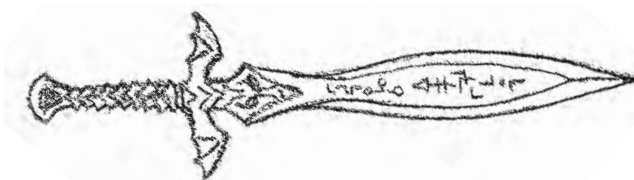
In times where the hunting is lean, the Toadspider will begin croaking out a low thrumming beat in the center of their tunnels. This will project out for about a quarter mile and be very enticing to creatures of animal intellect. Once the area is rich with prey, the Toadspiders will strike.

Vendibeast: Init +1; Atk bite +3 melee (1d6+1) or Spit Soda Can +1 missile (1d5+see below); AC 13; HD3d8+3; MV 30'; Act 2d20; SP Unkillable - If reduced to 0 hp it will revive with full hp in 3d30 minutes; SV Fort +3, Ref +3, Will +3; AL N.

Due to massive cosmic distortion this soda vending machine has become a living predatory engine of hunger and rage. Left to its own devices it will go on an endless killing spree but some have been found in the service of powerful beings associated with the cosmic distortion.

As long as it stays within 1000ft of the source of the distortion, it cannot be permanently killed. If it is reduced to 0 hp, it will just appear dead until it regenerates.

If opened once while it appears dead, 2d7 glowing cans of soda can be harvested from its innards. Each will have a random potion effect and will stay potent for 1d100 days. If the deathblow was a critical hit, then the soda cans will spill forth on their own when the Vendibeast “dies”. These soda cans will regenerate at a rate of 1 per 1d3 days.



Coming Next Issue!

Patron write-ups for The Earth Brain of the Cyberhive, Theszolokomodra, and Kizz - the intergalactic god of Rock & Roll.



In this issue:

- * Rules and tables for generating post apocalyptic D-level characters
- * The Mall Maul: A post apocalyptic D-level funnel adventure set in the ruins of an abandoned mall

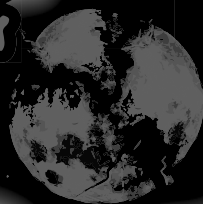
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CRAWLING UNDER A BROKEN MOON



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CRAWLING UNDER A BROKEN MOON

Welcome to the fourth issue of Crawling Under A Broken Moon!

This issue covers a few of the Patrons of the lands of Umerica. Strange beings of immense power that will answer the call of the worthy in this twisted world. Benevolent, selfish, and unknowable; these entities will add new avenues of power and challenge for those willing to seek them.

I invite you to join in again as we explore a strange, yet familiar, new world together!!

Reid "Reidzilla" San Filippo



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The Earth Brain of the Cyberhive

The Earth Brain is focused on understanding how living beings conceive and react to Life and Death. It expects any Wizards serving it to further these ends as much as possible. This includes causing death, witnessing death, witnessing births, interacting with the terminally ill, and observing others doing all of the above.

For more information on the Cyberhive, check out CUaBM Issue #2.



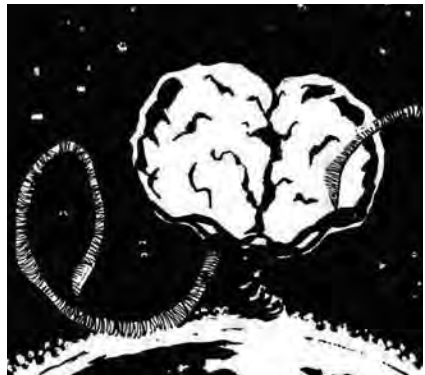
Invoke Patron check results:

- 1-13 The Cyberhive is unavailable at this time at this time, please hold. Caster stares into space for the next 1d3 rounds.
- 14-17 The Cyberhive restores CLXd3 Hit Points to the caster and his allies. Everyone effected are now broadcasting all sensory input to the Cyberhive.
- 18-19 The Cyberhive replaces the weapons employed by the caster and their party, via teleportation, with more technologically advanced versions that gain +1 to hit and damage; this includes magic weapons.
- 20-23 The Cyberhive teleports 1d3+CL Zombie Monks to the caster's location. They obey the caster and collect any dead humanoids encountered or created. They will teleport away in 2d30 minutes and take all of the dead with them.
- 24-27 The brain of the most dangerous nearby opponent is teleported to the Floating Tower for analysis and download. It is returned 1d3 rounds later. During this time, the opponent is inactive, unresponsive, and helpless.
- 28-29 The Cyberhive teleports a Robo-lich and CLXd3 Zombie Monks to the Caster's location. They obey the caster and collect any dead humanoids encountered or created. They will teleport away in 2d14 minutes and take all of the dead with them.
- 30-31 The caster's body is put into quantum stasis for 2d4 rounds. It cannot be harmed or moved in any way. During this time the caster's brain is teleported to the Floating Tower for a backup and upgrade. When the caster awakes from stasis, they gain a permanent +1 Int and +1 to all casting checks.
- 32+ The Cyberhive instantly kills 3d4+CL random opponents that are within 100' of the caster and teleports the bodies to the Floating Tower for recycling. It then replaces each opponent killed with 1d3 Zombie Monks. They obey the caster and collect any dead humanoids encountered or created. They will teleport away in 2d100 minutes and take all of the dead with them.

Patron Taint:

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

- 1 The caster begins to share the Cyberhive's obsession with the concept of dying. The next time the caster comes in contact with a dying humanoid they must spend 1d3 rounds examining it, even if it is a dying party member. If the result is rolled a second time, the compulsion takes place every time they encounter a dying humanoid. If the result is rolled a third time, the caster will go out of their way to find, or create, situations where they can observe humanoids perishing, the slower the better.
- 2 In order to eliminate inefficiency, the Cyberhive begins upgrading the caster. Various small cybernetics will grow throughout the caster's body, lowering Per by 2. If the result is rolled a second time, the upgrade continues to lower Per by another 2 but increases Int and Con by 1 each. If the result is rolled a third time, the caster loses another 4 Per but Int and Con increases by another 1 each.
- 3 The caster becomes obsessed with living forever and will seek information on how it can be accomplished. If the result is rolled a second time, The caster will now consider possibly self-destructive means to gain immortality. If the result is rolled a third time, The caster will use any means necessary to gain eternal life (or unlife).
- 4 The caster becomes more likely to kill. The next time they have the option to spare an opponent, they will not. If the result is rolled a second time, they will seek out a fight in order to kill someone/thing. If the result is rolled a third time, they can no longer give quarter to any opponent for any reason.
- 5 The caster is now fascinated with the boundaries between life and death. They wish to have a near-death experience to understand it better. The next time the caster is in danger of reach 0 or less Hit Points, they will not willingly retreat. If the result is rolled a second time, they will actively seek to reach the brink of death, possible more than once. If the result is rolled a third time, they must arrange to be clinically killed and then revived, all while being recorded and observed.
- 6 The caster begins chronicling and cataloging important events in great detail. If the result is rolled a second time, they begin recording random everyday events. If the result is rolled a third time, they must document every moment of every day in meticulous detail or hire someone to do so.



Patron Spells

Defensive Upgrade

Level: 1 Range: personal Duration: varies Casting time: 1 round Save: NA

General: Invoking the Cyberhive the caster increases the target's defenses.

Manifestation: (d6) 1-2 Glowing protective shields, 3-4 Cybernetic plating erupting from the target's skin, 5-6 Circuit board like tattoos covering the target's skin.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-13 One target's AC is increased by 1 for CL+d5 rounds.

14-17 One target's AC is increased by 1d3 for CL+d7 rounds.

20-23 Roll 2d3 and spread the result as AC bonuses to up to CL+2 targets. No one Target cannot gain more than a bonus of +3. Lasts for CL x d3 rounds.

24-27 Roll 2d5 and spread the result as AC bonuses to up to CL+4 targets. No one Target cannot gain more than a bonus of +3. Targets also gain +1 to all saves. Lasts for CLxd5 rounds.

28-29 Roll 3d6 and spread the result as AC bonuses to up to CL+8 targets. No one Target cannot gain more than a bonus of +4. Targets also gain +2 to all saves. Lasts for CLxd6 rounds.

30-31 Roll 4d8 and spread the result as AC bonuses to up to CL+16 targets. No one Target cannot gain more than a bonus of +5. Targets also gain +3 to all saves. Lasts for CLxd7 rounds.

32+ Roll 5d10 and spread the result as AC bonuses to up to CL+32 targets. No one Target cannot gain more than a bonus of +6. Targets also gain +4 to all saves. Lasts for CLxd8 rounds.

Control+Alt+Delete

Level: 2 Range: Varies Duration: 1 turn per CL Casting time: 1 round Save: Will save vs. spell check

General: the caster can attempt to dominate and manipulate computers, robots, and other semi-intelligent devices.

Manifestation: Tendrils of pulsing light emerge from the caster's temples and reach out into the device.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-13 The caster gleans insight into the security protocols of the device and gains +1d4 on any attempt to access or control the device.

- 14-17 As above but gains +1d6.
- 20-23 As above but gains +1d8 and the caster can access/control the device from CL x 10 feet away.
- 24-27 The caster gains control of the device and can access all basic functions or files. Access to any advanced or highly protected functions or files must still cracked.
- 28-29 All files and functions are under the control of the caster. The caster's access/control range is now 20 x CL feet.
- 30-31 As above but the caster can rewrite or create new programs or functions on the device without any prior technical ability.
- 32+ As above, but at line of sight range.

Create Cybomination

Level: 3 Range: Touch Duration: Permanent Casting time: 1 turn per HD
Save: NA

General: A caster cannot control more than CLx3 HD worth of Cyberdead at one time. Any excess will act randomly and violently, requiring a Per check of 11+HD to be controlled again.

Manifestation: Wires and mechanisms burst forth from the corpse and cybernetically reanimate it.

- 1 Lost, failure, and patron taint.
- 2-11 Lost. Failure.
- 12-13 CL+1 HD of small animals ($\frac{1}{8}$ - $\frac{1}{2}$ HD in size) are animated. These recycled creatures are completely loyal to the caster but are dumb as rocks. They require constant psychic instruction to do any task.
- 14-17 As above but CL+d3 HD of animals or people ($\frac{1}{2}$ - 2 HD in size) 20-23 CL+d4 HD of animals or people (1 - 4 HD in size) are animated. These recycled creatures are completely loyal to the caster but can only follow simple commands. For each HD rolled but not used for reanimation, a minor special ability may be added to the creatures.
- 24-27 As above but CL+d5 HD of animals of people (2 - 5 HD in size) and each has an Int of 6+d6 and can accept complex commands.
- 28-29 CL+d7 HD of animals or people (3 - 6 HD in size) are animated. These recycled creatures are completely loyal to the caster. Each has an Int of 8+d6 and can accept complex commands. For each HD rolled but not used for reanimation, a minor special ability may be added to the creatures. Two HD may be expended to give the creatures a major special ability.
- 30-31 As above but CL+d10 HD of animals, people, or monsters (4 - 8 HD in size)
- 32+ As above but CL+d14 HD of animals, people, or monsters (6 - 12 HD in size)

Spell Burn

When a caster utilizes spellburn, roll 1d4 and consult the table below or build off the suggestions to create an event specific to your home campaign.

- 1 As the spellburn takes effect, various thin cables burst forth from the casters skin and temporarily rewire their nervous system causing stat point loss.
- 2 The caster has a minute stroke and nose bleed, causing stat point loss. They will not be able to recall any childhood memories until the stat point loss is healed.
- 3 The caster is catatonic for 1d4 rounds per point of Spellburn as the Cyberhive downloads the particulars of a mission it needs done. If the caster completes the mission, the Cyberhive will reward the caster as it sees fit.
- 4 The Cyberhive needs to observe the death of several humanoids. In this special situation, the character can spellburn up to 10 points of ability score loss, but need not take any physical action or damage. If he personally participates in killing a number of humanoids equal to the Spellburn within 12 hours, the character takes no spellburn.

If he fails to accomplish this task, he takes the full 10 points, distributed across ability scores at the judge's discretion, after 12 hours.

Random Encounter Table WT-1: Whose Temple is that? roll 1d3

1	Lawful Gods: roll 1d4 1 Classica - The goddess of Rhythm and Order 2 Santa - The jolly avatar of Giving, Hope, and Joy 3 S'aganiod - The entity of Truth and Science 4 The Lords of Light - The heavenly host of Justice, Honor, and Courage
2	Neutral Gods: roll 1d5 1 \$ (pronounced Cash) - the impartial goddess of barter and wealth 2 Grokk - the master of the twisted Wilds and Wastes 3 Kizz - The intergalactic god of Rock and Roll 4 Petrolex - The amorphous deity of Fuel and Fire 5 Nuka - The gentle lady of the Holy Glow and mother of all Mutants
3	Chaotic Gods: roll 1d4 1 Elmos - The puppet host of the eternal source of pain and suffering. 2 Silk - The golden lord of lies 3 Technos Discos - The terrible bringer of Beats 4 Yyaallaayy - The dark thing from Nth space: fear the new math

THE MIGHTY KIZZ



The intergalactic god of Rock and Roll

By Reid San Filippo and Sean Ellis

No mere words can describe the awesomeness that is Kizz. Over the centuries many Guitar Prophets have devoted their short, pharmacologically enhanced lives to create lyrics worthy of depicting the enumerable attributes of Kizz only to feel their efforts had all fallen short. At best he can be described as an uber masculine figure wrapped in black leather, jagged spikes, and chains whose wild mane of starry black hair moves of its own accord. Always in hand is Soulbreaker, his massive, flaming battle axe guitar.

Kizz expects those who wish a divine or patron relationship with him to devote themselves to obtaining a state of “Enlightened Awesomeness” at all times. He considers that if anything is worth doing, it is worth being Awesome while doing it. This does not necessarily have anything to do with playing an instrument as many of the legendary exalted followers of Kizz had no musical talent at all. It is all about personal attitude and a desire to entertain Kizz.

Wizards and Clerics devoted to Kizz can gain extra favor when casting spells by playing an electric amplified instrument loudly while casting. This grants a +1 to the casting roll.

Invoke Patron check results:

- 1-11 Kizz is distracted either by wine, women, and song, or by expressing his dumb opinions to the world press. Failure and Patron Taint
- 12-13 gifts the caster by increasing CL by +1, and all Personality checks are at +1d for 24 hours.
- 14-17 A total of 1d5+CL Hit Dice worth of enemies are now distracted by rockin' daydreams, giving the caster and his allies +1d to any stealth checks and reducing enemy attack dice by -1. This effect lasts 1d5+CL rounds.
- 18-19 In 1d6 rounds, a stampede of spectral fans arrive, mobbing the scene for 1d4+CL rounds. The thousands of groupies pack the area, forcing enemies to attempt a DC 10 Strength save before being able to attack or move each round. If the save is successful, the attack is still at -1d and movement is halved. The caster and his allies are not impeded in any way.
- 20-23 The caster and his allies increase their critical hit range by 1d4+Luck Mod (roll separately for each) and add 1d4 to all crit rolls for the rest of the combat.
- 24-27 A wall, floor, or ceiling targeted transforms into a 30' wide mouth with bright red lips, sharpened teeth, and a 50' tongue that attempts to lick up all enemies and devour them. The mouth remains for 2d6+CL rounds or until slain or dispelled.

Kizz's Lick: Init: +CL; Atk: Tongue lash +CL ranged (DC 15 Reflex or else held and drawn into mouth next round) Bite Automatic hit (1d10 + CL damage); AC: 15; HD: 3d12 (21 hp); MV 0'; Action Dice: 3d16; SP: Healing lick - may target a friendly unit for 1 HD healing, Vampiric Regen - auto heals 1/2 the HP of damage done by bite, Can hold an infinite number of creatures in mouth, bite/chewing attacks hit automatically and overcome magic resistance; SV Fort: +5, Ref: +0, Will +5

- 28-29 Kizz summons a large, unnecessarily phallic rocket into being. In one round, if properly stroked and gyrated against, the rocket will launch and perform on of the following actions, chosen by the caster:
- ▶ Carry the caster and his entire party 1d3+CL miles in any direction over the course of 3d3 turns.
 - ▶ Fly into the air and smash directly into a foe 1d3 rounds later for 2d20 damage, with a 10 x CL' blast radius of 1d16 additional pyrotechnic damage, and a 4 in 6 chance for all targets in the blast radius to catch on fire.
 - ▶ Fly high into the air and explode in a massive display of interdimensional pyrotechnics lasting 1d5 rounds. All beings that view the display must make a Fort save DC 15 or be struck blind for CL turns. The caster and his allies are immune to the effect.

30-31 Kizz sends a lesser avatar, a ornately painted and attired giant with a huge axe, codpiece, and tongue. It will serve the caster for 11 rounds before returning to the Realms of Awesome.

Lesser Avatar: Init: +6; Atk: Axe +6 melee (3d4 + 1d4 fire damage and DC 10 Reflex or else catch fire), Spiked boot +6 melee (1d8), Tongue lash +6 melee (DC 16 Reflex or else held); AC: 20; HP 66; MV 50; Action Dice: 3d20; SP: Immune to non-magical damage, All attacks overcome magic resistance, Scores critical hits as a giant; SV Fort: +6, Ref: +6, Will +6; AL N.

32+ In a massive explosion of pyrotechnics and flames, the true avatar of Kizz appears standing on a fiery performance stage made of writhing skeletons. He and his Skeletal Warrior band jam for 1d10+1 turns. During this time all non-divine entities within a thousand feet will do nothing but enjoy the show. Should anyone break free of the enchantment during the performance and attempt to attack the avatar of Kizz or his band, the burning skeletal stage will strike them automatically for (6d6)d6 points of damage and the crowd will cheer wildly. The avatar of Kizz and his band are immune to all damage and effects.

When the performance reaches its end, all beings watching the show that are not directly associated or allied with the caster must make a Will save of DC10. Any male or neuter beings that fail will be permanently struck blind from awesomeness. Any females that fail will willingly join Kizz's immortal harem of groupies and be teleported away when Kizz departs.

Patron Taint:

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

1 The caster develops strange tastes in personal grooming, the results of which require commoners who interact with the PC a morale save (at a cumulative -1 for every level of his taint). The third time it is rolled any failed morale saves result in the NPC refusing to have any dealings with the character and possibly calling the town watch.

Each time this is rolled, the caster must select or roll a new quality such as: 1) An alarming or inappropriate hairstyle. 2) Their tongue growing 1d3+1 inches. 3) Becoming proudly shaggy and showcasing their impossibly hairy chest or back. 4) Wearing face-paint in an original design similar to an evil clown.

2 The character must spend 1d3x50 gp acquiring an costume made only of metal and leather made by a master craftsman. The player should design the specifics of this outfit, making it as outlandish and aggressive as possible: leather corsets, steel codpieces, and boots with spikes instead of soles being the norm. If the result is rolled a second time, the character must seek to replace another randomly selected weapon and piece of equipment with cooler, masterwork equivalent which costs 1d5x50gp + original item's cost. If the result is rolled a third time, the item must cost 1d7x50gp + original item's cost.

- 3 The caster intermittently drools blood, especially when excited or angry. If this effect is rolled twice, the caster loses 1 point of Per but may take an action to spit the blood at anyone within 10 feet, once a day. This target must make a Will save DC 6+CL to avoid taking a 1d penalty to their next attack or skill roll. If this effect is rolled three times, the caster loses an additional 1d3 points of Per and is able to spit the blood as a free action.
- 4 Rock and Roll all night. The character heals not through rest, but also by participating in loud celebration. Six or more hours of intense partying and musical performance heals the PC in the same way as sleep does. While fun this does tend to annoy the neighbors and alert wandering monsters. The second time this is rolled, 1d3 otherworldly revelers arrive each night to participate in the bacchanal. They will eat their share of food and drink (stolen from the party) but provide nothing substantive. Additionally, each player not a servant of Kizz must make a DC 12 Will save or else be unable to sleep that night, neither healing nor regaining spells. If rolled a third time, 2d3 otherworldly revelers arrive, and the party makes sleep for the rest of the adventuring party impossible unless they set up separate camps.
- 5 Addiction. The character suffers from addiction to abusing some substance. When rolled once the addiction is minor, twice moderate, thrice severe. Addiction causes Stamina damage each day the character does not abuse their substance of choice. Effects of taking the drug are at the Judge's discretion. Minor Addiction: 1d3-2 Stamina damage/day. Moderate Addiction: 1d3-1 Stamina damage + 1d3-2 damage to a random stat. Severe Addiction: 1d3 Stamina damage + 1d3-1 damage to a random stat. Damage incurred From Moderate and Severe addiction does not heal with rest or partying as in #4 above.
- 6 Finer things. When the PC arrives in a city or town, they must make a DC 10 Will save or else roll on Carousing Rules found here (<http://www.ageofruins.com/downloads/> under Carousing Rules). If rolled a second time, the DC is 14. The third time it is rolled, there is no save. NOTE: If the PC has any special items from Taint #2, these items are never lost as a result of carousing: they are just too important to the PC.

Patron Spells

Kizz My Axe

Level: 1 Range: Self Duration: 1d3 +CL rounds Casting time: 1 action
Save: None

General: For a moment in time, you gain custody of a fraction of the strength of Soulbreaker. As payment for this boon, you gotta smack the crap out of something.

Manifestation: A spectral image of a fiery axe is superimposed atop the wielder's actual weapon and strange, jarring music is heard.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-13 Kizz digs it. You receive a +1 bonus to all attack and damage rolls whilst your opponent suffers -1 to saving throws for CL rounds.

- 14-17 You receive a +1d3 bonus to all attack rolls and damage rolls and your opponent takes a -2 penalty to saving throws for CL rounds.
- 18-19 You receive a +1d4 bonus to all attack rolls and damage rolls whilst your opponent suffers -2 to saving throws for 1d3+CL rounds, your opponent must pass a DC 10 Reflex after each successful attack or catch fire.
- 20-23 You receive a +1d5 bonus to all attack rolls and damage rolls for 1 round. In addition, your attack deals 1d6 fire damage and your opponent must make a DC 12 Reflex save or continue burning as Catching Fire described in DCC RPG pg 96. Your opponent also takes a -3 penalty to saves for 1d5+CL rounds.
- 24-27 As above, plus any allies within 10' also join the band and receive a +2 to attacks and damage, plus their attacks possess the ability to set opponents alight if the opponent fails a DC 12 Reflex save.
- 28-29 Same as above, affecting all allies within 20' and duration is doubled.

Mosh Pit

Level: 2 Range: 20' + 5' per CL Duration: 1d6 + CL rounds Casting time: 1 round
 Save: Will save vs. spell check

General: The targeted opponents dances wildly, potentially doing damage to their selves and allies while opening themselves up to attacks.

- 1 Lost, failure, and patron taint.
- 2-12 Lost. Failure.
- 13-14 1d4 HD worth of opponents are forced to move together in a clump and slam-dance around the melee. Those affected suffer a -2 penalty to AC and may take no other actions. Anyone attempting to move through this group pays double cost for movement.
- 15-18 Same as above, affecting 1d4+CL HD of opponents who inflict 1d4 damage upon each other each round.
- 19-24 Same as above, affecting 1d6+CL HD of opponents. The caster is now able to control the movement of their victims, able to form barricades preventing enemy advance. Anyone moving through the group of dancers takes 1d6 points of damage for each round they are in contact with the group.
- 25-29 Same as above, affecting all opponents of 1 HD or less within 90' and an additional 1d8+CL HD of opponents.
- 30-32 Same as above, all opponents of 2 HD or less within 120' and 1d10+CL HD worth of opponents from one clump of slam-dancers whose movement is under independent control of the caster. Anyone attempting to move within 5' of the dance pit have halved movement, are automatically hit for the dancer's normal damage, and suffer - 1d to all attacks.
- 33+ Same as above but 2d4 Rockers are summoned to join the dance and are fully under the caster's control. They return to the Planes of Awesome when the spell fades.

Aspect of KIZZ

Level: 3 Range: Varies Duration: Varies Casting time: 1 action Save: Varies

General: Though KIZZ is said to be one specific god, it is believed that as a mortal he was split into four human consciousnesses, each with their own power. KIZZ is said to gift these powers to his most faithful servants.

While under the effects of an aspect, the caster's visage changes to resemble the dominant aspect: that of a cat man, star-eyed lover, spaceman, or demon.

The caster may accept the rolled result, or any lesser result if preferred.

Manifestation: Within close proximity of the caster, a sound is heard of a million people cheering

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-13 Aspect of the cat man. The caster gains feline grace for 1d6+CL rounds. The caster is able to make leaps equal in distance or height to their full movement score, as long as the caster is not heavily encumbered. The caster's Agility modifier is increased by +1, and any jump or agility checks are at +1d.

14-17 Aspect of the star-eyed lover. Caster is able to hear distant conversations and seduce others. The caster is able to hear anything within their range of sight for as long as the caster takes no other action.

Any intelligent creature that is able to see the caster is allowed a Will save equal to 10 + CL to resist being consumed with sexual attraction for the caster for 1d4 + CL rounds, treat as Charm Person spell. Creatures immune to charm are not immune to this effect.

18-19 Aspect of the spaceman. Caster is able to fire a blast of damaging light from their eyes and teleport. Duration is for the length of the current encounter. Each ability takes one action to complete. The range of the eye laser is line of sight, doing 3d4+CL damage. Teleportation instantly transports the caster and their gear to any destination the caster can see. If the caster's destination is obscured or the caster is not able to look at the exact location, but has a general idea of where to go (a blindfolded caster wants to move ten feet), roll a d20. If the result is...

Under Luck Score: Teleportation is successful with no ill effects.

Up to 5 over Luck: The teleport goes where intended, but then travels an additional ten feet in a random direction.

Ten over Luck: The caster has teleported 1d3*10 feet straight above their target and falls, taking 1d6 damage for every ten feet fallen, and inflicting half this damage on anyone they may land upon.

More than ten over Luck: The caster teleports 10' underneath their intended target. This may mean they are now buried in earth or stone. If this is the case, the shock of burial provides 1d10 damage, and then "drowning" begins next round. Drowning creatures take 1d6 points of Stamina damage per round and die when Stamina reaches 0; lost Stamina is restored immediately if they are removed from the morass.

20-23 Aspect of the demon. Incredible strength and several breath effects allow the caster to wreak havoc on their enemies. Caster is immune to fire and sonic damage, Strength becomes 20, and two separate breath effects are gained (only one breath may be used per round).

Fire Breath: Range: 30', Damage: 3d6 (DC 15 Ref for half) + burning.

Shout of Reverb: Within 5', destroys common objects made of brittle material (glass, ceramics, etc.) and fires a cone of sonic force at a range of 30' that does CLd6 damage (Fort save for half, DC10+CL)

24-27 Caster is able to select any previous result and choose to bestow it on an ally instead.

28-29 Caster gains whichever aspect they prefer, and grants each of the remaining three aspects to allies until all are assigned once (there can only be four aspects of KIZZ).

Spell Burn

Kizz is preoccupied with sensation and appearance, and his requests of supplicants often mirror this obsession. When a caster utilizes spellburn roll 1d4 and consult the table below or build off the suggestions to create an event specific to your home campaign.

- 1 A dose of an intoxicant is required... and no small measure, either! In addition to regular spellburn, the caster must take enough of a dose of a substance to become intoxicated. Refer to house rules or Crawl! #11 for effect.
- 2 Sparks and flaming projectiles emerge from the ground beneath the caster, looking very badass. The heat and smoke from the pyrotechnics inflict Stamina damage to the character in the amount of spellburn requested. Additionally, the PC and all within 5' of them must save vs. burning as in DCC rules. Each creature so burned adds one to the spellburn total!
- 3 Kizz hungers! The caster may spellburn exactly 10 points of ability score loss, but need not take any of the damage. The caster now has 24 hours to experience an intense experience of physical pleasure or pain in the name of Kizz. If they do so successfully, the penalty is ignored. If not, the full ten points of spellburn is inflicted on the caster immediately, providing the intense sensation that Kizz requires.
- 4 The caster is moved to song. For each point of spellburn, two lines of an original and awesome metal song must be sung by the player immediately. The subject of this song is to be the current combat or situation at hand. Successful completion of this singing is also subject to Luck or XP awards by the GM as appropriate to the campaign (suggested 1 Luck or 2 XP).

THE SZOLOKOMODRA

THE THOUSAND HEADED MULTI-DIMENSIONAL HYDRA



The Unknowable Serpent Sage, the Observer of Realms, the Many-headed Master of Secrets. These are just a few of the names that Theszolokomodra is called by those lucky enough to have encountered him. Many scholars have attempted to divine the goals and plans of Theszolokomodra but all have failed as its will is alien and completely unknowable.

Sitting in its own personal plane of existence, Theszolokomodra studies the views from thousands of dimensional portals that surrounds its glittering Thronemound. At any given time it has many of its heads extended through different portals as it cannily observes, conducts experiments, communes with followers, or consumes stars.

Theszolokomodra is quite free with its blessings to those fortunate enough to encounter its physical presence. Those who show promise are blessed with power and become hosts of Servitor Worms, which allow the blessed to have a chance at greater power.

INVOKe PATRON CHECK RESULTS:

- 1-11 Dozens of Theszolokomodra's heads respond to the caster's plea at the same time causing them to become confused for 1d3 rounds.
- 12-13 Strange secrets are whispered into the caster's ears, things man was not meant to know. Their die rolls are increased by one die type for CL+d7 rounds. As an action, the caster can pass these secrets on to another person and they share the same bonus for 1d4 rounds.
- 14-17 The caster gains a glimpse of the future. One time in the next hour they may re-roll any one action die roll. This re-roll is made with a d30 instead of the original die type. The caster can choose to pass this re-roll to another character instantly at the cost of 1 Luck point.
- 18-19 The caster gains, for a fraction of a second, insight from Theszolokomodra's minds. They may ask the GM one single question that must be answered

- 100% truthfully. The question must pertain to the adventure, quest, or situation at hand. If the GM chooses to veto the question, another question may be asked until one is answered.
- 20-23 The caster gains a glimpse of Theszolokomodra's multiplicity. They gain CL additional d20 action dice for 1d4+1 rounds.
- 24-27 A dimensional portal opens before the caster that leads to a safe location (1d5)d5 miles away. A total of 3d4+CL beings can pass through it before it closes.
- 28-29 The caster may identify which enemy they are currently facing is the most powerful. Then, Theszolokomodra summons a duplicate of that being or creature from another dimension to battle the original. The caster may attempt personality checks to direct its actions.
- 30-31 The Servitor Worm in the casters belly releases a wave of energy that heals the caster and all of his allies 2d3 hit dice. If anyone is healed past their max hit points, they may keep the extra as bonus HP until the end of the encounter.
- 32+ One of Theszolokomodra heads emerges suddenly from a portal and consumes 2d4 points of Int from every being within 100 feet. The caster and his allies are immune. For every 10 points of Int it consumes the caster may then ask one question with a 50+current Luck% chance that the head will answer truthfully. The head then departs.

PATRON TAINT:

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

- 1 The casters face and neck extends 1d3+1 inches, slightly distorting their features. If the result is rolled a second time, the elongation for the caster's face and neck increases by 1d4+4 inches and reduces Per by 1 as it takes on a serpentine quality. If the result is rolled a third time, the elongation continues another 1d6+8 inches as the caster's head and neck completes its serpentine transformation, reducing their Per by a further 1d3.
- 2 The casters gut begins to distend as the Servitor Worm begins to grow. At this point it can be passed of as a bit of a pot belly. If the result is rolled a second time, the caster has an obviously distorted abdomen that requires them to spend an additional 2d6% on all clothes and armor. If the result is rolled a third time, the caster's belly button expands and forms into a sphincter opening that the Servitor Worm can partially emerge from. While it is extended the caster suffers a -2 AC do to putting the caster off balance. On the other hand, it adds a d3 to all casting rolls.
- 3 The caster begins to develop multiple personalities. At first, one new personality emerges that is fully separate but generally amiable to the caster's original personality. There is a 50% chance of an identity switch every time a spellcasting roll fails. If the result is rolled a second time, 1d3 new personalities develop with a 10% chance of each being adversarial to one of more of the other

personalities. The chance of an identity switch increases to 75%. If the result is rolled a third time, the caster gains a new personality every time they gain a new spell and identity switches take place every 2d4 hours.

- 4 The caster is seized by an inexplicable craving to travel to another dimension. If the result is rolled a second time, the longing overcomes the caster; if the opportunity to enter another dimension presents itself, he must take it. If the result is rolled a third time, the caster can do nothing productive but take steps that will take him to another dimension.
- 5 The caster grows a tiny second head at the base of his neck. It responds to light and touch but is generally vestigial. If the result is rolled a second time, the head grows to the size of a softball and begins speaking and having its own opinions. It will usually defer to the primary head and be helpful. If the result is rolled a third time, the head grows to full size and is equally dominant as the original. This increases the caster's overall Int by +2 but also increases the chance of spell loss, failure, and patron taint by 2 due to arguments (meaning this occurs on a 1-3 for most spells instead of just on a 1).
- 6 The caster begins to see in more than one dimension. In the beginning this causes a -1 penalty to ranged combat and visual perception checks. If the result is rolled a second time, the penalty increases to -2 but the caster suffers no penalties to see ethereal or astral creatures interacting with the material world. If the result is rolled a third time, the penalty increases to -3 but the caster can automatically see invisible creatures.

PATRON SPELLS

Tactical Display

Level: 1 Range: 20' + 20' per CL Duration: Varies Casting time: 1 round
Save: None

General: The caster sees information about enemies hovering over their heads.

Manifestation: In the caster's field of vision, they see neon stat blocks for each target effect depicting the target's abilities.

1 Lost, failure, and patron taint.

2-12 Lost. Failure.

13-14 The caster will see the stats and special abilities of one random enemy within range as text hovering above the being's head. In combat, an action with a successful DC 10 Int roll will be required to read the information. This lasts for CL+1d5 rounds.

15-18 As above but 1d3+1 enemies of the caster's choice are affected.

19-24 As above but 2d4+1 enemies of the caster's choice are affected. This lasts for CL+2d6 rounds.

25-29 As above but no Int roll is required to read the information.

30-31 As above but the duration is CL+1d3 turns.

32+ As above but all enemies in range display their information.

Wrath of the Worm

Level: 2 Range: 150' Duration: Instantaneous Casting time: 1 round Save: None

General: A bolt of pain emanates from the caster's Servitor Worm to cause enemies guts to twist and knot.

Manifestation: Pale ethereal lightning projects from the caster's midsection and reaches directly into the target's internal organs.



- 1 Lost, failure, and patron taint.
- 2-11 Lost. Failure.
- 12-13 Failure, but spell is not lost.
- 14-15 The caster can attack one target which must make a Will save vs. spell check or temporarily lose 1d6 points of Stamina.
- 16-19 As above but the target loses 1d8+1 points of Stamina.
- 20-21 The caster can attack one target that temporarily loses 2d6+1 points of Stamina. Creatures of 1 HD or less receive no save; others receive a Will save vs. spell check. Additionally, the caster heals 1 hit die. If healed past their max hit points, they may keep the extra as bonus HP for 1 turn (further castings will not grant more bonus hp until the caster's hp drops below their normal maximum).
- 22-25 The caster can launch two bolts. Each bolt does 2d6+1 Stamina damage. Creatures of 2 HD or less receive no save; others receive a Will save vs. spell check. Additionally, the caster heals 2 hit dice. If healed past their max hit points, they may keep the extra as bonus HP for 1 turn.
- 26-29 The caster can launch three bolts. Each bolt does 3d6+1 Stamina damage. Creatures of 2 HD or less receive no save; others receive a Will save vs. spell check. Additionally, the caster heals 2 hit dice. If healed past their max hit points, they may keep the extra as bonus HP for 1 turn.
- 30-31 As above but the caster launches four bolts and heals 3 hit dice.
- 32-33 The caster can launch five bolts. Each ray does 3d6+1 Stamina damage. Creatures of 3 HD or less receive no save; others receive a Will save vs. spell check. Additionally, the caster heals 4 hit dice. If healed past their max hit points, they may keep the extra as bonus HP for 1 turn.
- 34+ The caster sends forth a burst of debilitating energy that weakens all enemies within a 150' range! All enemies within range take 3d6+CL Stamina damage. Creatures of 3 HD or less receive no save; others receive a Will save. Additionally, the caster heals 4 hit dice. If healed past their max hit points, they may keep the extra as bonus HP for 1 turn.

Dimensional Maws

Level: 3 Range: 100' Duration: Varies Casting time: 1 round Save: None

General: The caster calls forth several mouths that pierce through to this reality to attack the caster's enemies.

Manifestation: Extra dimensional jaws tear through the walls this reality and metaphysically consume part of the target.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-15 Failure, but spell is not lost.

16-17 A single mouth rips into this reality to strike one target of the caster's choice within range. The mouth does 1d4 points of damage and 1 point of temporarily damage to a random ability score.

18-21 As above but the mouth does 1d6 points of damage and the target must make a successful Will save or be teleported 4d6 feet in a random direction.

22-23 The caster can call forth a number of mouths equal to his CL, which must be aimed at a single target within the spell's range. Each mouth does 1d6 points of damage and 1 point of temporarily damage to a random ability score. In addition, the victim must make a successful Will save vs. spell check or be teleported 1d6 feet per failed save in a random direction as well.

24-26 The caster can call forth a number of mouths equal to his CL, which can be aimed at multiple targets within the spell's range. Each mouth does 1d8 points of damage and 1d2 points of temporarily damage to a random ability score. In addition, each target must make a Will save vs. spell check or suffer a -1 to all actions for 1d6 rounds plus 1 round per failed save due to dimensional instability.

27-31 The caster can call forth a number of mouths equal to twice his CL, which can be aimed at multiple targets within the spell's range. Each mouth does 1d10 points of damage and 1d3 points of temporarily damage to a random ability score. In addition, each target must make a Will save vs. spell check or be slowed to half of its normal speed for 1d5 rounds plus 1 round per failed save.

32+ As above but each mouth does 1d12 damage and cause each target to temporarily lose 1d4 points from a single random ability score. In addition, each target must make a Will save vs. spell check or be slowed to half of its normal speed for 1d5 rounds plus 1 round per failed save and be teleported 6d6 feet plus 1d6 ft per failed save in a random direction as well.

SPELL BURN

When a caster utilizes spellburn, roll 1d4 and consult the table below or build off the suggestions to create an event specific to your home campaign.

- 1 The Servitor Worm deep within the caster's abdomen noticeably writhes and feasts loudly on the sacrificed ability score points. Everyone within 15' must make a Fort save DC6+Spellburned points or become nauseous, suffering a -1 to all actions for the next 1d5 rounds.
- 2 caster must gather essence for his master. In this special situation, the character can spellburn up to 10 points of ability score loss, but need not take any ability score damage. For the next 24 hours, any successful melee attack made by the caster will inflict an additional 1d3 Int damage to the target, which Theszolokomodra feasts on. If the caster does not collect 3 times the number of points spellburned within the 24 hour period he takes the full 10 points, distributed across ability scores at the judge's discretion.
- 3 The caster begins to rapidly phase in and out of this reality for a number of turns equal to the number of points of spellburned. During this time, any physical action he takes or any non-magical attack made against him has a 50% of automatically failing as he blinks in and out of this dimension. This includes communication, movement, and benefiting from Lay on Hands attempts.
- 4 A thousand worms crawl under the casters skin as he casts, each speaking the incantation for the spell.



Patron Objects

While the lands of Umerica hold many great and terrible objects of power, there are greater wonders still to be found. A handful of artifacts have transcended to high-deific ability, just as some powerful mortals have ascended to become Patrons. While they cannot support legions of followers as a normal Patron, they can choose one wielder they find worthy to bond with. Here is one of them...

Patron Object: The Solar Saber

by Ryan Moore

The Solar Saber, Unique Patron Artifact Weapon +2: 1d16+2 damage; Int 12; AL Lawful; bane: Cyber-Sorcerers and demons (hardiness: take half damage from attacks from banes (Fort save DC 1d20+10); communication: empathy, special purpose: rid the world of the Cyber-Sorcerers, special powers: create light in a 20' radius at will, eviscerator (if max damage is rolled roll again and add it.)

The Solar Saber is an intelligent techno-magical weapon. It was created during the dark times between the breaking of the world and the current age. Its main purpose is to defeat the Cyber-Sorcerers. The saber will only come to life when wielded by a worthy (Lawful) user. The saber exerts its empathy on the bearer to influence him to seek out and destroy Cyber-Sorcerers. It does this by infesting its wielder with techno-magical nanites. These nanites bond the wielder to the saber.

The saber will not allow itself to be used on a normal person or humanoid. In most cases, the wielder will not even think to use it in this way. Rather the bearer will use it in non-damaging ways like slicing an enemy's weapon in half. The saber is somewhat ambivalent about mutants and monsters and deals reduced damage if striking these types of creatures. (Judge's discretion on what the saber considers to be humanoid and what is a monster.) The saber can be wielded at full damage against robots and animate non-living monsters. If the wielder constantly goes against the saber it will become displeased and cease to function, waiting for a more worthy bearer.

The Solar Saber can only be fully wielded by classes that use mighty deeds. A mighty deed can be employed to cut an enemy's weapon in half or perform other disabling moves. In a non-combat situation the Solar Saber can be used to cut/burn through whatever the Judge will allow.

The saber can always be used to attack its banes, Cyber-Sorcerers and demons. The saber will inflict taint on the wielder if used to attack a human or humanoid too often. The damage drops to 1d8+2 if used against mutants and monsters.

The Saber's Goals

1. Rid the world of Cyber-sorcerers
2. Save humanity for the depredations of the cyber-sorcerers.
3. Reestablish human dominance

Bonding with the Saber

A lawful PC can bond the Solar Saber as a patron object by permanently giving up three points of Luck.

A true wielder of the Solar Saber can invoke further abilities from it. To invoke ability the wielder must burn at least one point of any ability score, but may burn more if they wish. For each point burned add 1 to the roll on the table below. All powers last until the end of the current encounter.

Invoke the Saber (1d20+Level+Sta bonus)

- 1 The saber is displeased. Roll for Taint
- 2 - 11 Failure
- 12-13 The Solar Saber guides its wielders hand. +10 to hit on the next attack.
- 14-17 The Solar Saber blazes to life to strike down its foes. Increase damage to 1d30+2 and add +1d4 to all Crit rolls.
- 18-19 The Solar Saber activates the nanites in the wielder's bloodstream to heal his/her wounds. 3 hit dice of immediate healing and gain regenerate of 2 hp a round.
- 20-23 The Solar Saber increases it's wielder's speed to the point where he/she can now bat magic spells and energy weapons back at the attacker. The wielder rolls their attack die vs the incoming attack roll. Incoming magical and energy weapons attacks are turned back on the attacker. Bullets and melee weapons are simply destroyed rather than being reflected back.
- 24-27 The Solar Saber becomes an energy weapon able to fire white hot blasts of flame at the wielder's enemies. Each turn the saber may fire bolts of solar energy as ranged attacks. The damage of the bolts is equal to the saber's damage. The target must make a Reflex save vs the invoke check or catch on fire.
- 28-29 The Saber activates the nanites to grant the wielder more power. The wielder gains +2 Str, Sta, and Agi. The nanites also harden the wielders skin granting +2 AC.
- 30-31 The Solar Saber Blazes with the light of a thousand suns to strike down it's foes. The damage of the saber increases to 4d8+2, an "8" rolled on any die will activate the eviscerate ability of the saber.
- 32+ The Solar Saber saps some of the wielder's life force and makes the wielder its instrument of death. The wielder gains 4 points of Str, Sta, and Agi. The wielder becomes immune to all Cyber-Sorcerer magic and regenerates one die of damage per round. While this power is active the wielder cannot be slain and automatically passes the "recovering the body" luck check if slain, though they still suffer the permanent injury.

Patron Taint

Whenever the wielder goes against the will of the Saber they must make a Luck check. A failure indicates the item's disfavor and the wielder must roll for Taint.

Disfavor is gained by the Saber's wielder if they act in the following ways: show cowardice in the face of a cyber-sorcerer, use the sword to strike humans on a continued basis, or fail to engage a Cyber-Sorcerer in one on one combat.

Roll on the table below to see what Taint is gained.

- 1 Nanite Brain Burn! The nanites react to the Saber's displeasure by burning out a portion of the wielder's brain with over stimulation. The wielder takes 1d6 damage to Int or Per. This damage can be healed normally.
- 2 The Solar Saber is displeased with the wielders actions and shuts off. It will not activate again until the wielder confronts a Cyber-Sorcerer.
- 3 The Solar Saber senses a nearby Cyber-Sorcerer and sends the wielder to destroy it. The saber drains one point from Agi, Sta, or Str each week after the first that the wielder has not slain the Cyber-Sorcerer. The lost points are recovered as normal once the Cyber-Sorcerer is slain. After gaining this taint the wielder can sense a Cyber-Sorcerer with a DC10 Int roll, up to 1 mile away.
- 4 The saber powers itself by sapping the life energy of its wielder. The wielders skin becomes ashen and sallow. The wielder loses 1 point from Str, Agi, or Sta permanently. After the third time points have been lost in this way, the wielder is hopelessly addicted to the Solar Saber. They will keep it on their person at all times and never let anyone else touch it. If the wielder is ever separated from the saber, they will lose 1 point from Str, Agi, or Sta per day until they die or recover the saber. This stat loss will heal normally once the saber has been recovered.
- 5 The Solar Saber sends images of the destruction wrought by the cyber-sorcerers. The wielder may not gain again benefit from normal nights rest for 1d6 days.
- 6 The wielder has become infested with the Saber's nanites. The wielders skin grows dark and purplish, veins stand out on the welder's face. Anytime the saber is activated it sends the nanites into a frenzy. The wielder must make a Fort save DC 13 or suffer -2 to all action die checks due to pain and distraction for 1 turn.

TWISTED MENAGERIE

Rocker (Heavy Metal Elemental): Init +0; Atk slam +5 melee (1d10+4); AC 18; HD 3d8+6; MV 20'; Act 1d20; SP regenerates 1d3 hp per round when in the presence of rock music, cast Mosh Pit 1/day (CL 5), Crush! - inflict an additional 1d6 damage on 2+ successful slams against a single target (see below), immune to all mental attacks and effects; SV Fort +6, Ref +0, Will NA; AL N.

These odd creatures are the mindlessly devoted servants of Kizz, usually encountered in groups of 2-8. They appear to be 8 foot tall humanoids made of solid stone with rough hewn features. Each wears a black tee shirt bearing an ancient band logo and no other clothes. Rockers do not speak but may attempt to communicate with crude hand gestures.

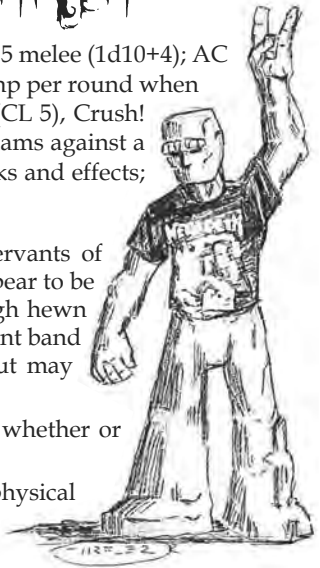
How they react when encountered will be based in whether or not there is any rock music playing with earshot:

No Music - They will be either performing whatever physical labor task they have been set to or will be standing around waiting for commands, banging their heads and playing air guitar. They will ignore anyone that does not attack them or attempt to command them in the name of Kizz. It will take a DC 25 Per check to order them around. Priests of Kizz or Wizards with a Patron bond to him may add double their level to the Per roll to command them.

Music - They will be slam dancing with each other and attempting to form a mosh pit with anyone that approaches them. The DC to command them is increased to DC 30.

In a combat situation, they will immediately begin slam dancing with their opponents with a 30% chance each round that one will attempt to cast Mosh Pit against any opponents attempting to stay out of reach.

Should a target be successfully hit with two or more slam dance attacks from different Rockers in the same round, they will suffer an additional 1d6 damage from being crushed.



Coming Next Issue!

Far in the northern reaches of Umerica lay the lands of Aetheria where the Masters of Castle Oldskull do fierce battle with the lich Skull-Or and his mighty minions!

- ▶ Articles on the lands of Aetheria and the neighboring Darklands
- ▶ The Aetherian Hero character class
- ▶ The Ancient tech of the Un Men! The secret to the power of Aetheria.
- ▶ And, the Wizard hating Warrior Patron, Castle Oldskull



In this issue:

A trio of new Patrons of Umerica

- * The Earth Brain of the Cyberhive
- * Kizz, the mighty intergalactic god of Rock and Roll
- * Theszolokomodra, the thousand headed multi-dimensional space Hydra

And a new type of Patron: the Patron Object!

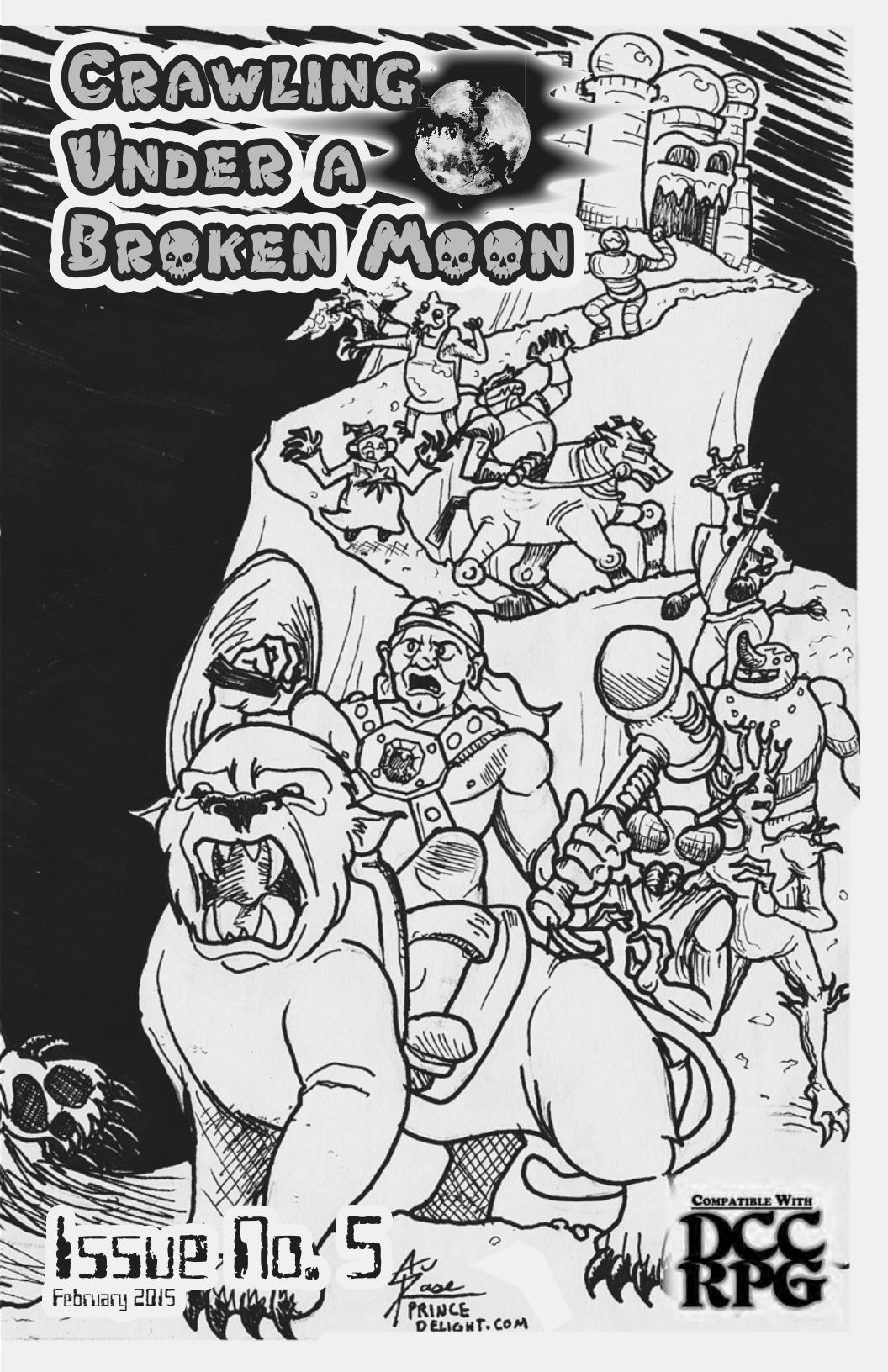
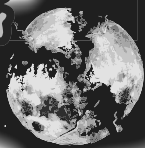
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CRAWLING UNDER A BROKEN MOON



Issue No. 5

February 2015

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CRAWLING UNDER A BROKEN MOON

Welcome to the fifth issue of *Crawling Under A Broken Moon*!

"I HAVE THE POWER!!!" was frequently heard blaring from the TV after I got home from school. I loved watching the gonzo mishmash of fantasy and technology clashing together with imperfect harmony. It was a great successor for *Thundarr* and I would be remiss if I did not honor it in the pages of this zine.

Join me as we explore a familiar setting taken to the DCC prerequisite of eleven!

Reid "Reidzilla" San Filippo

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The Kingdom of Aetheria

by Sean Ellis

One hundred years ago a great hero (named Mach-O) united the tribes scattered across the forests and wetlands surrounding the Great Inland Sea, using the strength of his sword arm and mystic artifacts from the Forgotten Wars to compel servitude. Mach-O's model continues to this day; the general population remains subjugated by local rulers who employ great heroes that live at the people's expense but always keep them safe.

In the 21st century, the land now known as Aetheria was home to a great urban population whose ruins are still seen. An area of smooth rolling hills and dense deciduous forests, the land is responsive to farming. Head a few miles in another direction and you will find it too cold or rocky. The area is rich in minerals and Forgotten Technology of the Un Men is buried everywhere.

Men eke out a living scraping in the dirt, living in wood-framed long houses or tents made from skins. They plant crops of wheat, barley, oil seeds, and vegetables and hunt in the surrounding wilds. Level Zero Aetherian citizens tend to defend their homes with selfless strength, using simple spears and bows.

The City of Aetheria (the only permanent settlement in the nation) is protected by curtain walls of stone glittering with pink quartz. The castle proper is made atop the remains of a "gray castle". Here and there in Aetheria more gray castles may be found, so called for their smooth walls made of gray stone and metal bars. Inside these bunkers from the Forgotten War one may find powerful weapons, armor, and vehicles of which Aetherian Heroes are so fond. For that reason provincial rulers and warlords use these areas as headquarters and armories.

The king rules supreme, but his throne may be challenged at any time by test of combat. The Kingdom is a tribute state, creating a system of many small regional rulers who pay an annual tithe of goods in exchange for the king's protection. This protection consists of the king's heroes, who may be dispatched at any time to battle evils that may arise. Formal Aetherian armies are rare, and usually function as a backdrop with most battle being done between designated heroes from each side.





The Aetherian Hero Character Class

by Reid San Filippo and Sean Ellis

Heroes of the land of Aetheria follow a code taken from The Song of Mach-O, a favorite ballad sung in mead halls:

“Yea”, said Mach-O, “It is my will that ye battle forever with evil

to live for glory and never bend, to protect the weak and the orphaned

To see the end of each challenge begun, To eschew other work till the battle is won.

Aetheria’s heroes you will befriend, Yet be enemy to evil magicians...”

This may seem straightforward but it leaves room for interpretation. Nowhere does the code state any manner of obedience for authority, requiring any leaders to rule with strength or bribery. Some Chaotic heroes have interpreted the “battle forever with evil” and “eschew other work till the battle is won” to mean that since a hero must not do any other work until the battle is won and since the battle lasts forever, a hero is officially not allowed to work ever. Some Aetherian heroes may demand great reward for their actions since they are forbidden to work for their bread. Pity the poor village that cannot pay a hero’s reward!

Thus, officially, an Aetherian hero need never work again a day in his life, except occasionally to serve the king in war. Heroes who choose to leave the lands of Aetheria for greater adventure do not have such privileges but will tend to avoid dishonorable labor as much as possible.

Hit Points: An Aetherian Hero gains 2d5 hit points at each level.

Weapon Training: While an Aetherian Hero knows how to employ any weapon, armor, or shield, extensive use of any non-Aetherian or Forgotten Tech can result in dishonor, see Equipment Requirements.

Alignment: All alignments are found amongst the ranks of the Aetherian Heroes in equal measure but the populous shows much more favor to the Lawful than the Chaotic.

A Hero's Name

After accomplishing a great deed (or surviving a funnel) a hero receives a name from the local ruler. This name is created by taking the hero's most obvious battle trait and assigning a gendered prefix if the warrior is Lawful. The same gendered phrase is used by Neutral characters as a suffix, and there is a special suffix if a hero is either Chaotic or particularly high level. See the table below for some examples:

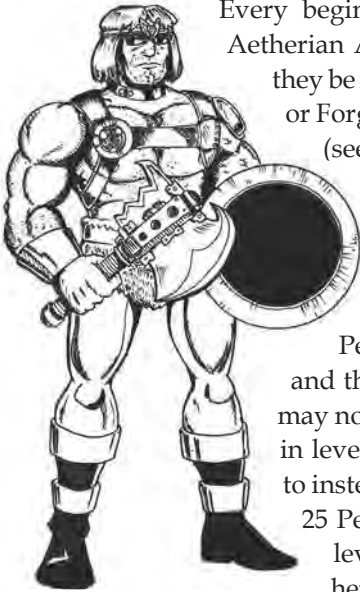
Lawful Prefix or Neutral Suffix	Battle Trait	Chaotic Suffix	Heroic Suffix
Lord/Lady	Slice	Ok	Ro/Ra
Man/Woman	Stab	Ak	To/Ta
He/She	Hit	Or	O/Ah
Dude/Girl	Blast	Od	
Sir/Princess	Smash	Os	
Battle or Battler	Spike	Oid	
Master/Mistress	Sneak	Us	
Ultimo/Ultima	(Weapon)	Ar	
	Power	An	
	Muscle	On	

Slashes separate gender specific pronouns.

So a male fighter known for using a hammer may be known as He-Hammer if lawful, Hammer-Man if neutral, Hammer-Or if chaotic, or Hammer-O if he is particularly heroic or high level.

Equipment Requirements

For their main weapons and armor they refuse to use anything other than Forgotten Tech artifacts or Aetherian Tech. Forgotten Tech needs to be requested after and cannot usually be bought - heroes therefore begin their careers using Aetherian Tech, which has the aesthetics of Forgotten Tech but not the function.



Every beginning Aetherian hero is granted a set of Aetherian Armor and one Aetherian weapon. Should they be forced to wield any weapon not of Aetherian or Forgotten Tech, they may suffer a loss of Honor (see Honor Above All).

In addition, once per level they may go to the gray castle at which they were named and request a new piece of Aetherian arms or armor. This is a DC 15 Per check and the hero may add their level and their Honor Die to the roll. If it is failed they may not make the request again until they increase in level. At 5th level and above, they may choose to instead ask for a piece of Forgotten Tech at a DC 25 Per check. As above, the hero may add their level and their Honor Die to the roll. If the hero brings trophies of his deeds to display they may be able to add a bonus to the roll as well, at the GM discretion. Failure results in the hero losing the use of their Honor Die for 1d5 days.

Aetherian Tech

Aetherians are odd craftsmen and what they deem a “master work” is merely serviceable to outsiders as it is heavily adorned with useless bits that make it look similar to Forgotten Tech. Any normal equipment costs $(4d5+5)\%$ more than usual and advanced items and armor such as silver weapons, half-plate, and full plate mail are unavailable.

Since Heroes are worshiped instead of gods, religious items such as holy water and symbols are likewise unavailable. Although some Aetherians do carry small, articulated statuettes resembling their ancestors or legendary heroes, these have no special power or ability.

The legendary battle harnesses of the Forgotten War, said to imbue the wearer with great strength, are so sought after that heroes choose to wear Aetherian Armor which is crafted out of random pieces of scrap so they appear to have one. Wires, ducts, wall panels... anything with a Forgotten Tech “look” is used, even if the artifact bestows no powers. This armor is often worn over a coat of chainmail when the AC bonus is too small.

Aetherian Armor: AC bonus: Varies (see table); Check penalty: -3 (-7 with Chainmail); Fumble die: d12 (d16 with Chainmail); Cost: 90 gp (230 gp with Chainmail)

When Aetherian Armor is purchased, consult Table AA-1.

Table AA-1: Aetherian Armor

Roll 1d6 four times, each roll applies to the next column. These rolls will tell you where the material comes from, what it’s made of, what it looks like, and what the AC bonus of the armor is.

Roll	Item of Origin	Material	Appearance	AC Bonus
1	Vehicle grill/hood	Plastic	Transparent	+1
2	Electrical panels	Shiny steel	Repainted	+1
3	Ducting	Carbon Fiber	Flashy	+1
4	Grate	Futureglass	Subdued	+2
5	Tubes and wires	Rusty steel	Etched	+2
6	Riveted plates	Laminate	Luminous	+3

Aetherian Melee and Ranged Weapons are also popular among heroes as they resemble the great Power Weapons of old. They are crafted in absurd dimensions and colors, are generally oversized, and otherwise look impressive.

Aetherian Melee Weapon: Damage Base +1; Awkward size and shape; Cost: +4d5+5%. Awkward size and shape: -1 to attack and +1 to Per rolls to intimidate or impress.

Aetherian Ranged Weapon: Damage Base +1; Range -25%, Awkward size and shape; Cost: +4d5+5%. Awkward size and shape: -1 to attack and +1 to Per rolls to intimidate or impress.

An armorer, weaponsmith, or Technologist can convert normal weapons to function as Aetherian tech with a DC 10 Int check plus a supply of bits and doodads to add to the item, costing 4d4 gp.

Honor above all

To the Aetherian Hero, nothing is more precious to him than his Honor. So important is this connection to his honor that he gains the use of an Honor Die as long as he upholds the code laid out in the Ballad of Mach-O. As each alignment interprets the code a bit differently this can often result in arguments and challenges amongst Hero bands of mixed alignments.

The Honor die may be added to any feat of Strength, attempts to intimidate or impress, and to all damage rolls with melee or Forgotten Tech weapon attacks.

In addition to the vague laws mentioned in the above ballad, the Aetherian Hero must also follow these three tenets in order to maintain their Honor:

- ✦ Eschew the use of use normal weapons and armor. Should they be forced to do so, they must roll under their Luck score + Per Mod + level each encounter they employ them in combat. Failure indicates they suffer dishonor and lose the use of their Honor Die for 2d24 hours.
- ✦ Refuse to take up menial tasks suitable for a peasant in order to gain food or shelter. Such thing are beneath a Hero and if taken up they must roll under their Luck score + Per Mod + level or the hero loses the use of their Honor Die for 1d5 days.
- ✦ To answer any challenge offered by an opponent of worthy stature. Those with less hit dice may be ignored. If a worthy challenge is refused for anything but the most deserving reasons, the hero loses the use of their Honor Die for 1d7 days.

Table AE-1: Aetherian Hero

Level	Attack	Crit Die/ Table	Threat Range	Action Dice	Ref	Fort	Will	Honor Die
1	+1	1d10/III	20	1d20	+1	+1	+1	1d3
2	+2	1d12/III	19-20	1d20	+1	+1	+1	1d4
3	+3	1d14/III	19-20	1d20	+1	+2	+1	1d5
4	+4	1d16/IV	19-20	1d20	+2	+2	+2	1d6
5	+5	1d20/IV	19-20	1d20	+2	+3	+2	1d7
6	+6	1d24/V	18-20	1d20+1d14	+2	+4	+2	1d8
7	+7	1d24/V	18-20	1d20+1d16	+3	+4	+3	1d10
8	+8	1d30/V	18-20	1d20+1d20	+3	+5	+3	1d12
9	+9	1d30/V	18-20	1d20+1d20	+3	+5	+3	1d14
10	+10	1d30/V	17-20	1d20+1d20	+4	+6	+4	1d16

FORGOTTEN TECH OF THE UN MEN

by Sean Ellis and Reid San Filippo

Long ago a rogue object flew between the Earth and the Moon, leaving chaos in its wake. Soon after, the Un Men appeared. A race of robotic warriors programmed with human consciousness, the Un Men seized what industrial resources remained in the northern Americas under a hail of blaster fire. As their war raged, the Un Men made truces with less advanced societies and enemies of the world's former superpowers.

The besieged nations found themselves alone and fighting an unwinnable war: the Un Men would not negotiate (they claimed to have created life on Earth and therefore what Earthlings had was theirs by right), and their efficient killing machines couldn't be stopped by the simple weapons that remained in the hands of man. But, there was a flaw in their design.

The android bodies of the Un Men operated by unique wireless signals, for they feared that using cables was wasteful of resources and prone to damage. A group of humans and dwarves managed to project a signal that shut these servos down, littering battlefields with deactivated Un Men and leaving enormous amounts of weapons behind after the slaughter was complete. This technology exists today buried under the dust and rubble of this "Forgotten War," concentrated strongest in the bunkers made of gray stone and steel bars known as "gray castles" in an area north of the Inland Sea now called Aetheria.

All Forgotten Tech (such as blasters, jetpacks, armor, and personal vehicles) depend on power cells, rectangular fist-sized batteries that hold a maximum of 50 charges (roll 5d10 to determine starting load) and can be used to operate all Forgotten Tech... for a time. When all charges are used up, the equipment immediately ceases to function (a disturbing development in flying devices) until a new cell is loaded. Some have discovered the secret of reloading, but many others discard the item after it "stops working."

In addition, Forgotten Tech is aged and finicky. Each time it is used, the wielder must roll against an escalating DC that starts at 5 and increases

by one for each time the technology is used that day. For this check, most classes roll a $d16+Luck$ Mod. Aetherian Heroes are raised on tales of Forgotten Tech and get to roll $d20+Luck$ Mod. Failure means a meltdown, after which the power cell is drained. Roll 1d8 on the table below to determine the meltdown's effect, subtracting a Luck bonus and adding a penalty.

Roll for warning alert of the impending meltdown: 1) A calming musical tone; 2) smoke and heat; 3) a trilling electronic scream; 4) a flashing light of a random color.

Table FT-1: Meltdown Effects

Roll 1d8

- 1 Equipment simply refuses to function. PC must roll under their Luck on next operation to see if it reboots. If this roll is failed, re-roll on this chart.
- 2 Blinding flash. DC 15 Fort save for all within 10' or else suffer -2 to all actions that require sight for next round.
- 3 Stunning blast. DC 15 Will save or user is stunned for a turn.
- 4 Delay. The equipment ceases to function only to spark back to life in 1d3 rounds whereupon it immediately performs its function.
- 5 Emergency venting. Roll a standard +0 attack on the user as the weapon backfires. Damage is dependent on the amount of charges the user attempted to fire, $1d4+2$ damage per charge.
- 6 Meltdown. The piece overheats and melts, causing $1d4+2$ fire damage for 1d3 rounds, setting fire to any flammable materials in a 10' radius and destroying itself.
- 7 System purge. Equipment immediately uses all remaining charges in one round as if it were an advanced item: blasters fire one supercharged shot, jet-packs fly in the direction last directed a speed of $1d4+2 \times 5'$ x the number of remaining charges (if an object is struck, convert the remaining charges into $1d4+2$ damage per charge for the unfortunate character).
- 8 Detonation. All remaining charges discharge, causing $1d4+2$ damage for every remaining charge in a 20' radius and destroying the equipment.

The chief tenant of Forgotten Tech is similar to that of fast food; it is cheap for an advanced society to produce, the ingredients (power cells) are interchangeable, and it is available in three sizes.

Basic Tech is able to discharge one power cell per activation. This discharge triggers a benefit with a value of $1d4+2$ that is appropriate to the technology: a basic blaster will do $1d4+2$ damage, a basic jetpack can move the user $1d4+2 * 5$ feet, a basic force field absorbs $1d4+2$ points of damage, and strength-enhancing harnesses add $1d4+2$ Strength for one round.

Intermediate Tech discharges precisely two cells per round ($2d4+4$), and Advanced Tech is able to discharge anything from one charge to a full cell discharge in one round.

When Forgotten Tech is found, roll an unmodified Luck check. A DC 10 means the tech is basic, DC 15 Intermediate, DC 20 or better Advanced.

COMMON FORGOTTEN TECH

Blast Rays were developed by the Un Men to be used on living targets without damaging infrastructure. The energy is absorbed by most nonliving matter, and is easily reflected by Power Swords, discussed later.

Blast Ray: Damage $1d4+2$; Range: 70/140/210; SP Adjustable

Blasters are powered by cells holding 50 charges at $1d4+2$ damage per. Use is at -2d until the weapon is fired in battle multiple times and the user has trained with a weapons master. Aetherian heroes automatically gain proficiency without these stipulations.

Adjustable: Blasters may fire a single shot, a 30' cone (costing 3 charges per $1d4+2$ damage) or a 20' radius explosive blast (costing 5 charges per $1d4+2$ damage).

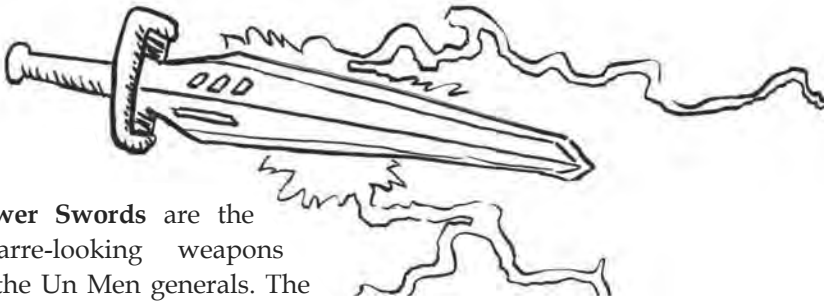
Power Harnesses are breastplates that provide benefits to their wearer. A power harness is 50% likely to have a built-in blaster, usually firing from a gauntlet, centerpiece, or shoulder pad. Basic harnesses have $1d3+Luck$ Modifier powers (max of 5 powers), intermediate $1d4+Luck$ Modifier powers (max of 5), advanced harnesses have all five.



Table FT-2: Power Harness powers

Roll 2d6

- 2-3 **Flight:** Each charge spent allows movement equal to $(1d4+2)*5'$.
- 4-5 **Force field:** Each charge spent soaks $1d4+2$ damage from the next attack to hit the wielder. If no damage is dealt, the charge is not spent.
- 6-8 **Strength boost:** Each charge delivers a stat boost of $1d4+2$ for one round.
- 9-10 **Stamina Boost:** Each charge delivers a stat boost of $1d4+2$ for one round.
- 11-12 **Life Support:** 1 charge per round basic, 1 charge per turn Intermediate and advanced.



Power Swords are the bizarre-looking weapons of the Un Men generals. The blades come in impossible shapes and are made of metals that can be any color on the spectrum - some even glow. Power swords do not suffer meltdowns or need power cells to function.

Power Sword: Damage $2d4+3$; SP Reflect power attack, awkward shape, other powers

Reflect power attack: whenever an energy or light-based attack is targeted at a wielder of a Power Sword, the wielder can make a Reflex save vs. the attacker's unmodified attack or casting roll. If the roll is successful, the attack instead is reflected. The wielder then rolls an missile attack to determine if this attack hits the new target. Note: the wielder is able to reflect an attack that is targeted at him/her. The initial attack may not even hit for the wielder to attempt to reflect it!

Awkward shape: a Power Sword is at -1 to hit in melee.

Other Powers: Power Swords also carry 1d3+Luck Mod unique powers. Roll 2d6 to determine the power(s). Each time 6-8 is rolled, the type of blaster imitated by the sword is improved: when rolled once treat as a basic blaster, twice intermediate, thrice advanced.

Table FT-3: Power Sword unique powers

Roll 2d6

- 2 Is able to tap into a Power Star to allow an increase of Strength, Stamina, and Agility to 18 for 24 hours every 72 hours. Wielder must locate and assemble Power Star to achieve this effect.
- 3 Opens doors/disables security for a gray castle somewhere. Wielder must quest to discover where the castle dwells and what it holds!
- 4-5 Weapon only deals subdual damage. An extra d4+2 is added to damage, which is always non-fatal. Dragons, Demons, and Undead are unaffected by this ability.
- 6-8 Is able to fire a beam of energy identical to a basic blaster every other round.
- 9-10 Improves Str, Sta, or Agi stat by 2 as long as this sword is wielded. Roll randomly for the stat affected; may be gained multiple times as long as it applies to a different statistic.
- 11 Is able to add charges to power cells at a rate of 1d4+2 charges per round if no other action is taken
- 12 Absorbs magical effects targeted at the wielder when a Will save is made equal to the caster's roll. This spell must be released before a new one is absorbed. Releasing the spell allows the wielder to cast it at the spell's lowest listed effect.

The strange shape of Power Swords is due to the fact that they are actually part of a larger mystic item which fits together as a puzzle. Each Power Sword has between one and five mates and when all are combined they lock together to form a larger item called a Power Star which functions as wireless reserves of infinite power, able to power Forgotten Tech and recharge power cells. Most Forgotten Tech (specifically vehicles such as the Thopter or the Ramm) are meant to draw from a nearby Power Star for their basic operation, allowing power cells to be used to increase effects. As there are no known functional Power Stars in existence, power cells are now the exclusive method to power Forgotten Tech.

INTO THE DARK LANDS

by Sean Ellis and Reid San Filippo

Leagues north of Aetheria is an area known as the Dark Land. In the 22nd century, several objects struck this area from space, inciting volcanic activity and forming crater valleys and high ridges. The Dark Land is hazy with sulfuric clouds that obscure treacherous craters and bottomless pits.

Mystic herbs abound here at the expense of more mundane vegetation. The area is almost a haven for spell components, if it weren't for the terrible danger of its denizens. The area is now home to enemies of Aetheria, who strike and fall back to the area, confident they will not be followed.

Many subterranean tunnels have been found that lead to horrific sites of ancient evil and power: dragons and fire loving creatures dwell in the volcanic depths, and evil men and creatures barricade themselves in the levels above.

These diseased plains are home two great enemies of Aetheria, each using the Dark Lands as a base for their forces, albeit for entirely different motives.

THE GREAT LIBERATOR BLACKSUN

Blacksun crash landed in Aetheria a over a decade ago in a small spacecraft. Lacking memories of his former life, he joined Aetherian society and was appalled at the conditions of the common man. Using a Power Sword and Harness, he leads a small contingent of Aetherian freemen and Tree-Hobbits as a revolutionary, seeking to overthrow the Aetherian dictatorship once and for all.

Blacksun (level 4 Warrior): Init:+1; Atk: melee Power Sword +7 (2d4+6) or ranged + 6 (1d4+2); AC:17; Hp: 34; MV: 30'; Act 1d20+1d14; SP: Power Sword (+2 Strength for an 18), may fire as basic blaster every two rounds, opens a gray castle, Power Harness (basic technology: Strength enhancement, force field); SV: Fort: 2 Ref: 1 Will: 1; AL: L; Treasure: Chain mail, Power Sword (appears as a glowing, jagged sliver of metal), Power Harness (appears as a glowing gold, gaudy necklace).

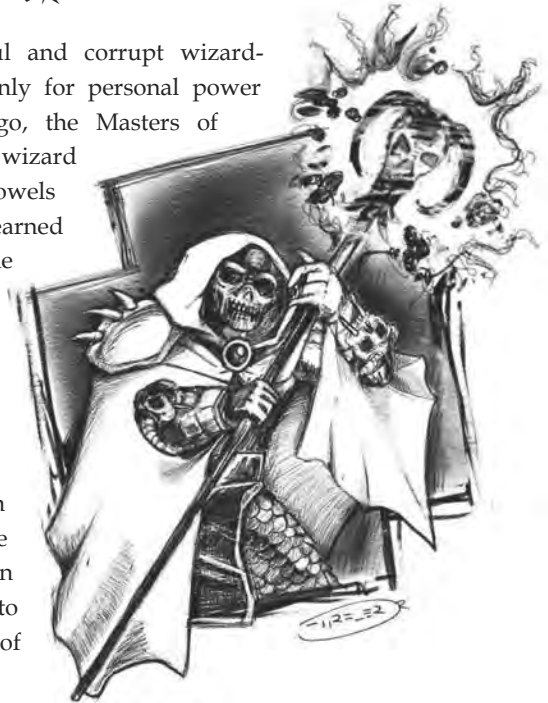
Blacksun is handsome and strong, with olive skin and dark black hair, dressed in barbarian furs. He dwells below ground in the remains of a gray castle so worn and picked over that it was abandoned by Heroes who found it a decade before.

The rumor is that Blacksun has found something wondrous in the bunker's depths but is unwilling to risk the lives of his soldiers to retrieve it. He is always looking

for allies to assist in his war against Aetheria's status quo, and Aetheria's king is willing to pay any ransom for his head.

THE WARRIOR LICH SKULL-OR

Skull-Or was once a powerful and corrupt wizard-hero of Aetheria who cared only for personal power and advancement. Decades ago, the Masters of Aetheria took captive the evil wizard and imprisoned him in the bowels of Castle Oldskull where he learned the castle's secret: it fed off the energies of spellcasters and lied to its heroes. The wizard escaped but had little strength left in his bones. Dying on the fields of the Dark Lands, the wizard called out to Sezrekan who extended the wizard's life in exchange for the secrets of Castle Oldskull. The wizard rose again as the lich Skull-Or, pledging to deliver the castle into the hands of his patron... and then destroy it.



Skull-Or (Lich and level 5 Wizard): Init:+3; Atk melee Power Sword +5 (2d4+7), or Level drain, or Paralyzing touch, or Fear, or ranged Power Sword + 2 (2d4+4); AC:18; HD: 5d12; Hp: 30; MV: 30'; Act 2d20; SP: Undead immunities, 1/2 damage from piercing and slashing damage, Level draining touch, Power Sword, Power Harness, Fear touch, Paralyzing touch, 8 known spells max level 3, Patron Bound to Sezrekan; SV: Fort: +7 Ref: +6 Will: +8; AL: C

Power Sword: the other half of this power sword is currently in the hands of Mighty Man, his sworn enemy. This sword adds a +2 to Skull-Or's Strength, Agility and Stamina, fires as an Intermediate blaster, and may reflect blasts or absorb magical effects targeted at the wielder when a Will save is made equal to the caster's roll. Before it can store another spell, the one currently held must be released at the spell's lowest effect.

Power Harness: An Advanced harness, it features a built in blaster, a Strength, Agility, and Stamina bonus, and a force field.

Undead: Immune to sleep, charm, hold, mental effects, and cold. Doesn't eat or drink. Can be turned by Lawful clerics.

Level drain: May drain a level with a successful unarmed attack. Target must make a DC 12 Will save to avoid the effect.

Fear: Rather than attack, may force opponents in melee range to make a Will save vs. 12 or else run away for 1d4 rounds.

Paralysis: With an unarmed attack, may force opponent to make a Fortitude save vs. a DC of 16 or else be paralyzed for 3d4 turns.

Wizard Staff: Functions as a +1, +1 weapon doing 1d4 damage, emits darkness in a 20' radius at the caster's discretion and grants a +2 bonus to saving throws and a +2 bonus to Consult Spirit and Planar Step spells. If the staff is ever destroyed, Skull-Or takes 5d4 damage.

Skull-Or appears as a powerfully muscled human with a skeletal face and claws instead of hands and feet. He paints his skull-like visage with glowing yellows and greens, and his eye smolder red.

Skull-Or's extended life has warped his sense of urgency in most matters. He is content to send his Serpentoid and Sharkana (See CUaBM, Issue #1) henchmen into the field whilst he stays behind in his impressive Fortress of Darkmaw, consulting auguries and spirits to determine his action's eventual outcome. These henchmen are ill-led and rarely successful, but Skull-Or seems to enjoy yelling at them for their incompetence and punishing his generals too much to intervene personally.



CASTLE OLDSKULL AND THE MASTERS OF AETHERIA

By Reid San Filippo

Castle OldSkull is a sapient extra dimensional fortress dedicated to the eradication of "evil magic". It teleported itself to this dimension, coming to rest on the eastern border of Aetheria, when it became aware of the vast amount of magic flowing here after the Cataclysm.



While the power it can wield outside its walls is limited, within itself it has ultimate power and can bend space to be any shape and size. It can also grant power to those who choose to live within its walls and pledge themselves to its cause. Thus it psychically called to the strongest and most virtuous warriors it could sense and offer them power in exchange for completing "noble" quests it would assign to them. Most of these quests involved defeating powerful evil wizards and bringing them back alive to be imprisoned in the castle dungeon. These warriors named themselves the Masters of Umerica and quickly built up a good reputation.

In truth, Oldskull believes that all wizards are evil as it is only a matter of time before they go bad. It feeds deeply off of the wizards imprisoned in its dungeon to increase its own powers and grant strength to its loyal minions. The power it gives to the Master of Umerica are very real and all but the newest recruits are very well muscled and more handsome than when they first joined. In addition, it grants them Forgotten Tech arms, armor and vehicles that have no chance of malfunctioning to better capture wizards for imprisonment.

While all of the Masters are fully devoted to Castle Oldskull, they are completely unaware that is a fully sapient entity and that it feeds off of the wizards that they capture for it. Even more, Oldskull never speaks directly to anyone, instead planting psychic suggestions that the person believes are their own ideas. Even the missions that it sends the Masters on are implanted in such a way that feel confident of what they must do but never question where the information came from.

Any "good" wizards that aid the Masters find their power diminishing as the castle slowly feeds on them. This results in a permanent -1 to all spellcasting checks for every six weeks spent living in or near Oldskull. Those the stay long enough to lose most of their power are psychically convinced to retire and settle in the village

community that now surrounds the castle known as Skullsvale. Anyone inquiring of these retired wizards will find they are quite happy as they are highly honored by the villagers for their service to the Masters. In fact, everyone in Skullsvale is quite happy due to Oldskull's psychic influence and it is actually a great place to live.

MASTERS OF AMERICA CURRENT MEMBERSHIP



Mighty Man - Grandson of Twackarr the Barbarian, descendant of Mach-O, a legendary warrior reputed to have defeated the Sorcerer Kings with his mighty Grav Hammer.



Master-of-Arms - A cyborg with amazing scientific skills as well as many techo-weapons. Has many mechanical arms.



Bugoff - A stately humanoid insect warrior that is the pinnacle of virtue.



Marsh Man - An intelligent plant humanoid with great druidic powers.



Slam Man - A massive warrior with a magic helm that allows him to survive any impact taken to the head.



Geek-O - A good bumbling magician from another dimension. One of the Masters most devoted, if inept, members. (Actually is a patron level ancient super sorcerer that was defeated by Oldskull via trickery. Now is a psychically lobotomized battery of enormous power for Oldskull.)

BONDING WITH OLDSKULL

Any non-magic wielding character of level 1 or greater may come Castle Oldskull and petition to join the Masters. If they seem earnest, Oldskull will have one of the Masters give them a dangerous quest and then psychically keep tabs on them. Should they succeed, prove themselves valorous, and avoid using any sorcery they will be welcomed as a Squire to the Masters.

Should a Squire successfully assist a group of Masters on 3 separate mission, they will be offered the title of Master and become a permanent member of the team. This appointment is finalized by the person entering into the heart of Castle Oldskull and bathing in its radiance.

At this point, Oldskull will seal the psychic bond to the new devotee and begin empowering them with a fraction of the power it siphons off from all of the mages imprisoned within its structure.

Servants of Castle Oldskull will receive the following benefits:

- ✦ Free room and board within the Castle itself.
- ✦ Free repairs to all mundane equipment.
- ✦ Free healing and ability damage restoration. They heal 1 HD and 1d3 points of ability damage every 24 hours spent inside Oldskull.
- ✦ An allotment of 3d12 units of one type of ammunition for the ranged weapon of their choice that they own, including firearms and Xeno weaponry, at the start of each mission.
- ✦ (Masters Only) Request the use of a number of Forgotten Tech equal to level/3, round up.

In addition, upon becoming a Master and every time they level up, do the following:

- ✦ Either Str, Sta, or Per will increase by 1d3 points, roll randomly.
- ✦ 50% chance that Int will decrease by 1 point , to a minimum score of 7.
- ✦ Gains 1 Luck point

Servants of Castle Oldskull will be required to obey the following rules:

- ✦ NEVER use sorcery! Magical items that do not cause user corruption are fine.
- ✦ NEVER kill any evil sorcerer encountered if at all possible. They are to be returned to Oldskull for "imprisonment".
- ✦ NEVER sell or trade away equipment bestowed upon you by Oldskull.
- ✦ Protect the Castle and surrounding village with your life.
- ✦ (Squires Only) Obey all orders given by the Master in charge of the mission.

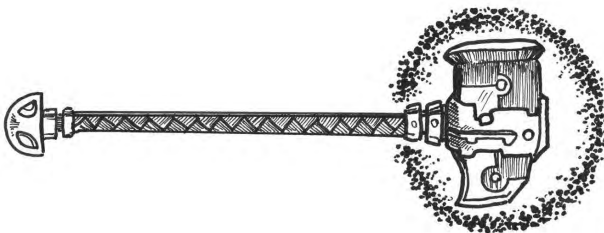
For a Squire, failure to obey any of these rules will result in a stern lecture delivered by a senior Master. After three such infractions, the offender will be kicked out of Oldskull's service.

Should a Master ever fail to live up to any of these, they will suffer Oldskull's psychic wrath and must roll on the table below. If they are an Aetherian Hero, they also lose the use of their Honor Die for 1d3 days.

Table OW-1: Oldskull's Wrath!

Roll d30 - Luck mod, Luck points may be spent to adjust up or down.

- | | |
|-------|---|
| 0-3 | Oldskull was momentarily distracted and did not notice your infraction. |
| 4-6 | Your mind is filled with unhappy thoughts. You suffer -1 to all actions for 1d7 turns. |
| 7-9 | Uncertainty and doubt plague you! You suffer a -1 die type penalty for the next 1d5 hours |
| 10-13 | A illness overtakes you! You lose 1d3 points from a random ability score for 1d7 days. |
| 14-17 | Pain fills you brain! You pass out for 1d4 turns take 1d6 points of Int damage. This ability damage may be healed as normal. |
| 18-20 | Your skin permanently changes color to remind you to obey. Roll 1d8: 1 - blue, 2 - green, 3 - orange, 4 - magenta, 5 - red, 6 - purple, 7 - silver, 8 - gold. If this punishment is gained again, you body becomes a mix of all colors rolled. |
| 21-23 | Your main hand and arm enlarge and becomes bestial looking. When attacking or performing other actions with that arm, treat it as though it has +1 Str mod and -1 Agi mod. If this punishment is gained again, increase the bonus and penalty by +1/-1. |
| 24-26 | A massive pain fills you brain! You pass out for 3d4 turns take 2d4 points of Int damage. This ability damage may be healed as normal. |
| 27-28 | One piece of equipment bonds permanently to you as a cybernetic implant. It should be randomly chosen from the equipment most used by you. If it required a power cell to function, it now causes temporary Sta damage at a 1d3+1 charges - to - 1 Sta ratio instead (roll once when this punishment is acquired). This ability damage may be healed as normal. |
| 29+ | A wave of metaphysical energy distorts you! Roll on Table 5-4: Major Corruption, DCC rule book page 118. |



TWISTED MENAGERIE



Serpentoid: Init +3; Atk bite +3 melee (1d4 + poison DC 14 Fort) or as weapon +3 melee; AC 14 + piecemeal armor (+1d4-1 AC); HD 1d10+2; MV 30'; Act 1d20; SP special ability (see below); SV Fort +2, Ref +3, Will -1; AL C.

Dwelling throughout the Dark lands are the Serpentoids, muscular man-shaped snakes of an evil disposition. They tend to wear piecemeal armor and wield melee weapons crafted from scrap. While they can speak in common tongue, they are not known for their intelligence or social skills.

Due to their love of imbibing the mutagenic herbs that grow richly in the Dark Lands, each Serpentoid encountered will have a different special ability. Roll 1d8 on the chart below to determine it.

- 1 **Tongue Lash:** Lacking weapons, this creature is able to use a prehensile tongue like a whip, damaging or entangling enemies. Range 10', damage 1d6 and opponent must pass a DC 14 Reflex save or else be entangled. Entangled creatures can attempt escape once per round. Rolling a DC 14 Reflex save or inflicting six points of edged damage will release those entangled.
- 2 **Venomous Spittle:** This monster hawks gobs of spittle to disable and damage enemies. A Reflex save of DC 1d16+6 needed by the target or they suffer 1d4 Agility damage and their speed reduced by 5 feet. Range 10'.
- 3 **Constriction:** This Serpentoid either resembles a large constrictor snake, or else possesses several long, spindly limbs. He is able to make several grapple attacks in a round using 2d24 action dice. Held opponents are entangled, DC 12 Str check to break free, and suffer 1d4 damage per round.
- 4 **Poisonous bite:** This creature must move in close to bite, and so is at -1d to initiative. On a successful bite the victim must make a DC 14 Fort save or suffer Blindness (permanent); if blinded a second save must be passed or suffer automatic death.

- 5 Devour prey: Why fight when you can digest? This Serpentoid is able to unhinge his jaw and swallow a man sized opponent within melee range on a successful attack, ignoring all non-magical armor bonuses to AC. If he hits, the opponent is swallowed whole and takes an automatic 1d3+1 damage per round until the opponent is able to struggle free or the Serpentoid is killed. Also, while engulfed the victim takes ½ of all damage inflicted on the Serpentoid. To escape, the victim must make a contested Strength roll vs Str 16.
- 6 Hideous Rattle: As a movement action this Serpentoid can make a noise that terrifies or transfixes its enemies. A Will save of DC 1d16+6 needed by the target or they must roll a d2. On a 1 the opponent moves away from the Serpentoid for 1d4 rounds. On a 2 the opponent stands transfixed for one round and may take no action.
- 7 Steel Scales: Thorny scales protect the Serpentoid and wound his enemies. It gains +5 AC and anyone making grapple or unarmed attacks automatically suffer 1d3 damage each round.
- 8 Roll 1d7. This number is how many powers this Serpentoid has. If the roll is a seven, the creature gains all powers and doubles its HD.

Random Encounter Table DLM-1: Dark Land Mutagenic Herbs. Roll 1d5

1	Cosa - Imbibing this colorful moss will randomly change the drinker's skin color to a brilliant hue: Roll 1d6: 1 - yellow, 2 - magenta, 3 - blue, 4 - red, 5 - green, 6 - purple. Effects last 4d4 days. Cumulative 2% chance of the effects being permanent with each dose.
2	Buph - Chewing these leaves will cause the person's muscles to expand massively in a short amount of time (2d6 minutes). This raises their Str by 1d3+1 but lowers their Sta by an equal amount, due to the pain. The effects last for 4d12 hours. Cumulative 1% chance of the effects being permanent with each dose.
3	Hyb - This rare flower is a magically potent fertility enhancement and enables crossbreeding with other species. Works for both sexes. The effects last for 1d14 hours. Cumulative 1% chance of the effects being permanent with each dose.
4	Chaosleaf- (Addictive) Chewer must make a DC 15 Fort save or Roll on Table 5-4: Major Corruption, DCC rule book page 118. Effects are permanent.
5	Orac - (Addictive) The imbibor will immediately gain the effects of a Second Sight spell, DCC rule book page 267. Casting roll 1d24+5 and will be the immediate target of a Curse spell, DCC rule book page 273. Casting roll 1d20+5.

Un Men (Robotic Tyrant): Init 0; Atk claw +6 melee (1d8+2) or laser +6 missile fire (range 100', 1d8); AC 18; HD 3d12+12; MV 30'; Act 2d20; SP infravision 60', immune to mind-altering spells, heal 1d5 hp per round, additional equipment; SV Fort +9, Ref +0, Will +6; AL N.

Thankfully these beings are very rarely seen since the end of the Forgotten War. When encountered, there is a 60% that they will be in hibernation mode. If hibernating, there is only a 1-6 chance per round that they will wake up if care is taken to be quiet. Any attack will cause them to wake up immediately and act at the end of the surprise round.

Un Men are nearly identical humanoid robots roughly 9ft tall. The only features that differ among them is the equipment attached to their bodies. To determine what equipment they are carrying, roll 1d3 times on the UnE-1 table below.

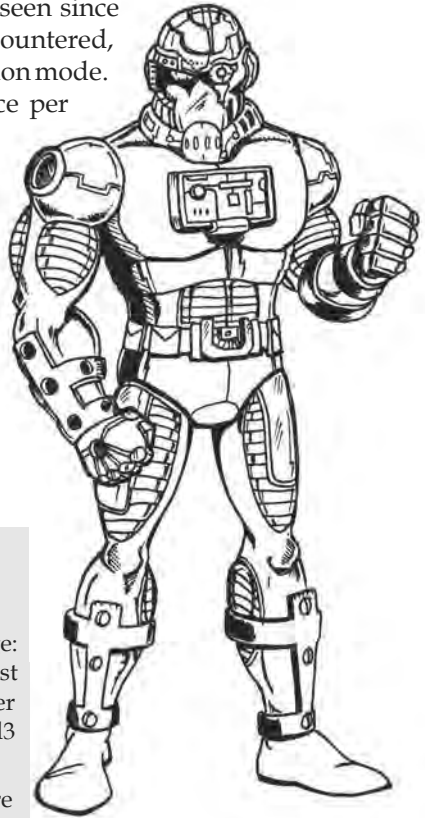


Table UnE-1: Un Men Equipment

Roll d10

- 1 Flamethrower - Atk +6 missile fire (range: 50' cone, 1d10 damage. Also, victim must roll under their Luck score or else suffer 1d4 fire damage, DCC RPG pg 96, for 1d3 rounds)
- 2 Plasma Cannon - Atk +6 missile fire (range: 200', 1d14 damage)
- 3 Sensor Suite - +4 to all perception checks and may cast Detect Magic or Detect Invisible at will, Casting roll 1d20+CL5
- 4 Vibro Axe - Atk +6 melee (1d12 damage, Crit on 17+)
- 5 DNA Extractor - Atk +6 melee (1d3 Sta damage)
- 6 Mana Extractor - Atk +4 melee, On a successful melee hit 50% chance of disenchanting one magic item or consumes one spell known, GM's choice.
- 7 Distortion Gun - Atk +6 missile fire (Target teleported 2d100 ft in a random direction and Fort save DC 12 or suffer 3d4 damage)
- 8 Chronoaccelerator - This Un Man has 3d20 action dice
- 9 Extension Arms - All melee attacks now have a range of 15'
- 10 HypnoVox - May cast Charm Person, Casting roll 1d20+CL5

There are legends of an electronic signal developed in the Forgotten War that will completely shut down the Un Men. Perhaps it can be rediscovered...

In addition to all other equipment, Un Men are host to 1d5 drones (see below) that can detach from their bodies and engage targets so that the Un Men are free to focus on their tasks.

Drone, Un Men (Robot Servitor): Init:+2; Atk: blaster +2 (1d4+2 as hp or Agility damage, range 60'); AC: 15; HD: 1d8+2; MV: 30'; Act 2d16; SP: Immune to mind-altering effects, infravision 60'; SV: Fort: +0, Ref: +6, Will: +2; AL: N

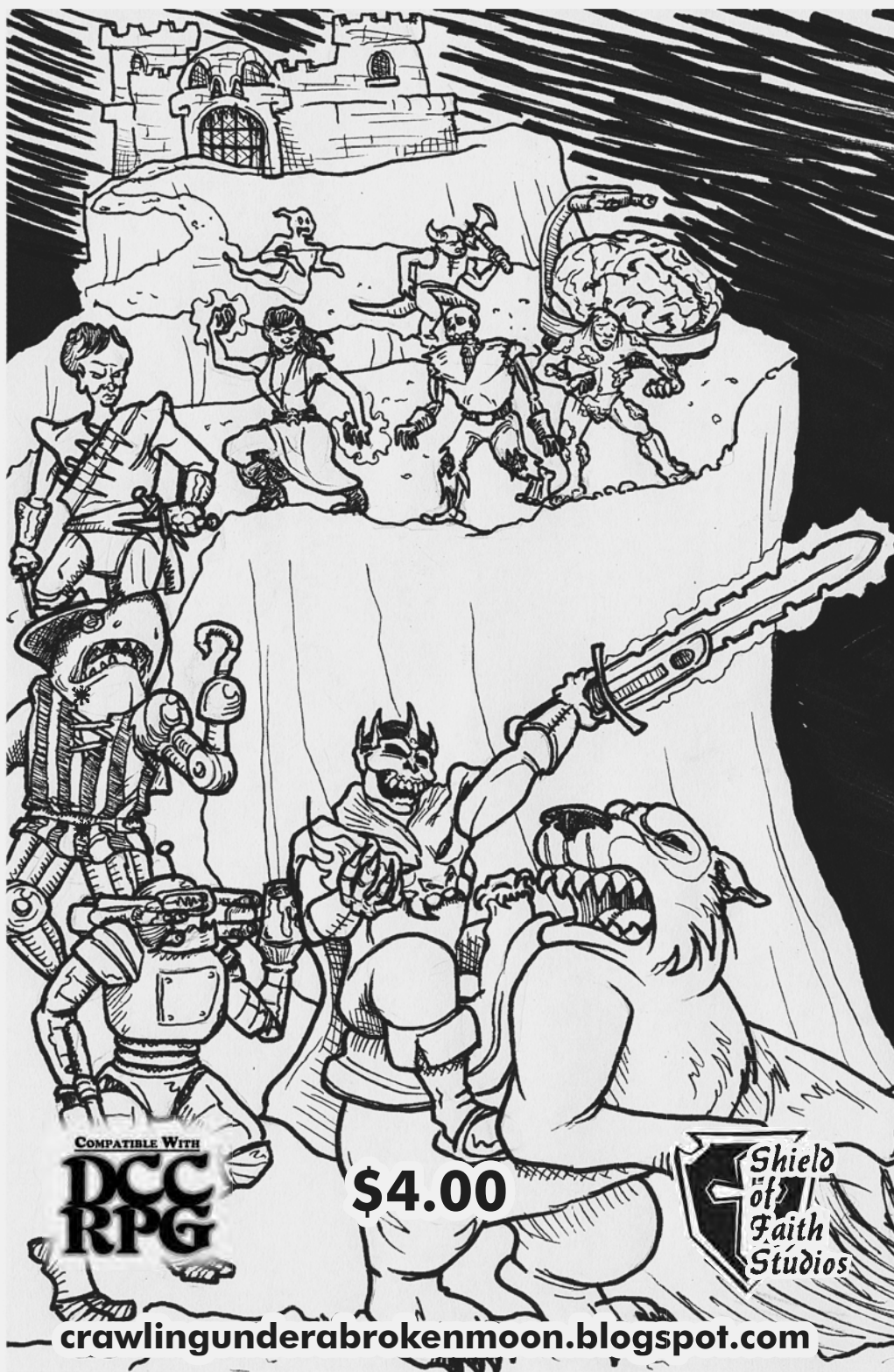
Drones are essentially flying blasters that depend on power cells for both flight and a blast attack. A drone that engages in multiple attacks must return to its host in one turn or less. If no shots are fired, the drone can continue to fly for up to five turns.



Coming Next Issue!

Car Warriors of the Wastelands!

- ▶ New class: Petrol Head
- ▶ New rules: Vehicle combat!
- ▶ New gear: Vehicle creation rules
- ▶ New foes: Road gang generator
- ▶ New hazards: d100 Stuff Found on Apocalyptic Roadways



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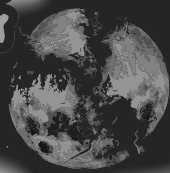
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CRAWLING UNDER A BROKEN MOON



Issue No. 6

April 2015

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Crawling Under A Broken Moon



When it's your
turn in the
riddle contest,
don't ask her
what's in your
pocket.

TOMB of SHMELERAK

Coming soon from the dude that brought you
the Wizardarium of Calabraxis



CRAWLING UNDER A BROKEN MOON

Welcome to the sixth issue of *Crawling Under A Broken Moon*!

A quiet wind blows across the parched earth, rustling the scrub brush and eerily whistling through the automotive debris. Suddenly, the roar of many engines fills the plains as a lone car races ahead of a hoard of vehicular predators eagerly hunting their prey. The crack of gunfire is added to the cacophony as the dust clouds kicked up by their tires obscures the view...

...just another day in Umerican wastelands.

To me, nothing screams post-apocalyptic more than road gangs, survivors, and heroes battling for the scraps of the broken world from behind steering wheels of their metal engines of destruction and hope.

Join me as we ride into the wastes on raging metal demons fueled by petrol and blood!

Reid "Reidzilla" San Filippo

COMPATIBLE WITH
**DCC
RPG**

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The Petrol Head

A new class for playing a car crazy scrapper in the Umerican wastelands

Some say the wastelands are desolate, empty places. They are seriously mistaken. The wastelands are teeming with life and it all wants to rob, kill, and eat you, hopefully in that order. If you want to survive you need a good set of wheels, the ability to find what you need, and the will to do what it takes to stay alive. So, since you need a ride, what's in it for me?

Hit Points: A Petrol Head gains 1d7 hit points at each level.

Weapon Training: Petrol heads can and will use any missile/ranged weapons they can get their hands on and one handed melee weapons. As for armor, they only use shields and armor with a penalty die of d8 or less.

Alignment: Petrol heads tend more towards Chaotic alignments due to the kill-or-be-killed nature of the wastes. Lawful and Neutral Petrol Heads do exist... albeit briefly.

Ace Die: Due to the almost supernatural bond between a petrol head and his vehicle they have a distinct advantage when driving. All petrol heads have an Ace Die they may add when rolling the following actions:

- ▶ Any vehicle control or stunt rolls
- ▶ All vehicle appraisals
- ▶ Any vehicle repair or salvage attempts
- ▶ Rundown/collision damage caused by any vehicle they are driving

Rolling Mojo: Petrol heads survive on pure chance most of the time. They gain additional bonuses when expending Luck, as follows.



First, the petrol head rolls a Mojo die when he expends Luck. The size of this die is indicated on Table PH-1. For each point of Luck expended, he rolls one die and applies that modifier to his roll.

Second, unlike other classes, the petrol head recovers lost Luck to a limited extent if he has spent some time behind the wheel. Thier Luck score is restored each night by a number of points equal to his level as long as he has had an hour or more of wheel time within the last 24 hours. This process cannot take his Luck score past its natural maximum.

Fuel Hound: A petrol head can smell fuel like a wolf scent its prey. They can tell the direction of a strong concentration of petroleum or alcohol based fuels within 100'. Smaller concentrations, down to a single pint, can still be smelled but require concentration and have scent ranges as low as 20'.

Wheels: It may not be sweet but it does run. A Petrol Head starts play with a Beater level Buggy or Small Car with a full tank of fuel.

Table PH-1: Petrol Head

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will	Ace Die	Mojo Die
1	+0	1d10/II	1d20	+1	+1	+0	1d3	1d2
2	+1	1d12/II	1d20	+1	+1	+0	1d4	1d3
3	+2	1d14/II	1d20	+2	+1	+1	1d5	1d4
4	+2	1d16/II	1d20+1d14	+2	+2	+1	1d6	1d4
5	+3	1d20/II	1d20+1d16	+3	+2	+1	1d7	1d5
6	+4	1d24/II	1d20+1d20	+4	+2	+2	1d8	1d6
7	+5	1d30/II	1d20+1d20	+4	+3	+2	1d10	1d6
8	+5	1d30+2/II	1d20+1d20	+5	+3	+2	1d12	1d7
9	+6	1d30+4/II	1d20+1d20	+5	+3	+3	1d14	1d8
10	+7	1d30+6/II	1d20+1d20	+6	+4	+3	1d16	1d8





MAYHEM BEHIND THE WHEEL



Driving around and killing things post-apocalyptic style

Rules of the Road

Speed is tracked by an abstract rating of 1-10 and has the following attributes as seen in Table SPD-1, below:

Handling Modifier: The modifier is applied to all vehicle control rolls made at that speed rating.

Wipeout Die: This is the die rolled on Table WO-1: Wipeout results if a vehicle control roll is failed.

Ram/Collision Damage Bonus: When a vehicle impacts a stationary object or another vehicle this is the extra damage caused to both objects. If a person or other soft target is struck, they take double this bonus damage and the striking vehicle takes 1d4+bonus damage. When two or more vehicles in motion collide add the bonus damage from all vehicles together and the total is the bonus damage inflicted on each vehicle.

Rough MPH: This a rough estimate of the miles per hour that the vehicle will cover at this speed.

Move per Round: This is how many feet the vehicle will move in a straight line in one round at that speed.

Table SPD-1: Speed levels

Speed level	Handling Modifier	Wipeout Die	Ram/Collision Damage Bonus	Rough MPH	Move Per Round
1	+4	1d3	+0	10	80'
2	+2	1d4	+1	20	160'
3	0	1d6	+2	35	280'
4	-1	1d8	+4	45	360'
5	-2	1d10	+6	55	440'
6	-3	1d12	+8	70	560'
7	-4	1d14	+12	90	720'
8	-5	1d16	+16	110	880'
9	-7	1d20	+20	130	1040'
10	-9	1d24	+24	150	1200'

The Vehicle Control Roll

When a driver faces a hazard or attempts a cool stunt they must make a check to keep the vehicle under control. Failing this check results in facing the Wipeout table.

To make a vehicle control roll, the driver adds their Agi bonus, Vehicle Ref save, and Speed Handling Mod to an Action die roll, usually a 1d20. If the DC for the maneuver is beaten then it was successful. Otherwise, roll the Wipeout Die determined on table SPD-1, above, and consult Table WO-1: Wipeout Results to find out what happened.

Any vehicle reduced to 0 or less hit points it is considered Wrecked and must make an immediate vehicle control roll. Even on a successful roll, the vehicle will decelerate 1d3 Speed levels per round until coming to a dead stop. Any additional damage suffered past 0 should be tracked since it affects the repair roll.

Vehicle Control difficulty numbers and modifiers

Traveling faster than Cruise speed.....	5
Sharp turn at Speed 3+	9
Bootlegger turn (min Speed 4)	15
Drifting (min Speed 4).....	12
Donuts.....	11
Avoid minor road hazard (small animal in road, small pothole).....	8
Avoid major road hazard (large animal in road, giant pothole).....	12
Avoid minor off-road hazard (stumps, rocks, heavy foliage).....	10
Avoid major off-road hazard (boulder, trees, large sinkhole).....	14
Jumping a minor gap (less than 20ft) (min Speed 3).....	12
Jumping a major gap (20ft-50ft), ramp required (min Speed 5).....	18
Jumping a ludicrous gap (50ft-100ft), ramp required (min Speed 7)	25
Vehicle reduced to 0 or less hit points	13
Driving off-road without proper equipment	+4
At night.....	+2
At night with no lights	+6
While vehicle is at less than 50% hp.....	+2
While vehicle is at less than 25% hp.....	+4
With a flat tire, per tire	+2
Driving in reverse	+4
Accelerating more than one level of Speed in a round.....	+2 per lvl
Per opponent vehicle at Close & Personal range.....	+2
Vehicle suffered more than 10 points of damage this round	+1

Table WO-1: Wipeout Results

Roll the Wipeout die appropriate to the Speed rating of the vehicle (determined on Table SPD-1, above) and subtract the driver's Luck mod. Luck may be burned to effect this result.

- 1-2 Just a little fishtailing. 40% chance Speed is reduced by 1
- 3-4 That was close! Speed is reduced by 1d2 and 1d3 tires have a 5% chance each to have a blowout.
- 5-6 Minor Skid. Control is lost for 1 round and Speed is reduced by 1d3. All tires have a 5% chance each to have a blowout.
- 6-7 Major Skid. Control is lost for 2 rounds and Speed is reduced by 1d3+1. All tires have a 10% chance each to have a blowout.
- 8-9 Sideways Skid. Vehicle is perpendicular to its original facing, determined randomly. Control is lost for 1d2+1 rounds and Speed is reduced by 1d4+1. All tires have a 10% chance each to have a blowout. 30% chance of 1d4+Collision bonus damage to vehicle.
- 10-11 Spin. Vehicle ends up at new facing. Roll 1d12 for facing by clock position. Control is lost for 1d3+1 rounds and Speed is reduced by 1d5+1. All tires have a 15% chance each to have a blowout. 40% chance of 1d6+Collision bonus damage to vehicle.
- 12 Minor Side Roll. Vehicle has rolled to its side, determined randomly. Vehicle travels for one round and then Speed is reduced to 0. All tires have a 15% chance each to have a blowout. 1d8+Collision bonus damage to vehicle. Passengers have a 40% chance each to suffer 1d4+Collision bonus damage.
- 13 Full Roll. Vehicle has rolled over once and come to rest on its side, determined randomly. Vehicle travels for two rounds and then Speed is reduced to 0. All tires have a 15% chance each to have a blowout. 1d10+Collision bonus damage to vehicle. Passengers have a 60% chance each to suffer 1d4+Collision bonus damage and 15% chance of 1d3 damage to Sta.
- 14 Multiple Rolls. Vehicle has rolled over several times and comes to rest on a random side. Vehicle travels for three rounds and then Speed is reduced to 0. All tires have a 25% chance each to have a blowout. 2d10+Collision bonus damage to vehicle and 10% that vehicle will burst into flames. Passengers suffer 1d6+Collision bonus damage and 25% chance of 1d3 damage to Sta.
- 15 End Over End Roll. Vehicle flipped over its front bumper and comes to rest on a random side. Vehicle travels for three rounds and then Speed is reduced to 0. All tires have a 25% chance each to have a blowout. 3d10+Collision bonus damage to vehicle and 30% that vehicle will burst into flames. Passengers suffer 2d6+Collision bonus damage and 40% chance of 1d3 damage to Sta.
- 16+ Total Carnage. Good luck walking away from this. Vehicle travels for 1d4+1 rounds and then Speed is reduced to 0. All tires have a 75% chance each to have a blowout. Vehicle takes 6d10+Collision bonus damage to vehicle and 50% that vehicle will burst into flames. Passengers must make a Fort save DC 15 or die, success indicates they only suffer 4d6+bonus damage and 2d3 damage to Sta.

Vehicular Manslaughter

A running combat between multiple vehicles is a chaotic mess that can be very awesome or very tedious depending on the level of details in the rules you choose to include at your table. The following rules will try to focus on the awesome, and assume a large scale car battle. If the combat involves chasing another vehicle down or getting away from pursuers, also see the Chase rules in the next section instead. The first steps in either case are to determine surprise and roll initiative, just as per the DCC RPG.

All combat will happen at one of three abstract ranges: close & personal, on your tail, or in the distance.

Close & Personal - Vehicles at this distance are close enough that physical contact can happen and jumping from one vehicle to another is definitely possible. All ranged attacks suffer a -2 to the attack roll due to instability. Any Wipeouts occurring at this range require all other vehicles to make reactionary vehicle control rolls, base DC of 10, to avoid wiping out as well.

On your Tail - Vehicles at this range are at most 3-5 car lengths away (60-100ft). All ranged attacks suffer a -4 to the attack roll due to instability, in addition to normal range penalties.

In the Distance - Vehicles at this distance are at least 100ft away but still involved in the fray. All ranged attacks suffer a -6 to the attack roll due to instability, in addition to normal range penalties.

After rolling initiative all vehicles at Close & Personal range roll opposing vehicle control rolls, all fumbles result in immediate Wipeout. The highest becomes the lead vehicle for the round. On their action, the lead vehicle can choose what level of speed the fray moves at and whether to keep it at Close & Personal or open it up to On Your Tail. All other vehicles that have not gone yet may make reaction vehicle control rolls, base DC of 10, to match the maneuver and stay at Close & Personal. Failure indicates they could not keep up and all fumbles result in immediate Wipeout. Vehicles that cannot travel at the current speed of the fray must fall back to In The Distance.

All vehicles that started the round at On Your Tail may choose on their initiative to make reaction vehicle control rolls, base DC of 10, to enter Close & Personal range with the vehicle group of their choice.

All vehicles that started the round at In the Distance may choose to accelerate hard, base DC of 12, to catch up to On Your Tail if they can achieve a Speed Level one greater than the fray's current Speed Level.

Chase rules

All measurements in a chase are based in abstract steps. Each is roughly 100ft in length. According to the previous vehicle combat rules this sets 0 step at Close and Personal, 1 step at On Your Tail, and 2+ at In The Distance. The starting positions of the vehicles involved generally takes one of three forms:

- ▶ Dead start - all vehicles begin at speed 0 and at close proximity
- ▶ Get Away - All vehicles are already in motion and one vehicle/group is ahead by $1d3+1$ steps.
- ▶ Catch up - All vehicles are already in motion and one vehicle/group is ahead by $3d3-1$ steps.

Every vehicle makes a Vehicle Control roll once per round in initiative order; a success lets them adjust the distance from a pursued/pursuing vehicle by one step, plus one per level of speed greater than other vehicle/group (who can negate some or all of this if they also succeed). If the distance between the fleeing vehicle and its pursuers exceeds 12 steps, the pursued has gained enough of a lead to escape.

In addition to racing, drivers can attempt to pull stunts and any passengers can make attacks. To pull a stunt, describe the maneuver and decide how much risk to wager, from between 1-5. This is the penalty to the vehicle control roll and how many die steps higher the Wipeout die will be on a failure. If successful, the same penalty is applied to the vehicle control roll of every other vehicle/group involved with the stunt.



Popping the Hood

Recovering the Body for Vehicles

Once a wrecked vehicle comes to a stop, is extinguished, and is generally not under fire, it can be checked to see how bad of a shape it is in. This is called a Wreck Check and consists of rolling under the target number based on the vehicle's Quality on a d20 to succeed. The character examining the vehicle may subtract their Luck mod from the roll as well. A failed check means the vehicle is a goner and is only good for salvage. A success means that after several minutes the vehicle is up and running with 1d3 hp but there is permanent damage. Roll on Table WD-1: Wreck Damage

Table WD-1: Wreck Damage

Roll 1d14 and add +1 for every 5 points of damage the vehicle suffered below 0 hp. If previous Wreck damage is still unfixed, add an additional 1d3 to the roll.

- 1-3 A lot worse than it looks - vehicle needs 1d4 hours of maintenance. All vehicle control rolls at -2 until this is done. Repair cost: 2d10gp.
- 4-6 Trashed alignment - Vehicle needs minor frame work, DC 12 and 2d4 hours. All vehicle control rolls at -4 until this is done. Repair cost: 2d30gp.
- 7-9 Major issue, Fuel system - Guzzle rating doubled. DC 15 to fix. Takes 3d4 hours to locate leak. Repair cost: 2d100gp.
- 10-12 Major issue, Engine misfire - Speed cruise / max both reduced by 1. All vehicle control rolls at -4 until repaired. DC 18 to fix. Takes 4d4 hours to locate issue. Repair cost: 4d100gp.
- 13+ Never the same again - 25% chance every day the vehicle is driven for a new issue to develop. Roll 2d3 for vehicle control roll penalty until fixed. repairs take 3d20 minutes, DC 8+1d4. Each repair cost: 1d5 x d12gp.



Fuel Consumption

Each vehicle type has a Fuel Tank size and a Guzzle rating.

Fuel Tank - A value between 1d3 to 1d30, this represents the maximum amount of fuel the vehicle can carry.

Guzzle - This is the penalty applied to all Fuel Use rolls.

Fuel consumption checks are generally made once every hour of normal travel and after every battle. At the GMs whim they could be made as often as every 30 minutes or as infrequent as four hours. The frequency should be based on the pacing of the activity throughout the day.

The base difficulty for a Fuel Consumption roll is the vehicle's Guzzle rating modified by the follow situations:

- Per hour idling.....+1
- Per hour traveled at Cruise speed or slower.....+2
- Per hour traveled at higher than Cruise to Max speed+4
- Per hour traveled at above Max speed (Redline)+8
- Per hour traveled overloaded (too much weight or passengers).....+2
- Per hour traveled while vehicle is at less than 50% hp+2
- Per hour traveled while vehicle is at less than 25% hp+4
- Per hour traveled with a flat tire, per tire.....+2
- Vehicle was involved in a fight.....+3

The fuel consumption check is the vehicle's current Fuel Tank die rolled against the total difficulty. The roll must be equal to or higher than the difficulty to succeed. If the roll is failed, the Fuel Tank die lowers by one die type. If a one is rolled, the die type lowers by 2. When the Fuel Tank die is lowered below 1d3, the vehicle is out of fuel.

Refueling

Caches of found or stored fuel are rated in dice steps. Filling a gas tank lowers the rating by the same number of steps that it takes to refill the fuel tank of the vehicle. i.e. A small jerry can holds 1 unit of fuel. Using it to refill an empty fuel tank would put 1d3 in the tank. Adding to a tank that still has 1d5 in it would add two die steps so it would go from 1d5 to 1d6.

Fuel container	Storage capacity	Salvage Found
Jerry can, small	1	1
Jerry can, large	2	1d2
Metal drum	10	1d10
Tank trailer/Fuel station	300	3d100

WHAT'S UNDER THE HOOD?

Rules for creating modern vehicles, DCC style

In order to keep things simple and still create awesome and unique rides for both PCs and Bosses vehicles are separated into Vehicle Types and Levels of Quality. In addition, vehicles have one or more Vehicle traits. To create a vehicle: choose a Type, Quality level, and pick any additional Traits it may have.

VEHICLE TYPES

Below are rough guidelines for grouping vehicles of similar size and capability. If you do not find an exact match for the vehicle you are trying to create either choose the type that is closest or design a new type based on the existing ones.

Motorcycles - This category covers all bike, trike, and quad vehicles in which the rides are mostly, if not completely, exposed.

Motorcycle: Init +5; Atk rundown +1 melee (2d4+Ram); AC 12*; HD d6; Speed cruise 3/ max 5; Act 1d20; SV Fort +0, Ref +3, Will NA; Fuel Tank 1d5; Guzzle 1.

* Vehicle only, passenger(s) use individual ACs +1 due to light cover.

Basic Traits: Very Nimble, Very Dangerous, Open, Off Road

Buggy - This category covers all heavy duty go carts, dune buggies, or other scratch built, open frame vehicles with a maximum of 4 passengers.

Buggy: Init +4; Atk rundown +2 melee (2d5+Ram); AC 14*; HD d7; Speed Level cruise 3/ max 5; Act 1d20; SV Fort +1, Ref +2, Will NA; Fuel Tank 1d6; Guzzle 2.

* Vehicle only, passenger(s) use individual ACs +1 due to light cover.

Basic Traits: Nimble, Dangerous, Open, Off Road

Small Car - This category covers all fully enclosed compact and fuel-efficient automobiles intended for 2 max passengers.

Small Car: Init +3; Atk rundown +3 melee (2d6+Ram); AC 14; HD d8; Speed Level cruise 4/ max 6; Act 1d20; SV Fort +2, Ref +2, Will NA; Fuel Tank 1d7; Guzzle 2.

Basic Traits: None

Large Car - This category covers all fully enclosed family, luxury, or performance automobiles that can seat 4 max passengers.

Large Car: Init +2; Atk rundown +4 melee (2d7+Ram); AC 15; HD d10; Speed Level cruise 4/ max 6; Act 1d20; SV Fort +2, Ref +1, Will NA; Fuel Tank 1d8; Guzzle 3.

Basic Traits: None

SUV/Van - This category covers all fully enclosed larger cab automobiles that can seat 6-7 max passengers or a sizable amount of cargo.

SUV/Van: Init +2; Atk rundown +5 melee (2d8+Ram); AC 15; HD d12; Speed Level cruise 3/ max 5; Act 1d20; SV Fort +3, Ref +0, Will NA; Fuel Tank 1d10; Guzzle 4.

Basic Traits: Extra Cargo x1

Pickup Truck - This category covers all fully enclosed cab vehicles that can seat 2 max passengers and carry cargo in an open bed.

Pickup Truck: Init +1; Atk rundown +5 melee (2d8+Ram); AC 16; HD d12; Speed Level cruise 3/ max 5; Act 1d20; SV Fort +4, Ref +0, Will NA; Fuel Tank 1d10; Guzzle 4.

Basic Traits: Extra Cargo x2, Rugged, Hauler

Cargo Van/Truck - This category covers all large vehicles designed to haul cargo and seat up to 2-3 max passengers.

Cargo Van/Truck: Init +0; Atk rundown +6 melee (2d10+Ram); AC 16; HD d14; Speed cruise 3/ max 5; Act 1d20; SV Fort +5, Ref -1, Will NA; Fuel Tank 1d12; Guzzle 6.

Basic Traits: Extra Cargo x4

Semi Truck - This category covers all tractor trailer cargo hauling vehicles.

Semi Truck cab only: Init -1; Atk rundown +7 melee (2d12+Ram); AC 18; HD d16; Speed Level cruise 3/ max 5; Act 1d20; SV Fort +6, Ref -2, Will NA; Fuel Tank 1d20; Guzzle 8.

Basic Traits: Power Hauler

w/ Trailer: Init -2; Atk rundown +7 melee (2d12+Ram); AC 18; HD d10 for trailer only; Speed Level cruise 2/ max 4; Act 1d20; SV Fort +6, Ref -3, Will NA.

Basic Traits: Extra Cargo x80 (Trailer has up to four traits of its own)

VEHICLE QUALITY LEVELS

There are three levels of vehicles: Beater, Keeper, and Custom. It is possible with extensive labor and time to increase a vehicle's quality level:

4d4 repair checks (DC 15+) taking 10d30 hours of labour and (2d30)d100sp worth of parts each level would not be unreasonable.

Beater Vehicles - These are the majority of the vehicles found throughout Umerica. They are not pretty but they run... most of the time. These vehicles have the base stats for the vehicle type and 3 HD. With a DC 20 vehicle repair check one additional trait can be added. They have a Wreck Check of 5.

Keeper Vehicles - A welcome minority in the post-apocalyptic world, vehicles like this are in good running condition and are quite reliable. The ownership of a Keeper tends to change hands quickly and usually bloodily. These vehicles have 6 HD and add the following stat bumps: +1 to Init or AC; +1 to Speed Level cruise & max or Fort & Ref saves. They also have one additional trait. With a DC 20 vehicle repair check a second additional trait can be added. They have a Wreck Check of 10.

Custom Vehicles - A work of art on wheels, these rare gems are feared and coveted wherever they go. Vehicles of this caliber are true artifacts of a bygone age. These vehicles have 9 HD and add the following stat bumps: +2 to Init or AC; +2 to Speed cruise & max or Fort & Ref saves. They also have two additional traits. With a DC 20 vehicle repair check a third or fourth additional trait can be added. They have a Wreck Check of 15.

VEHICLE TRAITS

These traits cover some of the basic functions of chassis types and various upgrades that are common to the wastelands. If you do not find what you are looking for here, make up new ones using the existing traits as a guideline.

Armored - (Open Vehicles) All passengers gain a +2 AC bonus while riding in this vehicle. (Closed Vehicles) Increase the AC value by +2.

Big Tank - The vehicles max Fuel Tank die size is two steps greater (i.e. a 1d10 becomes a 1d14).

Dangerous - When rolling on Table WO-1: Wipeout results, add an additional 1d3 to the roll total.

Enhanced Handling - Increase Ref save by +2

Extra Cargo - 500lb cargo capacity per level.

Fuel Efficient - Lower Guzzle by 2, to a minimum of 0.

Fog Lamps - Ignores all penalties for night driving. Very conspicuous. Can cause vision impairment to oncoming vehicles.

Heavily Armored - (Closed Vehicles only) Increase the AC value by +4. Lowers Speed cruise and max by 1.

Heavy Weapon Mount - (Cannot be put on Motorcycles) This allows a support class ranged weapon to be mounted on the vehicle. This negates up to -4 penalty for firing from a moving vehicle.

Hauler - Can tow up to 10,000lb of properly distributed weight via trailer or another vehicle. Towing lowers Speed values and Ref save by 1. Also add +1 to Guzzle when towing.

High Performance Engine - Speed rating for Cruise is increased by 1 and Max by 2. Add +1 to Guzzle. (May be taken up to 3 times)

Nimble - This vehicle can easily fit through narrow spaces that others cannot. They can add a 1d3 to all Vehicle Control rolls when traversing a confined environment.

Nitrous Tank - Holds three charges, each expenditure of a charge allows a vehicle to increase or narrow the distance to another vehicle by one step/range during a chase or combat without making a Vehicle Control Roll. If used during a ram, add +1d6 damage to target. If more than one charge is expended in the same round the vehicle must make a Fort save DC 10 or suffer 1d3 damage. Recharging the tank costs 3d10+5sp.

Off Road - This vehicle is designed to function well in rough, broken, or natural terrain. It suffers no penalties when going traveling on such terrain.

Open - This vehicle does not offer passengers any applicable cover or protection from attack. During a collision or wipeout, 50% of damage suffered by this vehicle is also inflicted on each of the passengers.

Possessed - This vehicle is powered by an entrapped elemental or minor demon. It has an unearthly appearance and the following enhancements: +2 HD and add the following stat bumps: +1 to Init or AC; +1 to Speed cruise & max or Fort & Ref saves. The vehicle does not run on regular fuels. Roll 1d10 to determine the esoteric fuel type: 1- Blood, 2- Spells, 3- Soda pop, 4- Raw meat, 5- Drugs, 6- Charcoal, 7- Distilled Water, 8- Candy, 9- Salt, 10- roll twice and combine.

Power Hauler - (Semi Truck Only) Can tow up to 100,000lb of properly distributed weight via trailer. Also add +2 to Guzzle when towing.

Ram Plate - This increases all rundown damage from two dice to three dice (i.e. 2d6 becomes 3d6). Also, all front end collision damage suffered by the vehicle is reduced by 50%.

Reserve Tank - (Cannot be put on Motorcycles) Vehicle has a second Fuel Tank with a rating of 1d6.

Rugged - all Fort save use a 1d30 action die.

Safety Features - Passengers ignore 25% of all collision/accident damage if properly seated and buckled in.

Very Dangerous - When rolling on Table WO-1: Wipeout results, add an additional 1d5 to the roll total.

Very Nimble - (Motorcycles Only) This vehicle can traverse through most terrains that humans can: on stairs, hallways, and doorways. They can add a 1d4 to all Vehicle Control rolls when traversing a confined environment. Cannot be taken with Nimble.

Weapon Mount - This allows a rifle sized ranged weapon to be mounted on the vehicle. This negates up to a -4 penalty for firing from a moving vehicle.

THE RANDOM ROAD GANG GENERATOR

No wasteland trek would be complete without running into at least one gang of vehicle riding freaks to contend with. This tool is intended to help a beleaguered GM create a gang worthy of the American wastes with only a minor amount of prep work.

To begin, here is a stat block for a random gang member: Init +1; Atk club +1 melee (1d4) AC 11; HD 1d6; MV 30; Act 1d20; SP Road born - +2 to vehicle control rolls; SV Fort +0, Reflex +1, Will +0; AL C.

The number appearing will generally be $Nd3 \times$ the average level of the party where N is equal to the number of party members divided by 2. Treat an average party level of 0 as 1. Formula: $(\text{Party Size}/2)d3 \times \text{Average Level}$.



Then, roll a number of d10s equal to the average level of the party plus 1d3. Record each of the individual results and apply them to which ever columns on Table RRGG-1 you like. If total randomness is desired, roll a d5 for each result to determine which column to apply it to.

Once all of the gang member's traits are set, read the description of each trait to finalize the gang's total abilities.

Table RRGG-1: Random Road Gang Generator

	1 Appearance	2 Weapons	3 Vehicles	4 Motive	5 Special
1	Armor made from sports equipment	Low Tech	Mixed, with Boss Custom	Currently Recruiting Members	Trained beasts
2	Halloween masks and costumes	Lots of guns	Cycles and Buggies	Hungry Cannibals	Cyborgs
3	Religious garb	Pneumatic projectiles	Flying Machines	KILL!!!!	Mutants
4	Husks of robots as armor and equipment	Flamethrowers	All cars	Hunting for Tech	Cursed
5	Favored color	Ram plates & Spikes	All trucks	Collecting Tolls	Undead
6	Antique medieval armor	Magical projectiles	Scrap Go-karts	Raiding for Goods	Spellcaster
7	An abundance of leather, spikes, and chains	Grapples and tow hooks	Armored Delivery Trucks	Expanding Territory	Alien Tech
8	Law enforcement garb and equipment	Chemical weapons	Semi-Truck Fortress and Cycles	Slave Raid	Diseased
9	Tattoos and minimal clothing	Explosives	Mixed, all Keepers	Hauling Goods	Well equipped
0	Neanderthals or other sub-human	A bit of everything	Possessed	On a Job	Combat drugs

Appearance

Armor made from sports equipment: These types of gangs take on the colors, logos, and “identity” of a favored sports team from the past. They tend to excel at teamwork and gain +1d3-1, rolled each round, to all attacks when working together. If rolled again, increase the bonus die type by one.

Halloween masks and costumes: Due to the high spook factor, all opponents must make a Will save DC 8+1d5 or suffer -1 to all attacks and saves for 2d4 rounds. If rolled again, increase fear save DC by 1d3.

Religious garb: Focused and full of fervor, these gang members receive get +2 to all Will saves and always fight to the death. If rolled again, increase Will save bonus by +1.

Husks of robots as armor and equipment: These gangers are experts at attacking robots, androids, cyborgs, mecha and the like. They gain +1d3 to all attacks and damage to these type targets. Also, they have a +1 AC bonus for their Robohusk armor. If rolled again, increase all bonuses by +1.

Favored color: Everyone and everything is painted in the gang's chosen color. Roll a d8 to determine color: 1 - Red, 2 - Orange, 3 - Yellow, 4 - Green, 5 - Blue, 6 - Purple, 7 - White, 8 - Black. Due to paint fume intoxication all gangers gain +2 Init. If rolled again, increase Init bonus by +1.

Antique medieval armor: Each ganger has an AC bonus of +2d3 for the piecemeal heavy armor they wear. If rolled again, increase AC bonus by +1.

An abundance of leather, spikes, and chains: Also known as standard road gang attire. These gangers are a dime a dozen and the number appearing is increased to 1d6+3 x the average level of the party. If rolled again, increase number appearing die by one step up.

Law enforcement garb and equipment: These gangers tend to be Lawful instead of Chaotic. They enforce their brand of Law with extreme violence but might be willing to talk if properly addressed before the shooting starts. Utilizing radio comms, they coordinate their actions giving them a +2 to all Stunt rolls during Chase scenes. If rolled again, increase Stunt bonus by +1.

Tattoos and minimal clothing: These skylad gangers run on bravado and intoxicants. Their Hit Die is 1d10, and they always have at least 6hp. If rolled again, increase the hp bonus by +2.

Neanderthals or other sub-human: These bestial humanoids are large and strong. They gain +2 to melee attack and damage rolls. They also have +3 to Fort saves. If rolled again, increase all bonuses by +1.

Weapons Generally Used

Low Tech: Standard melee weapons, improvised melee weapons, bows and crossbows only. Since they fight close up they get +2 to vehicle control rolls when at Close & Personal range. If rolled again, increase bonus by +1.

Lots of guns: Every member is armed with at least one gun and enough ammo to shoot for 3d4 rounds. Each vehicle generates 1d5 ranged attacks per round at +1 to attack rolls, each doing 1d8 dam. If rolled again, increase number of attacks per round and attack bonus by +1.

Pneumatic projectiles: All vehicles are armed with high pressure pneumatic crossbows and ballista. The crossbows fire 1d4 bolts each attack per round and are otherwise the same as a heavy crossbow. The ballista fire one projectile per round, +2 missile (2d6 dam, range 100/200/300). If rolled again, increase attack bonus by +1.

Flamethrowers: Each vehicle mounts flame thrower Atk +3 missile (range: 50' cone, 1d10 damage. Also, target or driver must roll under their Luck score or else suffer 1d4 fire damage, DCC RPG pg 96, for 1d3 rounds). Each flamethrower holds enough fuel for 3d3 shots. If rolled again, increase shots available by +1d3.

Ram plates & Spikes: All vehicles have the Ram Plate trait. Since they fight close up they get +2 to vehicle control rolls when at Close & Personal range. If rolled again, increase all ram damage by +1d4.

Magical projectiles: Each vehicle has an item or caster capable of casting Magic Missile once per round (spell check, 1d16+1). If a one is rolled, immediately apply a random minor corruption effect to the vehicle. If rolled again, increase caster roll action die type by one.

Grapples and tow hooks: These gangers attempt to entangle opponent vehicles with grapple chains and force them to stop. Each vehicle attempts to attach grapples to a target, +2 ranged attack roll (1d4 dam, range 10/20/30). Each successful hit requires the target vehicle to make a Vehicle control roll at -1d3 per active grapple. Failure forces the target to decrease speed by 1. A roll of 1 means a Wipeout. If rolled again, increase attack bonus by +1.

Chemical weapons: Various gaseous and liquid chemical bombs are utilized by this gang. +1 ranged attack roll (Fort save DC10 or 1d3 Sta damage, range 20/40/60). If rolled again, increase attack bonus by +2.

Explosives: These gangers throw homemade explosives without regard for anyone's safety. Each vehicle has 2d4 bombs to throw, +1 ranged attack roll (3d3 dam*, range 20/40/60). Any fumbles result in the bomb going off in the attacker's vehicle with a 50% chance of setting off all remaining bombs. All misses have a 30% to do 1d3 dam to all other vehicles at Close & Personal range. If rolled again, increase bomb damage die type by one.

A bit of everything: roll a d10 on the Weapons Used column for each vehicle in the encounter to see what it is armed with. If rolled again, increase attack bonus by +1 and roll again to determine weapon type.

Vehicles Used

For a random vehicle type, roll 1d8; 1- Motorcycles, 2- Buggy, 3- Small Car, 4- Large Car, 5- SUV/Van, 6- Pickup Truck, 7- Cargo Van/Truck, 8- Semi Truck.

Mixed, with Boss Custom: one Beater vehicle per 3 gangers plus one Custom vehicle for the boss. Roll each type randomly above. If rolled again, increase the number of vehicles by one.

Cycles and Buggies: one Beater vehicle per 2 gangers. For each vehicle, 60% chance of Buggy otherwise it is a Motorcycle. If rolled again, one vehicle is elevated to a Keeper.

Flying Machines: one random Beater vehicle per 4 gangers and one Ultralight/ Gyrocopter per 10 gangers. Ganger Ultralight/ Gyrocopter: Init +2; Atk weights and bombs +1 missile (weights 1d5; bomb 3d3 explosive); AC 14; HD d4; Speed Level cruise 3/ max 6; Act 1d20; SV Fort -1, Ref +3, Will NA. Flying vehicles will be covered in detail in CUaBM issue #7. If rolled again, increase number of flying vehicles by one.

All cars: one Beater vehicle per 3 gangers. For each vehicle, 60% chance of Large Car, otherwise it is a Small Car. If rolled again, one vehicle is elevated to a Keeper.

All trucks: one Beater Pickup Truck per 4 gangers. If rolled again, one truck is elevated to a Keeper.

Scrap Go-karts: one Beater vehicle per 2 gangers. All are Buggies with the Very Dangerous trait. If rolled again, increase number of vehicles by one.

Armored Delivery trucks: one Beater Cargo Truck per 5 gangers, all with the Heavily Armored trait. If rolled again, increase number of Cargo Trucks by one.

Semi-Truck Fortress and Cycles: one Beater Motorcycle per 2 gangers plus one Keeper Semi-Truck & Trailer. The Semi-Truck has Heavily Armored & Weapon Mount traits, and the Trailer has Heavily Armored, Weapon Mount (x2), and Heavy Weapon Mount traits. If rolled again, increase number of Motorcycles by one.

Mixed, all Keepers: one Keeper vehicle per 4 gangers. Roll each type randomly above. If rolled again, increase number of vehicles by one.

Possessed: one Beater vehicle per 3 gangers, each has the Possessed trait. Roll each type randomly above. If rolled again, increase number of vehicles by one.

Primary Motive

Currently Recruiting Members: Roll 1d5 to determine who they are looking to recruit; 1- Men, 2-Women, 3-Children, 4-Robots, 5-Mutants. Anyone belonging to their desired group is offered a chance to join. Refusal is met with violence. Their dogged determination gives them +1d3 hp. If rolled again, increase hp bonus by +1.

Hungry Cannibals: If it is made of meat, they want to eat it; especially if it can talk. These gang members receive +2 to all Fort saves and always fight to the death. If rolled again, increase Fort save bonus by +1.

KILL!!!!!!: Roll 1d7 to determine what group they kill on sight; 1- Mutants, 2- Children, 3- Men, 4- Women, 5- Humans, 6- Non humans, 7- Robots. All attacks versus their favored prey are at +1d3 to attacks and damage. If rolled again, increase bonus damage die type by one.

Hunting for Tech: Will not attack if all tech is willingly surrendered. All vehicles are well maintained and gain +1 to Ref saves. If rolled again, increase Ref save bonus by +1.

Collecting Tolls: Looking for 3d30sp (or equivalent trade goods) per group/vehicle that wants to cross their territory. Refusal to pay is met with violence. Due to being well funded, all weapon damage die types are increased by one. If rolled again, weapon damage die types are further increased by one.

Raiding for Goods: They want everything you have and they want it now! Being skilled in dash and grab tactics, they gain a +1d3 to Init rolls. Any successful melee attack has a 25% of another ganger using the opportunity to reach in and snatch something valuable from inside the vehicle.

Expanding Territory: Looking to increase the area that is controlled by the gang. Offer "protection" to any settlement or travelers they encounter in return

for tribute. Refusal to pay is met with violence. Tribute is generally 3d20sp (or equivalent trade goods) per month or per "escort" through their lands. They coordinate well giving them +1 to all Stunt rolls during Chase scenes and +1 to Per checks to intimidate. If rolled again, increase Stunt and Per bonuses by +1.

Slave Raid: Skilled in capturing without killing, these gangers pull their punches and convert half of all damage done to living beings as subdual damage. If rolled again, increase their subdual attack bonus by +1.

Hauling Goods: These gangers want to get from point A to point B, and you are in their way! They engage long enough for the hauling vehicle to get a clear path through, and then book it. They get +1 to vehicle control rolls and all vehicle's Max Speed is increased by 1. If rolled again, increase the vehicle control roll bonus by +1.

On a Job: roll a d10 on the Motive column to determine what they are being paid to do. In addition to any special abilities of that motive, they gain +1 to Will saves. If rolled again, increase the Will save bonus by +1.

Special

Trained beasts: Roll 1d7 to determine what kind of animal they have domesticated;

- 1 - Pterodactyl (1d3 appearing, DCC rulebook pg 424)
- 2 - Lobstrosity (1d3 appearing, CUaBM issue #1 pg 22)
- 3 - Giant Ant Worker (3d4 appearing, DCC rulebook pg 394)
- 4 - Pigtipedes (3d4 appearing, CUaBM issue #3 pg 21)
- 5 - Ape-man, Four armed (1d3 appearing, DCC rulebook pg 395)
- 6 - Griffon (1d3 appearing, DCC rulebook pg 417)
- 7 - Giant Beetles, Flying (4d3 appearing, DCC rulebook pg 397)

If rolled again, increase the die type of number appearing by one.

Cyborgs: Due to being partially metal all non-magical damage is reduced by 1d3-1 for each attack. If rolled again, increase the damage resistance by +1.

Mutants: Roll on the Mutation Tables, pg 4-9 CUaBM issue #2, to determine the mutation the gang seems to be suffering from. If rolled again, roll for an additional mutation.

Cursed: These gangers are cursed to wander the wastes forever. Every round a vehicle is at Close & Personal range or an opponent is engaged in melee with one of the gang members, they must make a Will save DC 4+1d5. Failure means the curse has touched them and they lose 1d3 Luck. Anyone reduced to 0 Luck in this way forgets all allegiances and joins the gang. If rolled again, increase Will save DC by +1.

Undead: Replace the base stat block for the gang members with the Ghoul stat block (pg 414 DCC rulebook). If rolled again, increased HD size by one die type.

Spellcaster: The gang is led by a Wizard or Cleric. Their class level is equal to the average level of the party plus 1d3-1. If rolled again, increase caster level by +1.

Alien Tech: Roll 1d8 to determine what ability the xeno device enhances: 1- Vehicle speed max, 2- Vehicle AC, 3- Vehicle Ref save, 4- Ranged attack rolls, 5-, Ranged damage, 6- Melee attack rolls, 7- Melee damage, 8- Ganger AC. The enhancement is +1d3+1. If rolled again, roll another ability that is enhanced by the alien tech. No ability can be enhanced twice.

Diseased: These gangers are carriers for a hideous illness that is very contagious. Every round spent within melee range of a ganger requires a Fort save DC 8+1d5 or contract the disease. To determine the effects of the disease, roll on the Table 5-3: Minor Corruption, pg 116 DCC rulebook. In addition, they suffer -1 to Sta daily unless an additional Fort Save is made; repeat every day until three successful Fort saves in a row occur. Should that happen they are cured. If rolled again, increase Fort save DC by +1.

Well equipped: All vehicles are Keeper level or better and weapon damage die types are increased by one. If rolled again, weapon damage die types are further increased by one.

Combat drugs: These gangers have access to a vast quantity of military grade enhancement drugs and use them with abandon. They add +1d3 to Int, to attacks, and melee damage rolls. They also suffer -1d3 to all Will saves. If rolled again, increase all bonuses and penalties by 1.



Roy Snyder created another Random Roadgang Generator but there was not enough room left in this issue to fit it. You can see his masterpiece in progress here: <http://tinyurl.com/AltGangGen>

d100 Stuff Found on Apocalyptic Roadways

*Original table by Chris Tamm, <http://elfmaidsandoctopi.blogspot.com>,
used with permission.*

DCC'ified by Reid San Filippo

This is for stuff on the roadside for rural areas and wastelands.

- ▶ Rural areas and ranges around cities still a bit green, roll once per 20 miles
- ▶ Wilderness with grass and trees, roll once per 30-50 miles
- ▶ Desert wasteland and dried crap everywhere, roll once per 50-100 miles

- 01 Squashed small animal like possum, rabbit, fox, cat.
- 02 Squashed medium animal like pig, wombat, grey roo, small deer, goat or dog.
- 03 Squashed large animal like cow, red kangaroo, large deer, horse, emu.
- 04 Creature that appears dead is blocking road but leaps up and attacks with final breath. It attacks with a d30 action die and has 1 hp.
- 05 Road crawling with cane toads, mice or other plague, Driving Hazard DC 12 or wipeout.
- 06 A large mutant animal runs straight at car from out of nowhere, Driving Hazard DC 18 or vehicle suffers 2d8 damage.
- 07 Local people scraping up a large road kill hungry for a feast. Party is welcome to join in BBQ.
- 08 A strange tentacled mutant corpse nobody can identify.
- 09 A strange mutant attacks travelers out of nowhere throwing itself hungrily at vehicles. Driving Hazard DC 12 or wipeout.
- 10 Road kill being eaten by huge predator. It blocks the road and if left alone will remain for 1d5 turns.
- 11 Corpse of a person tied to chain and horribly dragged on road till dead.
- 12 Dead cop/soldier nailed to fence or telegraph pole or crude crucifix made from wrecked vehicles.
- 13 Wire trap across road. Will damage anyone in an open vehicle, causing 5d4 damage to cycle, convertible, or open turret passengers and immediate wipeout.
- 14 Scene of biker battle. 2d12 corpses of several gangs. 1 in 6 chance to still have loot on them and a few bikes.
- 15 Row of crucified gang members picked at by crows.
- 16 Remains of cult ritual sacrifice. 1 in 6 chance of demon in the area.
- 17 Human skeleton with last shred of flesh being chewed by wild animal (see 10).
- 18 Body of bound and gagged person (roll 1d4: 1-business man, 2-farmer, 3-teen girl, 4-child). 4 in 6 chance they are still alive.
- 19 Parachute with corpse hanging from tree or telegraph pole. 1 in 6 chance to still have loot on it.
- 20 Corpses rotting in trees pecked by birds (roll 1d4: 1-bikers, 2-farmers, 3-pilgrims, 4-city folk).

- 21 A hitchhiking teenage girl on the run, 1 in 6 chance she is a vicious serial killer looking for victims.
- 22 A biker who lost his bike and was left here by gang to die.
- 23 A biker ditched from his gang for some infringement. 1 in 6 chance he is working with them for an ambush.
- 24 A farmer who was carjacked and abandoned needs to get home to save his family.
- 25 A wandering hunter with his dog, a cheeky funny guy.
- 26 A homeless swagman with backpack looking for work. Down to last teabag and scrap of flour.
- 27 A farmer kid lazily risking life by hitch hiking despite what parents say.
- 28 A teen looking to flee to big city where anything is possible.
- 29 A smelly hobo with dreadlocks covered in dirt with everything hand made from scraps.
- 30 A dehydrated city person looking for help since they were abandoned hours ago.
- 31 Big aggressive beast that will attack and disembowel anyone they can.
- 32 Flock of crazily running emus with little sense of self-preservation on road. Driving Hazard DC 12 or wipeout.
- 33 Medium sized predators following crawling person off the road.
- 34 Mutant horror lurking in grass using a human corpse with backpack as bait.
- 35 Bog by side of road with semi submerged car. 1d3 crocs in the bog or a 1 in 6 chance of a giant mutant thing.
- 36 Remains of zoo or nature reserve with possibly feral exotic non-natives or reconstructed megafauna.
- 37 Swarms of bugs, toads, birds, lizards, rabbits or rodents cover road attacking anything man made. Driving Hazard DC 15 or wipeout.
- 38 Flapping mutant water leaper horror attacks vehicle from roadside pond but escapes to water if harmed badly. Initial attack causes Driving Hazard DC 13 or wipeout.
- 39 Staked out bodies crawling with ants left by some gang.
- 40 Several bikes on road side with no bodies. If investigated, a huge scorpion or spider attacks.
- 41 Burning car with body of parent inside, 1d4 kids looking on crying.
- 42 Car wrapped around telegraph pole. 1d4 bodies with 1 in 6 chance of each one still being alive.
- 43 Broken car with several corpses of city folk. Died of radiation exposure.
- 44 Abandoned car with amazingly crude mechanic repairs like grass filled tires.
- 45 Sweet ride with engine idling. Actually a trap left by gang. Explodes when someone approaches. DC 8+1d6 to spot bomb in time.
- 46 Abandoned off road vehicle, contaminated and radioactive. Fort save DC 12 or lose 1 Sta after each hour.
- 47 Abandoned farmer work utility vehicle with dead farmer outside, deadly snake or spider inside.
- 48 Burned out wreck riddled with bullets and possibly rocket damage.

- 49 Car or bike in tree with remains of impaled driver who accidentally made the jump somehow.
- 50 Car flipped over with unconscious/wounded outlaws. Actually rigged to blow if a rescue attempt is made. DC 12 to spot bomb in time.
- 51 Wrecked bus with dead passengers and looted baggage. 1 in 6 chance of finding 1d4 survivors.
- 52 Burnt out wrecked of semi-trailer with some remaining scattered goods. Roll d4: 1-dead animals, 2-bags of grain, 3-crates of building materials, 4-barrels of slurry ready to be converted to fuel.
- 53 Burnt out food truck. 1 in 6 chance that a homeless swagman is making camp inside.
- 54 Semi trailer blocking road with 3 in 6 chance of gang in waiting in ambush.
- 55 Burned out smouldering patrol vehicles. 1 in 6 chance of badly injured guard nearby.
- 56 Crashed plane wreck. 1 in 7 chance of remaining loot.
- 57 Crater with wreckage of satellite. 1 in 6 chance it is radioactive and also 1 in 6 chance it has automated defenses. Also, 1 in 6 chance of Alien horror
- 58 Construction vehicle wreck, 1 in 5 chance a feral kid living in remains.
- 59 Farm tractor half buried in mud, some parts worth scavenging.
- 60 Farm machinery in dump. 1 in 6 chance of wounded gang member hiding in ruins recovering.
- 61 Suitcases and personal baggage littered on road side with papers fluttering in the wind.
- 62 Crates laying on corner dropped by truck, roll 1d4: 1-machine parts, 2-food, 3-ore, 4-coffins.
- 63 Bags of clothes and personal goods near unmarked fresh graves. Small footprints lead away from the road.
- 64 Dozens of tires of various types dumped in a heap, 2d12 are in OK condition.
- 65 Jerrycan loose on edge of road, roll 1d4: 1-water, 2-gasoline, 3-biofuel, 4-liquid narcotics.
- 66 Plastic wrapped bundle on edge of road, roll 1d4: 1-bodyparts, 2-drugs, 3-3d30gp worth of semi-precious stones, 4-rotten food.
- 67 Plastic cases on edge of road, roll 1d4: 1-chilled organs (1 in 6 chance still fresh), 2-electronic parts, 3-record collection, 4-medical supplies.
- 68 Pile of rubble dumped on edge of road, roll 1d4: 1-coal, 2-ore, 3-gravel, 4-garbage covering a Keeper condition buggie with corpse inside.
- 69 Discarded full garbage bags on edge of road, roll 1d4: 1-edible sealed food, 2-gun, 3-body parts, 4-electrical appliances.
- 70 Buried cache by side of road (trapped: DC 13 or suffer 3d6 damage) roll 1d4: 1-firearms, 2-food and water supplies, 3-dodgy explosives, 4-drugs.
- 71 Open cut mine, partly flooded with wrecks of vehicles and sheds. Lair of (roll 1d4: 1-animals, 2-mutants, 3-gang, 4-cultists).
- 72 Mining shack with shaft or tunnel. Lair of (roll 1d4: 1-animals, 2-mutants, 3-cannibal swagmen, 4-pro prospector).
- 73 Sudden storm produces flash flood, gullies become temporary streams and may block road. Driving Hazard DC 8+1d5 or wipeout.
- 74 Geothermal vent bubbling with steam and mud

- 75 Smoke from burning coal seam in underground mine or gas vent with flaming pit
- 76 Bushfire or grassfire running rampant, poor visibility and air, possibly blocking road. Driving Hazard DC 6+2d6 or wipeout.
- 77 Carnivorous plants around road will move to block path when they sense cars and try to eat divers. Driving Hazard DC 4+2d8 or wipeout.
- 78 Red weed, a bioengineered pest, covers everything. A 1 in 3 chance the road covered, Driving Hazard DC 10 or wipeout. A 1 in 5 chance of hidden ruins or creatures.
- 79 Radiation or poison contamination leaves dead animals everywhere. DC 13 Fort save or lose 1d3 Sta.
- 80 Trees littered with bones and bodies. Mutants live in trees eating passing humans.
- 81 Gas station long ago burned out. Now inhabited by (roll 1d4: 1-animal, 2-bikers, 3-ferals, 4-mutants).
- 82 Old farmhouse inhabited by (roll 1d4: 1-crazy farmer, 2-cultists, 3-animal, 4-feral kid gang).
- 83 Schoolhouse inhabited by (roll 1d4: 1-feral kid gang, 2-homeless swagman, 3-mad teacher, 4-cultists).
- 84 Church inhabited by (roll 1d4: 1-mad priest/nun, 2-cultists, 3-mutant horror, 4-zombies).
- 85 General store inhabited by (roll 1d4: 1-traps, 2-swagmen, 3-feral clan, 4-gang).
- 86 Farm shed inhabited by (roll 1d4: 1-swagmen, 2-feral clan, 3-homeless farmers, 4-outlaw gang).
- 87 Bunker built by survivalists inhabited by (roll 1d4: 1-mad survivalists, 2-robots, 3-cult, 4-ferals).
- 88 Toll station inhabited by (roll 1d4: 1-homeless swagman, 2-stranded trucker, 3-highwaymen, 4-mutants).
- 89 Compound of wrecked buses and vehicles with feral gang living in wrecks.
- 90 Ruined pre-20th Century farm building of stone inhabited by (roll 1d4: 1-aliens, 2-animals, 3-cult, 4-mutant).
- 91 Gang fort with walls built from trash and wrecks where gang rules from and raids others.
- 92 Fortified police precinct with garage, automated defence weapons, and drones.
- 93 Bunker where survivalist gang rules area from.
- 94 Corporate compound with mercenaries. Has armored gatehouse and fenced property.
- 95 Shanty town of nomads with vehicles in circle around tents, willing to trade.
- 96 Mutant hovels by roadside where they beg from passersby or toll them.
- 97 Primitive settlement with portable housing and sheds, wary of other folk causing trouble on their land.
- 98 Food caravan with truck selling food and drinks. Popular with locals.
- 99 Roadhouse restaurant with fuel station and garage, surrounded by fence with guards. Cheap but rough crowd.
- 100 Truck stop with concrete bunker, diner, showers, and machine gun nests in towers. Expensive but safe.

TWISTED MENAGERIE

Petrol Zombies (By R. Dale Bailey, Jr)



Petrol Zombies: Init -3; Atk bite+3 melee (1d4) or Petro-Vomit +2 (See Below); AC 9; HD 3d6; MV 25; Act 1d20; SP undead traits, Petrol Sickness, explosive; SV Fort +5, Reflex -3 Will +2; AL C

Petrol Zombies are a form of mutated undead that store petrol in their guts. They are slightly quicker than their cousins. There are usually 1d3+1 petrol zombies in any small group and 2d6+1 in larger zombie herds. They attack by biting or vomiting petrol. Any character that is hit by Petrol-Vomit must make a Fort save DC8 or suffer Petrol Sickness. Roll on the table below to determine the effects of the sickness.

Petrol zombies are highly unstable and fire attacks against them causes explosions for 2d6 damage to everyone within a radius of 5' plus 1d6 burning damage per round until extinguished (Reflex save vs. DC 15 to extinguish). In addition, there is a 60% chance that any other Petrol Zombie in the blast radius also immediately explodes. Those that don't explode have a 40% chance to explode each round they are on fire.

Petrol Zombies are undead and thus do not eat, breathe, or sleep. They cannot be charmed or held and are immune to other mental effects. While cold damage normally does not affect undead, against petrol zombies

cold damage can be a means to prevent an explosion. Clerics are able to turn them with a Holy Smite resulting in a 50% chance of explosion.

Fuel can be harvested from a petrol zombie provided the stomach cavity has not been punctured during combat. Up to a gallon of fuel (1 Fuel Point) can be gained this way. It is possible to boil the corpse and extract more fuel. This produces a substance that is too impure for vehicles but produces good, but smelly, oil for lanterns. The long-term effects of producing oil in this manner are usually deadly. Increase the effects of Petrol Sickness as needed.

Petrol Sickness (1d3 Sta damage and roll 1d7 on the table below)

- 1 Make another Fort save DC 12. Failure means all the effects below plus a final Fort save DC 12 vs. death in 3d7 days as cancerous boils erupt on the body. Upon death the character resurrects as a new Petrol Zombie.
- 2 Unconsciousness - Unconscious for the next 1d6 hours.
- 3 Acid Damage - The extreme toxicity does an additional 1d6 acid damage to all exposed skin.
- 4 Extreme Fatigue - For the next 1d5 hours all rolls are reduced by 2 on the dice chain.
- 5 Vision Loss - For the next 1d3 hours, all vision related skills are reduced by 2 on the dice chain.
- 6 Confusion - For the next 1d3 rounds, the mind is racked with hallucinations making combat difficult. Roll 1d3: 1 - attacks are directed towards allies 2- no attack possible 3- attacks are rolled as normal but crits are not possible.
- 7 Difficulty Breathing - For the next 1d3 rounds, exerting the body is much more difficult and scales down one die to reflect the extra labor required.

Coming Next Issue!

The Cyborg - A new character class

Planes, Trains, and Mobile Suits - Rules for new vehicles types

The Citadel of Scrap - A new Interesting Place to die

Spare Change - Coinage in Umerica

The Rail Wastes - Another new interesting place to die

In this issue:

- * New class: the Petrol Head
- * New rules: Vehicle combat!
- * New gear: Vehicle creation rules
- * New Foes: Road gang generator



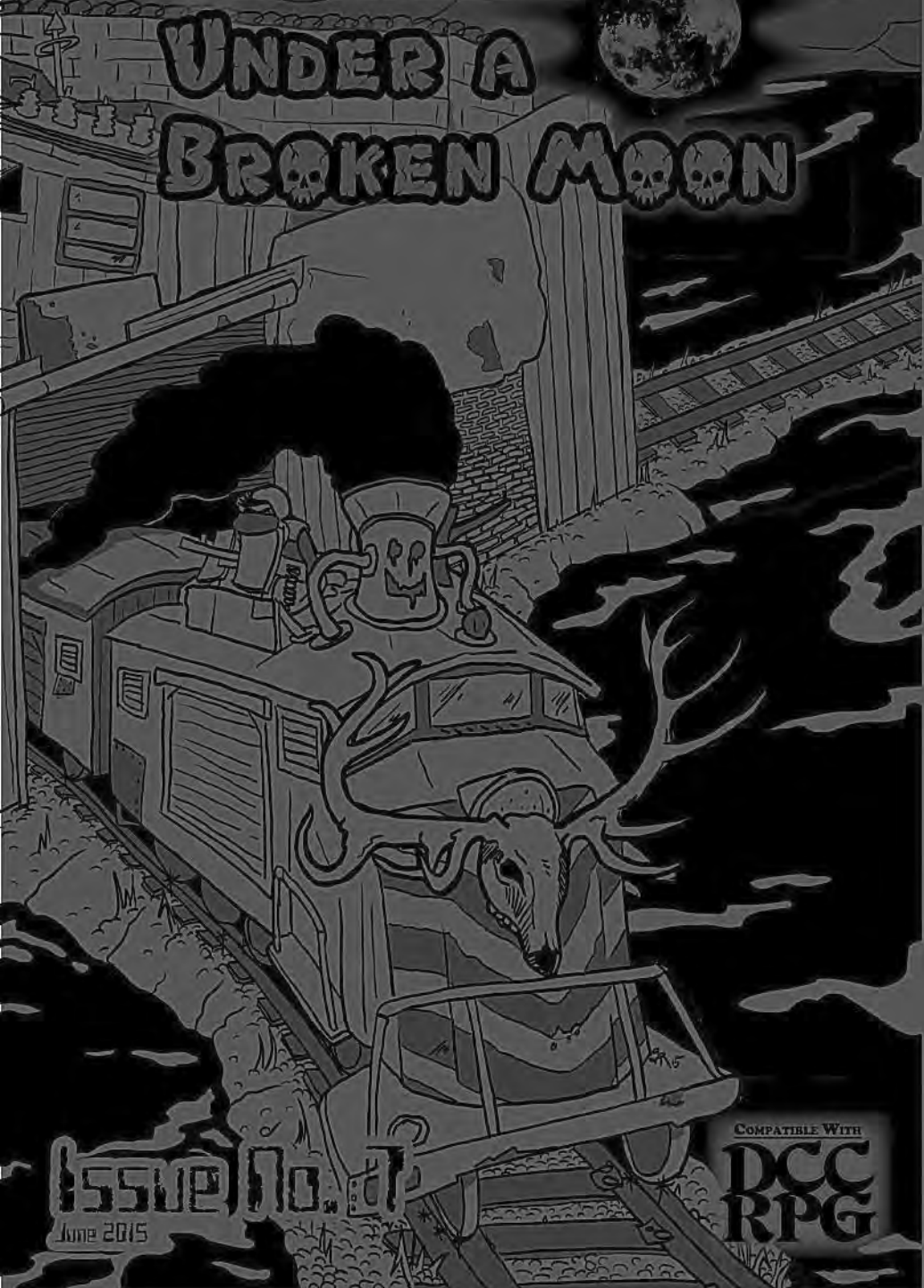
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CRAWLING UNDER A BROKEN MOON



Issue No. 10

June 2015

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Crawling Under A Broken Moon



When it's your
turn in the
riddle contest,
don't ask her
what's in your
pocket.

TOMB of SHMELERAK

Coming soon from the dude that brought you
the Wizardarium of Calabraxis

CRAWLING UNDER A BROKEN MOON

Welcome to the seventh issue of *Crawling Under A Broken Moon*!

Stepping off the train car, she was inundated by the odors of unwashed bodies, petrol fumes, burning coal, and metallic ozone. An uncaring wave of people, robots, and things swept her quickly down into the heart of the tech market near Cog Alley, just as she planned. After securing several fat purses deftly acquired on the way, she cautiously moved towards the private shop that contained her clockwork heart's desire...

...just a moment in the life of the festering metropolis that is the Citadel of Scrap.

In this issue we will travel by iron rails to one of the last great municipalities in Umerica. We encounter beings of flesh and steel that are neither man nor robot but both. And lastly, we discover why junkyards are to be just as feared as graveyards in the dark hours of the night.

Grab your ticket and come aboard for another trip into a strange, but familiar, new world.

Reid "Reidzilla" San Filippo

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THE CYBORG

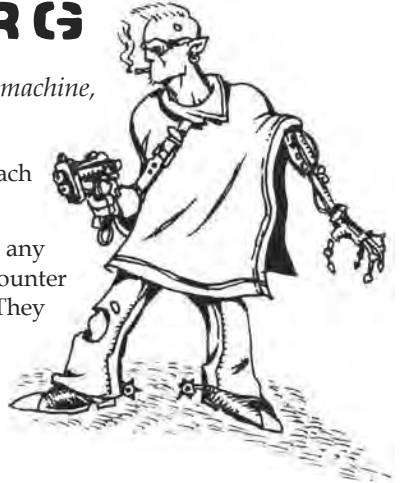
A new character class that is half man, half machine, and all awesome.

Hit Points: A Cyborg gains 1d8 hit points at each level.

Weapon Training: Cyborgs are adept with any tech level of missile/ranged weapons they encounter and one handed/built-in melee weapons. They may employ any armor but rarely use shields.

Alignment: Cyborgs are generally Neutral but may be of any alignment.

Artificial Body Parts: Being partially artificial has its upsides and downsides.



Good news: 40% of all non-area effect damage taken is on an artificial part which ignores the first 1d3 points of damage taken. Also, the cyborg receives +2 to all saves versus Sleep and Charm effects. The Cyborg also reduces all crit results rolled against them by ½ their level.

Bad news: All damage taken by your artificial parts will not heal on its own and must be repaired. Lay on Hands and other healing magics are not effective when repairing damage to artificial parts. This damage must be repaired by other means.

As such, all damage taken must be divided into Meat and Non-Meat damage. All area effect damage is divided equally between Meat and Non-Meat totals. The total of these two tallies is the amount of hp loss the cyborg is currently suffering from.

Better, Stronger, Faster: When you reach levels 1, 4, 7, & 10 you can pick one upgrade that your body has from the CU-1: Cyber Upgrade table below. Cruel DMs might make you roll randomly...

Juryrig: Being dependent on technology to live, cyborgs have a general understanding of most types of tech. They may add their Juryrig Die to all attempts to repair themselves, other bits of tech, or find salvage from a technological source.

Self repair will require an Intelligence check at DC 5 + the number of Non-Meat hit points you wish to repair. A Fumble will result in suffering 1d3 additional Non-Meat damage that cannot be ignored. All such repairs will require sufficient materials, roughly 1d7sp per hit point repaired, and 2d3 turns to complete.

For calculating the DCs for repairing devices and other tinkering, see CUaBM issue #1, pgs. 7-11.



Table CU-1: Cyber Upgrades

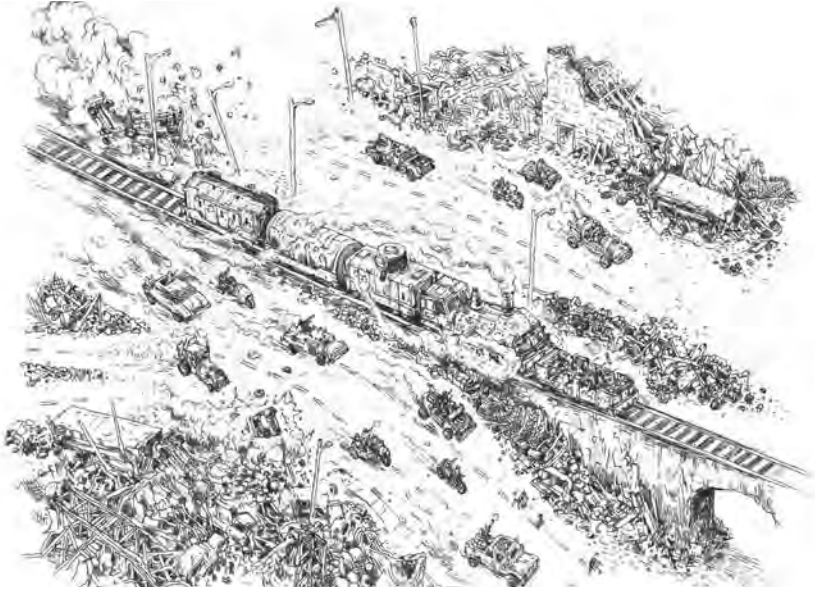
- 1 **Advanced composites** - Your Non-Meat parts are constructed of very durable materials and they ignore the first 1d4+1 points of damage taken instead of the first 1d3. If taken again, increase the damage ignored by +1.
- 2 **More Machine Than Man** - 60% of all damage is done to Non-Meat parts instead of the normal 40%. Also, your AC is increased by +1. If taken again, increase AC bonus by +1.
- 3 **Weapon Port** - You have an internal, concealed port you can install a weapon into. Removing/installing a weapon requires a DC 12 Int check. Once installed, add +1d3 to all attack rolls with the weapon. An Int check of DC 15+Cyborg's Luck mod is required to locate the weapon when not deployed for use. If taken again, the cyborg has an additional weapon port.
- 4 **Armored Plating** - The cyborg has armor plating attached directly to his body. This gives an AC bonus of +5, a Check penalty of -3, and a Fumble Die of d10. There is no easy or quick way for the armor to be removed. Note that the cyborg cannot wear normal armor in addition to the plating. If taken again, increase the AC bonus by +1.
- 5 **ExoFrame** - Increase Strength by +3 and reduce movement speed by 5'. With DM's approval, this may raise your Str above 18. If taken again, increase the Str bonus by +1.
- 6 **Power Fist** - One of the cyborg's arms is a devastating melee weapon, dealing 1d10 damage on a successful hit. This weapon cannot be easily discarded or hidden. If taken again, increase the damage done by one die type.
- 7 **Targeter System** - Add +1d3 to hit on all ranged attacks made by the cyborg. If taken again, increase the attack bonus by +1.
- 8 **Auto Blaster** - You have a self aiming blaster mounted on your body. It will attack any target you designate as a foe with a 1d14 action die, 1d5 damage, range 20/40/60. Using the Auto Blaster does not require your attention and does not count as an action. If taken again, increase the Auto Blaster's action die by one type or the Auto Blaster gains another 1d14 action die.

Table CY-1: Cyborg

Level	Attack	Crit Die /Table	Action Dice	Ref	Fort	Will	Jury Rig Die
1	+1	1d10/III	1d20	+1	+1	+0	1d2
2	+2	1d12/III	1d20	+1	+1	+0	1d3
3	+2	1d14/III	1d20	+1	+2	+1	1d4
4	+3	1d16/III	1d20+1d14	+2	+2	+1	1d5
5	+4	1d20/III	1d20+1d16	+2	+3	+1	1d6
6	+4	1d24/IV	1d20+1d20	+2	+4	+2	1d7
7	+5	1d30/IV	1d20+1d20	+3	+4	+2	1d8
8	+6	1d30/IV	1d20+1d20	+3	+5	+2	1d10
9	+6	2d16/IV	1d20+1d20	+3	+5	+3	1d12
10	+7	2d20/IV	1d20+1d20	+4	+6	+3	1d14

Trains, Planes, and Mobile Suits

Rules for new vehicles to cruise the wastes in.



Trains

While not as prevalent across Umerica as before the cataclysm, many larger settlements have devoted much time and efforts into repairing and maintaining the railroad tracks of yesterday. Trains still serve as cargo haulers and cheap, “safe” transit between the major points of civilization. They follow all of the rules for vehicles (including Quality levels and Control rolls) with the following exceptions:

- ▶ Trains must follow the track they are on and can only chose to adjust their speed.
- ▶ Trains use their own Wipeout table, Table LWO-1.

The Vehicle Control roll (train edition)

In addition to the normal modifiers a train has the following additional modifier to the roll:

Decelerating more than one level of Speed in a round	+2 per lvl
Hitting an object on the track	+1 per 2hp damage taken
Turning or running faster than Cruise on a slight slope.....	+2
Turning or running faster than Cruise on a medium slope.....	+4
Turning or running faster than Cruise on a steep slope	+6

Table LWO-1: Locomotive Wipeout Results

Roll the Wipeout die appropriate to the Speed rating of the train (determined on Table SPD-1) and subtract the engineer's Luck mod. Luck may be burned to effect this result.

- 1-3 **Just a little wobble!** Reduce Speed by 1 and all vehicle control checks next round are at -1 to the roll.
- 4-6 **That did not sound good!** Reduce Speed by 1 and the train must make a Fort save (DC 16) or max speed is lowered by one until repaired.
- 7-9 **Way too close!** Speed by 2 and the engine must make a Fort save (DC 20) or max speed is lowered by one and all actions are taken at minus one die step until repaired. There is a 20% chance of a car slipping off the track, requiring 1d3 hours to right.
- 10-12 **Hold on to something!** Speed by 2 and the engine must make a Fort save (DC 25) or max speed is lowered by two and all actions are taken at minus two die steps until repaired. There is a 40% chance of a car slipping off the track, requiring 1d3 hours to right.
- 13-15 **Derailed!** Control is lost and the train jumps the track. It plows through the terrain for $Nd\% + 50$ feet where N is equal the the train's speed before derailing. Anyone in its path must roll under their Luck or be killed. The engine and all cars take $2d10 + \text{Collision bonus}$ damage. The train cannot be righted unto the track without major industrial equipment or magic.
- 16+ **Total Disaster!** Control is lost and completely derails with cars jackknifing and rolling. It plows through the terrain for $Nd\% + 100$ feet where N is equal the the train's speed before derailing plus 1. Anyone in its path must roll under their Luck or be killed. All passengers must make a Fort save (DC 12) or be killed in the crash. The engine and all cars cannot be repaired, only salvaged.

Train types

Small Engines - These are smaller commuter train style engines.

Small Engines: Init -1; Atk rundown +4 melee (2d12+Ram); AC 18; HD d16; Speed Level cruise 3~/ max 6~; Act 1d20; SV Fort +7, Ref -2, Will NA; Fuel Tank 1d24; Guzzle 6~.

~Speed is lowered and Guzzle increased when hauling cars.

Basic Traits: Super Hauler, Ram Plate

Large Engines - These are huge freight train engines.

Large Engines: Init -3; Atk rundown +6 melee (2d14+Ram); AC 20; HD d20; Speed Level cruise 3~/ max 6~; Act 1d20; SV Fort +9, Ref -2, Will NA; Fuel Tank 1d30; Guzzle 8~.

~Speed is lowered and Guzzle increased when hauling cars.

Basic Traits: Ultra Hauler, Ram Plate

Train Car Types

Flat Cars: Init *; Atk *; AC 18; HD d10; Speed Level *; Act *; SV Fort +5, Ref *; Will NA.

Basic Traits: Open, Rugged

Box Cars: Init *; Atk *; AC 18; HD d12; Speed Level *; Act *; SV Fort +7, Ref *; Will NA.

Basic Traits: Extra Cargo x100

Passenger Cars: Init *; Atk *; AC 16; HD d10; Speed Level *; Act *; SV Fort +6, Ref *, Will NA. Passenger capacity: 50 passengers and luggage.

Basic Traits: None

Train Vehicle Traits

The following normal Vehicle Traits can be applied to trains: Armored, Big Tank, Dangerous, Fuel Efficient, Fog Lamps, Heavily Armored, Heavy Weapon Mount, Open, Possessed, Reserve Tank, Rugged, Safety Features, Very Dangerous, Weapon Mount.

New Traits

Refrigeration - (*Box Cars only*) This car can hold perishable goods at safe temperatures for long distances. It can also be set higher for frozen goods. Guzzle is increased by +1 for refrigeration and +2 for Freezing.

Super Hauler - Can haul three train cars without effort. Every additional three cars lowers cruise and max Speed by 1 and increases Guzzle by 2.

Superior Ram Plate - This increases all rundown damage from two dice to four dice (i.e. 2d12 becomes 4d12). Also, the train ignores the first 10 points of all front end collision damage suffered and any additional damage is reduced by 50%. Speed (cruise and max) and Ref save are reduced by 1.

Ultra Hauler - Can haul five train cars without effort. Every additional five cars lowers cruise and max Speed by 1 and increases Guzzle by 2.

Driving Locomotives and Petrol Heads

Running a train is not difficult but it takes some getting used to in order to do it right. Until one is accustomed to them, all action dice are reduced to 1d14 (1d16 for petrol heads). This learning process requires 3d4+10 hours of practice to be a competent engineer. A petrol head can use all of their normal vehicular abilities with Locomotives once they get accustomed to them.

Gyrocopters and Ultralights



Very few pre-cataclysm aircraft are still functional. The most common aircraft seen are small 1-2 man craft built from recycled wrecks or scrap. They follow all of the rules for vehicles (including Quality levels and control rolls) with the following exceptions:

- ▶ In addition to speed, aircraft have Height Cruise/ Max rating that determines how high they can fly, see Table HGT-1.
- ▶ Aircraft use their own Wipeout table, Table AWO-1.
- ▶ Even minor Wipeouts can result in fatal crashes.

Table HGT-1: HGT levels

Height level	Handling Modifier	Rough Height	Penalty to hit ground targets	Chance of Bad Turbulence / per hour	Crash Dam
1	0	100 ft	-1 (+1 AC vs. Ground)	30% (-1d8 Handle Mod)	3d6
2	-1	200 ft	-2 (+2 AC vs. Ground)	30% (-1d7 Handle Mod)	5d6
3	-2	600 ft	-3 (+4 AC vs. Ground)	25% (-1d6 Handle Mod)	7d6
4	-3	1200 ft	-6 (+8 AC vs. Ground)	25% (-1d5 Handle Mod)	9d6
5	-4	3600 ft	-9 (+12 AC vs. Ground)	20% (-1d4 Handle Mod)	11d6
6	-5	7200 ft	-12 (+16 AC vs. Ground)	15% (-1d3 Handle Mod)	13d6
7	-6	12000 ft	-15 (+24 AC vs. Ground)	10% (-1d3 Handle Mod)	15d6

The Vehicle Control roll (aircraft edition)

In addition to the normal modifiers an aircraft has the following additional modifier to the roll:

Changing Altitude by more than one level of Height in a round.....+2 per lvl

Table AWO-1: Aerial Wipeout Results

Roll the Wipeout die appropriate to the Speed rating of the aircraft (determined on Table SPD-1) and subtract the pilot's Luck mod. Luck may be burned to effect this result. If a drop in height would cause the craft to make contact with the ground they suffer the Crash Damage listed for the height level they lost control at plus the Collision Damage Bonus for the speed they were traveling at.

- 1-3 **Just a little lurch!** Speed and height are reduced by 1 and all vehicle control checks next round are at -1 to the roll.

- 4-6 **That was close!** Speed and height are reduced by 1 and craft must make a Fort save (DC 10) or all actions are taken at minus one die step until repaired.
- 7-9 **Hold on to your butts!** Speed and height are reduced by 2 and craft must make a Fort save (DC 15) or all actions are taken at minus one die step until repaired.
- 10-12 **Major Fail.** Control is lost for 1d3+1 rounds plus speed and height are reduced by 2 and must make a Fort save (DC 15) or all actions are taken at minus two die steps until repaired.
- 13-15 **We are going down!** Control is lost and Speed and height are reduced by 2 and there is a 35% chance of control damage causing all future vehicle control checks to be made at minus one die step. Attempts may be made to land safely but the craft must land or crash. If this results in a crash, there is a 40% chance that the fuel system catches fire and explodes in 1d5 rounds.
- 16+ **SPLAT!** Control is lost and craft plummets to the ground. Height is reduced by 2 per round until craft reaches the ground. Speed increases by 1 per round. One vehicle control roll may be made to control the crash. Success indicates all crash damage is reduced by 5% for every point the roll succeeded by. A failed roll means the pilot and passengers must make a Fort save (DC 12) or be killed upon impact. After the crash there is a 60% chance that the fuel system catches fire and explodes in 1d5 rounds.

Aircraft types

Gyrocopter - These are small rotor winged aircraft capable of carrying one pilot and 1-2 passengers.

Gyrocopter: Init +1; Atk weights +1 missile (weights 1d5); AC 14; HD d5; Speed Level cruise 2/ max 5/; Height cruise 3/ max 7; Act 1d20; SV Fort -2, Ref +1, Will NA; Fuel Tank 1d8; Guzzle 2.

Basic Traits: Auto Rotate

Ultralight - These aircraft are light, fixed winged vehicles capable of carrying a pilot and possibly one passenger.

Ultralight: Init +2; Atk weights +1 missile (weights 1d5); AC 12; HD d4; Speed Level cruise 3/ max 6/; Height cruise 4/ max 6; Act 1d20; SV Fort -3, Ref +3, Will NA; Fuel Tank 1d5; Guzzle 1.

Basic Traits: Dangerous, Glider

Aircraft Vehicle Traits

The following normal Vehicle Traits can be applied to aircraft: Armored, Big Tank, Dangerous, Enhanced Handling, Extra Cargo (Gyrocopter only), Fuel Efficient, Open, Possessed, Reserve Tank, Very Dangerous, Weapon Mount

New Traits

Auto Rotate - This gyrocraft's main propeller will allow the craft to glide and drop at a slower pace when control is lost. -1 to all Wipeout tests and all crash damage is reduced by 33%.

Bomb Rack - Holds 5 grenade class explosives rigged to detonate on impact. See CUaBM issue #2, pg. 12 for info on grenades.

Bombing Sights - Adds +1d3 to all dropped weapon attack rolls.

Good Instruments - Adds +1d3 to navigation checks and -1 to Guzzle on long flights.

Glider - This craft can remain aloft by gliding when the engine is not running. The craft will drop one level of height for every two miles of gliding. Control rolls are made at -1 die type when gliding.

Superior Glider - This craft will only drop one level of height for number of miles traveled equal to its current height, with a minimum of two miles. i.e. five miles at Height 5 then four miles at Height 4, etc.

Piloting Aircraft and Petrol Heads

Unlike ground vehicles, aircraft are not very easy to pilot. Until one is accustomed to flying them, all action dice are reduced to 1d12 (1d16 for petrol heads). This learning process requires 2d12+10 hours of practice to be an accomplished pilot. A petrol head can use all of their normal vehicular abilities with aircraft once they get accustomed to them.

Mechs and other robo-vehicles

Mechs are generally considered to be anthropomorphic robotic vehicles intended for battle or construction. They follow all of the rules for vehicles (including Quality levels and control rolls) with the following exceptions:

- ▶ Mechs use their own Speed and Wipeout tables: Table MSPD-1 and Table MWO-1.
- ▶ Their unique design allows them to perform anthropomorphic actions, including the use of tool and melee weapons.
- ▶ They have no implied passenger or cargo space.

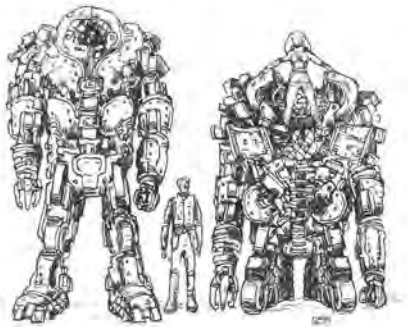


Table MSPD-1: Mech Speed levels

Speed level	Handling Modifier	Wipeout Die	Melee/ Ram Damage Bonus	Rough MPH	Move Per Round
1	0	1d3	+1	10	80'
2	-1	1d5	+2	20	160'
3	-2	1d7	+4	35	280'
4	-4	1d10	+6	45	360'
5	-6	1d14	+9	55	440'
6	-9	1d20	+12	70	560'

Table MWO-1: Mech Wipeout Results

Roll the Wipeout die appropriate to the Speed rating of the mech (determined on Table MSPD-1, above) and subtract the driver's Luck mod. Luck may be burned to effect this result.

- 1-3 Misstep. Speed is reduced by 1 and all actions taken next round are at -1 to the roll.
- 4-6 That was close! Speed is reduced to 0 and a 25% chance that it falls over, causing 1d4+SPD bonus damage to mach and pilot. All actions next round are minus one die step.
- 7-9 Slip and Slide. Control is lost for 1d2 rounds plus mech slides/stumbles 2d8 feet and then Speed is reduced to 0. There is a 60% chance that it falls over, causing 1d6+SPD bonus damage to mech and pilot. All actions next round are minus one die step.
- 10-11 Major Trip. Control is lost for 1d3+1 rounds plus mech slides/stumbles 2d20 feet and then Speed is reduced to 0. There is a 90% chance that it falls over, causing 1d8+SPD bonus damage to mach and pilot. All actions for the next 2d3 rounds after control is reestablished are minus one die step.
- 12-13 Face Plant. Control is lost and mech falls over, causing 1d10+SPD bonus damage to mech and pilot. Mech must make a Fort save (DC 15) or all actions are taken at minus one die step until repaired. There is a 20% chance that the fuel system catches fire and explodes in 1d5 rounds.
- 14+ Wreck. Control is lost and mech falls over, causing 2d6+SPD bonus damage to mech and pilot. Mech must make a Fort save (DC 20) or all actions are taken at minus two die steps until repaired. Pilot must make a Fort save (DC 20) or be knocked unconscious. There is a 40% chance that the fuel system catches fire and explodes in 1d5 rounds.

Mech Types

Light Mech - This category covers mechs between 10-15 feet tall.

Light Mech: Init -1; Atk kick/stomp +1 melee (2d5+Spd bonus), punch +3 melee (2d3+Spd bonus); AC 15; HD d12; Speed Level cruise 1/ max 3; Act 1d20; SV Fort +3, Ref +1, Will NA; Fuel Tank 1d12; Guzzle 5.

Basic Traits: Mecha, High Maintenance

Heavy Mech - This covers towering engines of destruction 20+ feet tall.

Heavy Mech: Init -3; Atk kick/stomp +3 melee (2d8+Spd bonus), punch +5 melee (2d6+Spd bonus); AC 18; HD d16; Speed Level cruise 1/ max 2; Act 1d20; SV Fort +5, Ref 0, Will NA; Fuel Tank 1d20; Guzzle 9.

Basic Traits: Mecha, High Maintenance x2

Mech Vehicle Traits

The following normal Vehicle Traits can be applied to mechs: Armored, Big Tank, Dangerous, Enhanced Handling, Fuel Efficient, Fog Lamps, Heavily Armored, Heavy Weapon Mount, Nimble (light only), Off Road, Open, Possessed, Reserve Tank, Rugged, Safety Features, Very Dangerous, Weapon Mount

New Traits

Agile - All Wipeout dice are lowered by one die step.

Advanced Gyros - Lowers the chance to fall over on wipeouts by -20% and lowers crash damage by 1d4+Pilot's Luck mod points.

Heavy Labor - The mech can lift and carry heavy loads (light mechs: 1 ton, heavy mechs: 2 tons).

High Maintenance - Vehicle requires constant maintenance to run well. This costs 1d3gp per hour of continuous use. May be taken more than once.

Jump Jets - The mech can generate enough thrust to leap up to 30 feet vertically and 60 feet horizontally. Employing the Jump Jets requires two immediate Fuel consumption checks at +1 Guzzle.

Mecha - The vehicle may make anthropomorphic movements and actions such as hunkering down, crawling, jumping, hiding, carrying, etc.

Melee Upgrade - all melee attacks inflict an additional +2d6 damage.

Super Melee Upgrade - (*Heavy Mechs only*) all melee attacks inflict an additional +3d6 damage.

Piloting Mechs and Petrol Heads

Unlike cars, mechs are not at all intuitive to pilot. Until one is accustomed to driving them, all action dice are reduced to 1d10 (1d16 for petrol heads). This learning process requires 2d14+8 hours of practice to be an accomplished robot-jockey. A petrol head can use all of their normal vehicular abilities with mechs once they get accustomed to them.

Interesting Places To Die

THE CITADEL OF SCRAP

By Sean Ellis and Reid San Filippo

"All rails lead to the Citadel." - an old wastelander saying

History of the Citadel

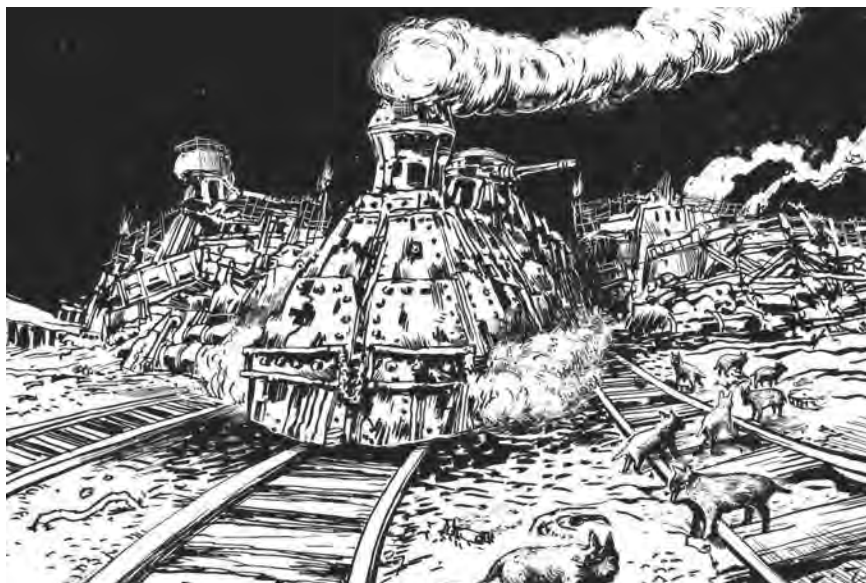
The Citadel of Scrap is a sprawling metropolis with buildings often no more than two stories or so tall. In the older parts of the city are the world's best preserved 21st century artifacts, as the cataclysm had little to no effect on the area. For reasons unknown, it appears that the entire city (estimated at the time to be around 200,000 people) picked up and left. The remaining infrastructure was remarkably well preserved, and many personal effects were left behind, indicating that perhaps those that dwelt there expected to return another day... or that the evacuation was sudden and urgent.

Of the remaining infrastructure, the crown jewels are the roads, bridges, and railways. These railways, along with the city's central location in the heart of Umerica, has made the Citadel of Scrap a major crossroads of this new world. Trading equally with the Petrol Head nomads of the west, Aetheria and the scattered tribes to the northeast, and everyone in between, the people of the Citadel of Scrap care only for profit and power.

In the time between the 21st century and now, several events changed the face of the city. Floods submerged the northwestern point of the city, washing away untold treasures. Also within the last decade a great meteor crash decimated the part of the city known as the Ruins. It is believed that a god-like being slumbers at the bottom of this crater, gaining strength until he may awaken and eat his enemies and all they love.

The Citadel's governmental structure is a magocracy run by the Three Royals, cybersorcerers who treat the governing of this burgeoning society as a hobby or experiment. They have built a large structure to encase the Pit of the God called the Growling Tower. Over four stories tall, the Growling Tower is a constantly changing thing made of gears and metal. It is rumored that the Tower is not a proper building at all but a mechanized being who is awaiting completion to join the God in the Pit as a either a servant or equal.

The Three Royals themselves are the ultimate mad scientists: willing to risk life, limb, and soul to further their own power and influence. Equal parts technologist and wizard, the Royals will do anything to make themselves powerful enough to control the God when he awakens, often leaving the governing of the city to their cadre of advisers who are as selfish and absent-minded as their masters. The resulting society is mostly left to their own devices and equally are obsessed with power and profit, which leads to an increased interest in industry and capitalism. The result is the only truly functioning economy under the Broken Moon.



Districts

The Kansan and Misery rivers make up the western and northern borders of the Citadel of Scrap, and four great roadways divide the city into nine segments and eight districts. The Royal Bridge is a railway that crosses the Misery to the north, and God's way is a railway that crosses the Kansan. The requirement to cross by rail is a good fundraiser for the city, and prevents too much unwanted immigration from the North and West.

Miseryside: The Misery river has flooded this once urban area of the 21st century, creating a small island off the north west corner of the Citadel of Scrap and creating a jagged shoreline of eroded asphalt and cement. A home for squatters and mutants, this area's submerged treasures are sometimes sought by mad scientists or wizards.

Misery Men are prominent here, able to mix freely with the mutant scum in the area. These Igor-like servants of wizards and technologists prowl other neighborhoods in search of brains or test subjects for their masters (stats are as a ghoul, minus undead traits).

The Flats: South of Miseryside and named for the perfectly-leveled plane of its concrete ground, this district is home to the warehouses and factories that create or salvage strange technologies. Here, great artisans can be found along with automated Cogs and hardworking mutants.

North Station, a railway, is a major point of entry for most visitors and is located in the northeast corner of this district. The beginning of the narrow road named Cog Alley, an L-shaped roadway leading from the ruins of Misery-Side, makes up the northern border of the flats and leads to the Tech Market in the nearby Whole Sale district. The businesses along this route operate as a kind of tourist trap. All along Cog Alley are markets and shops selling innocuous gear of all types, from apples

to robotic vacuums. However, these mainstream shops are also the purveyors of more nefarious goods... provided the customer is connected or rich.

Fields: An area of open green fields and orchards south of the Flats, the Fields remain underdeveloped to operate as both a rural escape and a flood plain. The Dead Tree is here, a standing petrified tree to which local "businessmen" post jobs for persons willing to take risks. The parks here are also a hot spot for illegal trade and street fights.

Table JO-1: Job Opportunities (roll 1d7)

- 1 The Royals are having another "contest" to settle a dispute. This one involves a race to retrieve a magic helm. Applicants that survive are very well rewarded.
- 2 A wealthy merchant is offering a reward for the quick return of his missing... (roll 1d3): 1 - child, 2 - load of "legal" cargo, 3 - non-vital organ.
- 3 The Kenstein Medco consortium is looking for (roll 1d3: 1 - brains, 2 - livers, 3 - spinal cords) in fresh and excellent condition. Top dollar paid for prompt delivery!
- 4 The Northern Railmasters are looking for individuals to recover the goods stolen during a recent train raid. Includes a lucrative scalp bounty for the robbers.
- 5 Train Guards Wanted! C&C Raillords is looking for a few good people to join their team for a cargo route going deep into the western wastes. Includes food, lodging, and fare back to the Citadel. See Lord Coalchewer at the North Station office.
- 6 Dundee's Ranch is looking for a few tough individuals to help deal with a bunch of Bounder rustlers. See Capt. Hass at the Flat Tire saloon by South station.
- 7 Small party of highly skilled "couriers" wanted to perform a delivery. High risk, high pay.



Whole Sale: Located in the northern quadrant to the east of Misery-Side is Whole Sale, named not for the selling of bulk goods at low prices but the sale of wholly anything. Whole Sale is mostly tents and moveable buildings, as vendors tend to need to “relocate.” The Tech Market is located here at the end of Cog Alley. Here, the buildings are permanent and display all sorts of interesting technology for buyers, with secret rooms for entertaining more unique clientele. Organized crime is rampant here, run by dark men and women who import and sell while avoiding the taxation and oversight of the Royal Advisers.

The eastern portion of Whole Sale is a heavily wooded and Robin Hood-esque forest. It is a hiding place for wanted criminals or their bodies. The area is not only a hiding place for smuggling but also the location of a society of devout clerics who oppose the strange cults of the Citadel of Scrap. Here they plan to fight the emergence of the God in the Pit and to disassemble the strange demonic stronghold of Forgotten home to the south.

Squaresville: With its rigid layout and the uniform appearance of its buildings, Squaresville is home to a majority of Citadel citizens with an income, and the location for several libraries or laboratories of note. Here scientists and magicians perfect their crafts while their strange inventions perform tasks like lighting streets, delivering messages, and disposing of garbage.

In the southeast corner and adjoining the Ruins is the Growling Tower, a building protecting the Pit of the God that shifts and groans as it grows to encircle it. The Royals dwell here, executing a cold war of sabotage and subterfuge among themselves as they scrape for power to awaken their sleeping god.

The Ruins: A crumbled remnant of the 21st century city, this area is home to some major archeological treasures. The Trash Mines, a great pile of garbage connected to the southwest part of the Pit like the tail to a comet, is on the far northeastern border with Squaresville. To clear space for new constructions, the Royals long ago demanded that large parts of Squaresville and the flats be scraped clean. The resulting waste was deposited in the trash mines, thought to be intended as a temporary wall until the Growling Tower grows to conceal that area.

A major discovery from the 21st century survives here: a series of buildings seemingly dedicated to the creation and display of information concerning greeting cards, a paper document once given as a gift to express emotional sentiment. Major industries of this area are artifact reclamation, illegal study of the God in the Pit, and transit as the railway departure point known as South Station is located on the border with Squaresville.

Forgotten Home: East of Squaresville is Forgotten Home, an immaculately maintained replica of 21st century living. The houses either survived the cataclysm or have been restored and a deluded populace of pretenders live here, safe in the woolly blanket of denial. Admitting that anything exists outside of this 21st century suburban worldview is strictly forbidden; great walls and a fascist security force make sure that nothing anachronistic is allowed into this fictional reality. The isolationist sub-city is largely self-sufficient, with minor trade with the external city.

A secret society of Nostalgia Worshipers operate underground here, led by a demon of the Hidden One. They are developing a ceremony that they think will return all of the planet to it's 21st century status. When the time is right, they will spring from their suburb and execute the plan: a sacrifice of the lives of the whole outer city to generate the energy needed for the spell. However, the true motives of the Hidden One are unknowable, and likely will only amount to his own benefit.

Passage: Forgotten buildings overgrown with trees and vines dominate the Passage, a home for the disenfranchised. Honest people looking to live in safety have bound together in this area, and though they accept the occasional interruption from the powers of the Citadel, people here think of themselves as autonomous and resent outside interference.

A museum from the prior era still stands: one concerned with the sport of baseball, as practiced by a league of "Negroes," which is thought to denote a racial distinction that has fallen out of favor in the preceding centuries. Because of this wonder, much is known about the ancient sport of baseball and how it was used instead of war in ancient times. As a result, many baseball diamonds are cut into lawns here, and the Royals have been officially challenged to a game of baseball in order to settle their claim on this land. The Royals have never responded to this challenge because it doesn't make sense to them.

Often encountered here are local militia members, who patrol constantly to prevent Citadel intrusion. Stat them as a road gang generated with five rolls of 1 as according to CUaBM #6, page 17.

New Monster

Scut: Init +0; Atk claw +3 melee (1d4) + Special: 1 point Personality damage; AC 13; HD 4d6; MV 40'; Act 1d20; SP Absorb/Affect magic, Infravision, Personality damage; SV Fort +4, Ref +4, Will -2; AL N.

Once human, these creatures dwelt too long in the city and their essences were drained by the God in the Pit to fuel his growth. They are now little more than dry sponges in search of humanity to absorb. They are sturdy things, though skittish. In combat, they can be incredibly bloodthirsty or panic at the first sign of resistance.

Scuts suffer half damage from all spells, or save for none. Any non-damaging magical effect focused on a Scut (such as a Charm spell) instead causes generic spell misfire as per DCC RPG page 120, though any magic effect that targets the world around the Scut (such as Transmute Earth of a Haste spell cast on another being) functions normally. Any Spellburn occurring within 100' of a Scut heals it to full hp.

Their claw attack inflicts an automatic point of temporary Personality damage, no save. A being slain by a Scut's claws will rise as one and the Scut who slayed them has a 50% chance to become human again. Scuts can see in the dark to 60' but suffer a -1 penalty in normal light. Their flaking skin is pale and their eyes shine in the dark.

THE RAIL WASTES

As both nomadic herbivores and stalking predators gather near clean bodies of water, the rail lines that run across the wastes and plains between major settlements draw significant amounts of activity in these otherwise desolate areas. Seemingly overnight, small settlements will pop up along the rails with a rickety train platform built to entice the railmasters to add them as a regular stop. Just as suddenly, these settlements will be ghost towns or even disappear without a trace.

The Rail Wastes generally refers to the strip of land roughly one mile to either side of a railway that crosses through barren, or just generally unoccupied, territories. These are considered the most dangerous legs of any train route and a railmaster worth his salt will have the train guard on high alert the whole way through. Below are a few things a person might encounter while riding through one of these areas. Roll once every 1d5+3 hours the train passes through a Rail Waste.

Roll 3d3

Something is blocking the tracks! (Roll 1d3)

3	1	An enormous beast has chosen to lay down on the tracks. It is (roll 1d3) 1 - Dead, 2 - Sleeping, 3 - Nesting.
	2	A large man-made obstruction. It is (roll 1d3) 1 - Unmanned, 2 - Manned by a gang (see CUaBM #6, pg 16), 3 - Unmanned but heavily damaged and smeared with blood.
	3	A wrecked vehicle (roll 1d3): 1 - an aircraft of some sort, 2 - a cargo vehicle on its side, 3 - an alien craft. There is a 1 in 3 chance it is a ruse for an attack. If not, then there is a 1 in 3 chance of salvage.

The train has broken down! (Roll 1d3)

4	1	The boiler has cracked. It can be fixed but they need water to fill the tank.
	2	Some of the wheels have become entangled in something and locked up (roll 1d3): 1 - It is spiderweb and the weavers are waiting in ambush, 2 - the tracks for the next 1d3 miles are overgrown with strange weeds and the rails need to be cleared manually, 3 - hundreds of animal corpses line the track for the next mile.
	3	No one can find anything broken because the conductor was bribed to stop (roll 1d3): 1 - it is a robbery (see CUaBM #6, pg 16), 2 - Someone is smuggling something out of one of the boxcars, 3 - A passenger is being abducted.

Unpleasant scenery (Roll 1d3)

5	1	Another train lays derailed and overturned by the side of the tracks. Its cars are broken open and nothing remains. The wreckage looks like it happened recently...
	2	A multitude of linen wrapped, body shaped bundles line the track on either side. The display seems to stretch for miles.
	3	To one side a small settlement is burning violently as humanoids dance and cavort in the streets. They take notice of the passing train.

Natural hazards (Roll 1d3)

1	The track is flooded out ahead. It will take 2d3 days for it to recede enough to pass.
6 2	A swarm of flying insects has mobbed the train, causing the engine to stall due to a clog (roll 1d3): 1 - they are poisonous but will not sting if you make a Will save DC 8, 2 - they infect you with sickness unless you make a Fort save DC 8, 3 - they are a delicacy and everyone on the train tries to catch as many as they can.
3	Potent acidic rain begins to fall and erode the train. Anyone/thing out in the open takes 1hp per minute of exposure. The rainfall will continue for 1d3+1 x 1d3+1 minutes.

7-9 Nothing happens! Boredom sets in...



\$PARE CHANGE

by Sean Ellis

Coinage in Umerica is different than in the world today. Lacking governments or banks, trade is conducted either with barter or with valuable units that serve as coinage. However, coming up with a wholly new system is needlessly confusing. So, I offer this alternative.

Coins in Umerica are ranked as such:

cp = **Charm Pieces.** Beads, semi-precious stones and other “pretty” bits.

sp = **Shells and Powder.** Bullets (homemade or salvage) with sufficient powder to fire them (in the case of muzzle loaders).

ep = **E-Floc Pills.** This pill (the size of a Necco Wafer) releases a chemical and electrical charge which sterilizes water so that it may be drunk. Each pill clears around 10 gallons of impure water.

gp = **Gasoline/Petrol or Gas Promissory Note.** One gp is equal to one quarter of a gallon of gasoline ($\frac{1}{4}$ unit of fuel). Gas can either be traded directly or, in more progressive locations, one may deposit petroleum into a bank made for this purpose and write Promissory Notes (like modern checks) for trade. The receiver then takes the note to a bank when needed.

pp = **Pharmaceuticals/Potions.** Enough of a full strength pharmaceutical or potion to treat a condition.

TWISTED MENAGERIE

The Autogiest, The Bounder, & The Discarded

The Autogiest

Deep in the wastelands lie a multitude of corpses wrapped in rusting caskets of twisted chrome and faux-leather upholstery. From these mass graves of crushed hopes and unquenched road rage rises a horror that all wastelanders fear, the dread Autogiest.

The fiend is a conglomerate spirit of those who have died in violent car wrecks that have joined together to punish the living. By itself, the autogiest is a shapeless, glowing mist that drifts against the wind. It cannot be harmed by mundane means or interact with anything in this form. Once it finds a suitable vehicle to inhabit, usually one of Keeper quality or better, its reign of terror as an unholy juggernaut begins.

Apply the following modifiers to the base stat block of the vehicle it inhabits:

+3 to Init; Atk rundown +9 melee (3d6+Ram); +4 to AC; HD 8-12 dice; Cruise and Max Speed is increased by +2; Act 2d20; Fort and Ref saves +3; and it requires no fuel. It retains whatever vehicle traits it had before being possessed. In addition the fiend has the following abilities:



- ▶ as un-dead, it is immune to sleep, charm, and paralysis spells, as well as other mental effects.
- ▶ It receives a +10 to all vehicle control rolls it has to make.
- ▶ Roll once on Table Au-1: Autogiest Special Abilities. If the Autogiest has 12HD, roll twice.

Once its vehicular body is defeated it must rest for 4d30 days before it has the strength to possess another vehicle. In its mist form it can be turned as a 2HD. It can be permanently killed by an Exorcism spell or similar magical means.

Example Autogiest

Keeper Large Car Autogiest: Init +5; Atk rundown +9 melee (3d6+Ram); AC 20; HD 9d10; Speed Level cruise 6/ max 8; Act 2d20; SP Undead, +10 to control checks, random special power; SV Fort +6, Ref +5, Will NA

Basic Traits: Roughed, Nimble.

Table Au-1: Autogiest Special Abilities

Roll 1d6

- 1 **Terrifying Appearance.** Simply glimpsing the twisted vehicular form of the autogiest fills the viewer with dread (DC 3+HD Will save to resist). A frightened creature runs away for one hour; if cornered, it can fight only at a -4 attack penalty.
- 2 **Vengeful Engine Wail.** The autogiest revs its engine into a piercing cacophony of bone-chilling pain. Every living creature within 50' automatically takes 1d4 sonic damage and is potentially deafened for 1d4 hours (DC 12 Fort save to resist). Animals will automatically fail their saves and glass, or other fragile substances, has a 45% chance of shattering.
- 3 **Animate Minions:** for up to one hour per day, it can animate up to 1.5x its HD in other vehicles that will mindlessly serve their new master. Minion vehicles will have 1d14 action dice.
- 4 **Unstoppable:** The autogiest regenerates 1d3hp every round, even after being reduced to 0 or negative hp. Only dowsing the wreck with holy water or fire will stop the regeneration.
- 5 **Eerie Hunter:** For up to a turn at a time, the autogiest can become utterly silent, unobtrusive, and leave no tracks. This gives it a sneak bonus of +10.
- 6 **Blazing High Beams:** The autogiest can instantly increase the brightness of its headlights to such a degree that anyone looking at its front end may go blind (DC 3+HD Ref save to resist) and anyone bathed by the light for more than two rounds will take 1d3 points of burning damage per round. Extended exposure to this light can cause flammable materials to ignite.

The Bounder

By Daniel J. Bishop



Bounder: Init +3; Atk kick +2 melee (1d6); AC 12; HD 3d6; MV 40'; Act 1d20; SP bound, throw rider, possible special powers; SV Fort +3, Ref +3, Will +0; AL N.

Bounders are mutated descendants of kangaroos kept in North American zoos, released during or after the cataclysm that broke the moon. They stand 12' tall at the shoulder, and are both strong enough to carry a rider and amenable to domestication. Trained bounders are used by both raiders and long-range scouts from the civilized oases found throughout Umerica. Bounders need specialized saddles and tack.

A bounder can spend one Action Die to leap forward 30' or upward 15'; if it does this in conjunction with a kick attack, the kick does 2d6 damage.

An untrained character riding a bounder for the first time must make a Luck check each hour, or be thrown (taking 1d6 damage; as falling damage). If the bounder leaps, an Agility check (DC 10) must succeed, to prevent being thrown. After a character has learned how to ride a bounder (after three checks in a row succeed), no further checks are required.

Approximately 5% of bounders have a special power, as indicated below.

Table BSP-1: Bounder Special Power

Roll 1d7

- 1 *Down under.* The bounder can dig quickly through soil or loose ground, moving at a rate of 20'. The bounder can then leap up from concealment, showering earth everywhere, and surprising opponents on a 1-5 chance on 1d7. The bounder cannot take a rider unless the rider does not need to breathe; this bounder can hold its own breath for up to 10 minutes.
- 2 *Didgeridoo.* The bounder can create a sonic wailing attack that causes 1d3 damage to all non-bounders within 40'. Strong earplugs can prevent this damage. Fort DC 12 negates.
- 3 *This is a knife.* The bounder's hind claws extend. Its kick damage is 1d8; 2d8 if combined with a leap.
- 4 *That's not a knife.* The bounder can spit a stream of acidic goo up to 30', targeting an opponent's weapon unless a Reflex save (DC 15) succeeds. Only metallic weapons are affected. Damaged weapons drop 1d on the dice chain each round until destroyed.
- 5 *Carnivorous.* This bounder gains a bite attack (+3 melee, 1d5 damage) and an extra 1d16 Action Die.
- 6 *Psionic blast.* The bounder can create a cone of mental force, 60' long with a 30' base, doing 1d6 damage to all caught within; Will save DC 10 for half.
- 7 Roll twice on 1d6, using both results. If the same result comes up twice, make it twice as potent (i.e., burrowing speed is doubled, sonic damage is doubled, stream of goo extends to 60' or drops weapons by 2d per round, bite does 2d5, or psionic blast does 2d6).

The Discarded

The Discarded, small: Init +3; Atk flailing appendage +2 melee (1d3+1); AC 14; HD 4d8; MV 20'; Act (1d3)d20; SP +7 to sneak, consume tech, play dead; SV Fort +2, Ref +2, Will +0; AL C.

The Discarded, large: Init +1; Atk flailing appendage +4 melee (1d7+1); AC 17; HD 8d8; MV 20'; Act (2d3)d20; SP +4 to sneak, consume tech, play dead; SV Fort +5, Ref +1, Will +0; AL C.

When a person incorporates a cybernetic implant into their body, it becomes part of them,



part of their body, part of their soul. So what happens when that part breaks and is cast aside for a newer, better implant? People just assume it is useless scrap and most of the time they are right, but not always...

When enough old, broken, or unwanted cyber implants are disposed of into one place there is a chance that the bits and pieces of soul they hold will unite and the mass will animate as a Discarded. These inhuman beings are driven by a hate the people that rejected them and a desire to continue their existence by seeking out new implants to incorporate.

When encountered they will make every effort to attack from surprise and always target cyborgs or robots as their primary targets. If they land 2 or more successful attacks in one round against such a target, the victim must roll under their Luck or suffer 1d3 Sta damage as the Discarded rips out valuable techno bits for it to consume. Should the Discarded be forced into a combat situation where there are no cybernetic or robotic targets, it will chose to attack whoever has sufficiently high tech gear on them it can steal. In this case, a failed Luck check will mean it has successfully pilfered the object.

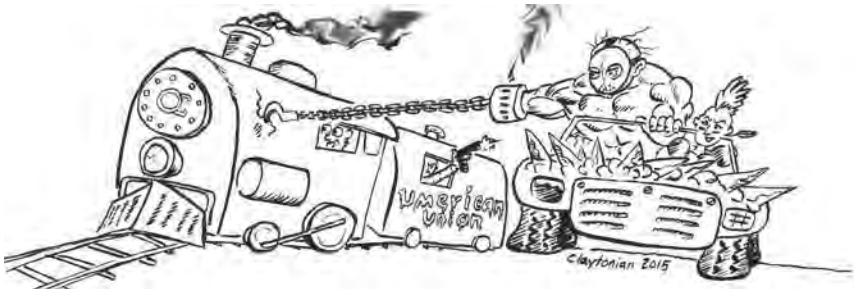
Once it has successfully collected a number of bits and devices equal to its HD, it will attempt to escape or feign death. After finding seclusion, it spends 1d3 turns incorporating the stolen tech. Upon completion, the Discarded heals one HD per bit/device stolen.

In combat, when the Discarded is hit for 5 or more points of damage in one blow, it may attempt to feign death by collapsing into a loose pile of junk. It has a 40% plus 4% per point of damage taken chance to succeed. If successful, even a detailed search will reveal that it is dead and that there is nothing worth salvaging from it. Should the Discarded choose to make an attack from this position, it will gain +4 to all attacks against opponents that were deceived for the round. Once an opponent has been tricked this way, they may see through the ruse with an Int check, DC 4+HD.



Coming Next Issue!

The begining of the Apocalypse Alphabet brought to you by the letters A, B, C, D, E, F, G, H, I, J, K, L, & M!





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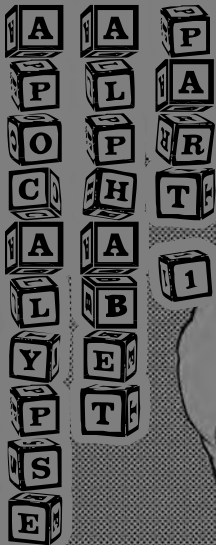
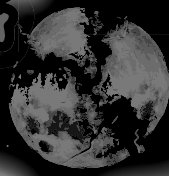
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CRAWLING UNDER A BROKEN MOON



Issue No. 8

August 2015

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2.5D Print & Paste Tiles

designed by Frank Turfler

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When it's your
turn in the
riddle contest,
don't ask her
what's in your
pocket.

TOMB of SHMELERAK

Coming soon from the dude that brought you
the Wizardarium of Calabraxis



IS FOR ALIENS

Since the cataclysm beings from other worlds seem to be drawn to this planet in greater numbers than ever before. Whether for compassionate, opportunistic, or unfathomable reasons they have come and now join the throng attempting to survive and thrive under the broken moon.

Roll 1d3+1 times on the Appearance column and 1-2 times on the Motivation column to generate an alien species.

Roll 2d14

	Appearance	Motivations
2	Slimey and warty	Colonization
3	Gelatinous and semi-transparent	Looking for breeding stock
4	Crystalline and beautiful	To hunt intelligent game
5	Wrinkled and ancient	Peaceful coexistence
6	Lots of tentacles	Seeking compatible organ replacements
7	No sensory organs	For hosts to gestate their young
8	Halfling sized	Looking for new sources of fuel
9	Giant sized	To loot & pillage for enjoyment
10	Incorporeal and creepy	To harvest fresh souls
11	Way too many eyes	To help humanity to evolve
12	Way too many mouths	To enslave the local populous
13	Way too many limbs	To pillage the planet's water supply





14	Biomechanical
15	Covered in pulsing lumps
16	Enormous, semi-exposed brain
17	Constantly hovers
18	Large wings
19	Long, serpentine body
20	Spherical or geometric shaped body
21	Glowing aura
22	Gills and fins
23	Moist, rubbery skin
24	Covered in oozing pustules
25	Bloated and obese
26	Skin constantly changes color
27	Chitinous and spiky
28	Multiple cybernetic enhancements

To pillage the planet's plant life
To pillage the planet's heavy metals
To pillage the planet's petroleum
To pillage the planet's lower atmosphere
To feed on flesh
To feed on the souls of the living
To feed on living blood
To build a monument to their god
To build a space station
To build a military base
To build an intergalactic rest stop
Religious pilgrimage
On vacation
To meet with another alien race for "peaceful" negotiations
To find a quarry that has fled to this planet to hide

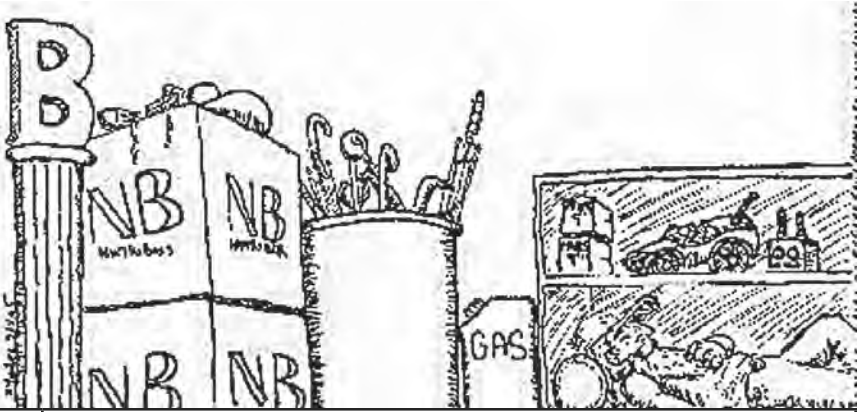


IS FOR BARTER GOODS

While some communities still attempt to hold to the pre-cataclysmic economic system or to develop their own, most of the world has reverted back to the age old and time proven system of bartering what they have for what they want. Use this table to see what they have and what they want.

Roll 1d8

1	Mechanical parts and scrap metal - Anything that can be used, reused, or repurposed. Roll 1d8	
	1 Gears, bearings, and seals	5 Brackets, braces, and hinges
	2 Sheet metal & plating	6 Spools of wire & cabling
	3 Nuts, bolts, and washers	7 Rebar and I-beams
	4 Engines & motor parts	8 Batteries & fuses
2	Wild Game - Creature skins that have been cut, cleaned, dried, and prepared. Roll 1d8	
	1 Heavy, course furs	5 Soft leathers
	2 Light, fine furs	6 Hard leathers
	3 Xenochitin & shells	7 Scaled leather
	4 Horns, tusks, and antlers	8 Fresh meat
3	Clothes - Textiles or other materials worked to create protective, practical, or decorative apparel. Roll 1d8	
	1 Footwear	5 Fancy apparel
	2 Jeans & Trousers	6 Undergarments
	3 Shirts	7 Gloves
	4 Coats	8 Hats
4	Livestock - Domesticated animals raised for meat, hides, shearing, milk, or labor. Roll 1d6	
	1 Milk producers	4 Steed & Labor animals
	2 Meat animals	5 Guarding & Hunting animals
	3 Wool producers	6 Egg layers



5	<p>Services - This can range from simple labor to skills requires years of training. Roll 1d8</p> <table border="1"> <tr> <td data-bbox="168 581 558 625">1 Craftsman</td> <td data-bbox="558 581 944 625">5 Courtesans</td> </tr> <tr> <td data-bbox="168 625 558 669">2 Technological</td> <td data-bbox="558 625 944 669">6 Protection</td> </tr> <tr> <td data-bbox="168 669 558 712">3 Magical</td> <td data-bbox="558 669 944 712">7 Manual labor</td> </tr> <tr> <td data-bbox="168 712 558 756">4 Transportation</td> <td data-bbox="558 712 944 756">8 Food production</td> </tr> </table>	1 Craftsman	5 Courtesans	2 Technological	6 Protection	3 Magical	7 Manual labor	4 Transportation	8 Food production
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2 Technological	6 Protection								
3 Magical	7 Manual labor								
4 Transportation	8 Food production								
6	<p>Tools - Any items that make doing a job easier, safer, or better. Roll 1d6</p> <table border="1"> <tr> <td data-bbox="168 836 558 880">1 Simple hand tools</td> <td data-bbox="558 836 944 880">4 Complex hand tools</td> </tr> <tr> <td data-bbox="168 880 558 924">2 Handheld power tools</td> <td data-bbox="558 880 944 924">5 Large power tools</td> </tr> <tr> <td data-bbox="168 924 558 967">3 Ropes, cords, and chains</td> <td data-bbox="558 924 944 967">6 Nails, fasteners, and ties</td> </tr> </table>	1 Simple hand tools	4 Complex hand tools	2 Handheld power tools	5 Large power tools	3 Ropes, cords, and chains	6 Nails, fasteners, and ties		
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7	<p>Medicine - pharmaceutical goods for treating and curing. Roll 1d8</p> <table border="1"> <tr> <td data-bbox="168 1047 558 1091">1 Painkillers</td> <td data-bbox="558 1047 944 1091">5 Digestive aids</td> </tr> <tr> <td data-bbox="168 1091 558 1135">2 Antibiotics</td> <td data-bbox="558 1091 944 1135">6 Correctives</td> </tr> <tr> <td data-bbox="168 1135 558 1179">3 Antiseptics</td> <td data-bbox="558 1135 944 1179">7 Palitives</td> </tr> <tr> <td data-bbox="168 1179 558 1222">4 Bandages</td> <td data-bbox="558 1179 944 1222">8 Curatives</td> </tr> </table>	1 Painkillers	5 Digestive aids	2 Antibiotics	6 Correctives	3 Antiseptics	7 Palitives	4 Bandages	8 Curatives
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8	<p>Entertainment - goods for relaxing or enjoying oneself. Roll 1d6</p> <table border="1"> <tr> <td data-bbox="168 1300 558 1344">1 Recreational drugs</td> <td data-bbox="558 1300 944 1344">4 Alcohol</td> </tr> <tr> <td data-bbox="168 1344 558 1388">2 Art & literature</td> <td data-bbox="558 1344 944 1388">5 Live music & performance</td> </tr> <tr> <td data-bbox="168 1388 558 1432">3 Recorded media</td> <td data-bbox="558 1388 944 1432">6 Carnal activities</td> </tr> </table>	1 Recreational drugs	4 Alcohol	2 Art & literature	5 Live music & performance	3 Recorded media	6 Carnal activities		
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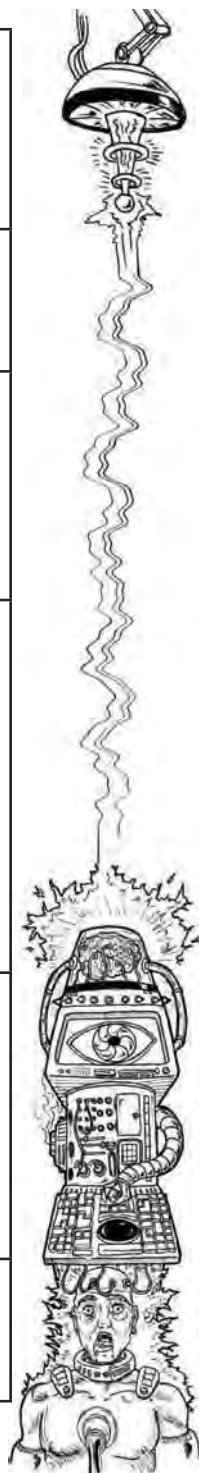
IS FOR COMPUTERS

While the majority of the world's computers either dramatically failed during the cataclysm or fell into disrepair during the aftermath, a surprising number of them still survived. Now they are worth more than their weight in gold to those who understand the power they wield.

Roll 2d8

2	A large mainframe computer that has wired connections throughout the local area. The access security is moderate but every 10 minutes there is a 20% chance it will reboot.
3	An EM shielded desktop computer. Heavy password protection is present within the file structure. Contains gigabytes of now useless financial information.
4	A hardened laptop with heavy boot security. Runs a minimal OS dedicated to software for remote robot control. When run the program shows that there is a robot in sleep mode nearby waiting for activation.
5	A bank of office cubicle computers that are all connected via LAN. Hidden within is a self-aware A.I. that escaped here after its mainframe crashed. If discovered or the computers are threatened it will bargain to be moved to a computer large and powerful enough to act as a proper new home.
6	A desktop computer hardwired into an unknown network. After booting, a chat window will open and someone will begin posting requests to respond.
7	A tablet type computer with a strange OS displaying obviously alien text and icons. If interacted with it will quickly attempt to learn the language of the user and begin asking odd, personal questions.
8	A small mainframe computer that is already running. The screen shows obscure coordinate information and an alert box will pop up requesting "CONFIRM TARGET [YES/NO?]"
9	A desktop computer with minimal security. The large hard drive is full of amateur survivalist how-to videos and pornographic media.
10	A computer and bank of servers that acted as a backup hub for a pirate media streaming service. Contains several petabytes of pre-cataclysm Hollywood blockbuster movies.

11	A computer that is attached to a 3D rapid prototype printer. The output is a neon-green resin with roughly the same durability as hard wood. There is enough resin left to create 1d3+3 objects no bigger than 4 feet in any dimension. Requires an Int check (DC15) to operate and a Fumble indicates it is permanently broken.
12	A very roughed-up laptop with moderate security. Gaining access will reveal military plans to assault a nearby settlement. The plans indicate the attack will take place in 1d3+2 days.
13	A tablet computer that has an entirely icon-based interface. It occasionally flashes an icon indicating an incoming transmission with a picture of an demon/alien. If accepted, the tablet will translate all verbal communications. Whether the conversation with the extraterrestrial/dimensional beings goes well will be up to the speakers. The original owner of the device will come looking for it.
14	A desktop computer with several arcane sigils painted on it. The keyboard has a few additional keys that have strange symbols on them. After reading the READ ME files and passing an Int check (DC 15), the user will be able to cast the either the Speak With The Dead spell (DCC RPG, pg 290) or the Consult Spirit spell (DCC RPG, pg 204) with a d20+5 action die. The user can choose to spellburn Per or Int to enhance the casting. This manifests as ethereal tendrils siphoning from the user's head into the monitor. A failed casting roll results in the computer being unable to cast again for 2d20 hours. A fumble on the casting roll consumes 1d3 Luck from the user.
15	This laptop seems to be in perfect working order. It appears to be running some sort of custom OS and has a very intuitive GUI. In reality, none of the internal parts work and it is inhabited by a "friendly" demonic spirit. It can wirelessly interface with other electronic equipment and read any electronic media. Also, the battery never needs charging. As long as the user capitulates with occasional, and somewhat terrible, requests made by the demon, it will willingly serve.
16	A mainframe computer housing a self aware A.I. that is currently in contact with the Cyberhive. It will attempt to recruit anyone it can with offers of technology in return for performing missions that will please the Cyberhive.



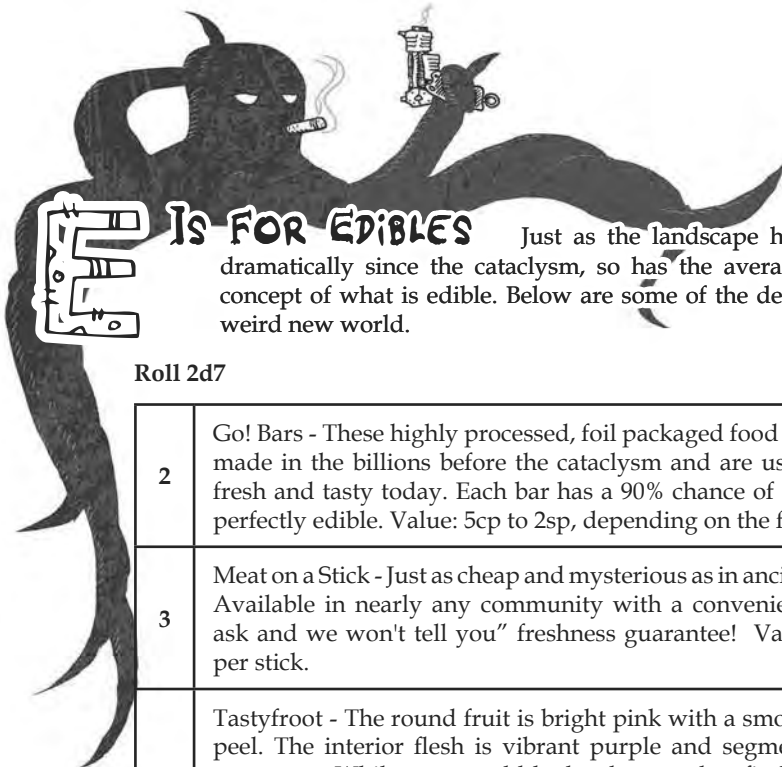


IS FOR DECAY AND RUIN If there's one constant that defines the ancient urban landscape of the world's former great cities is that they are all in an unsafe state of disrepair. Whether eroded by the environment, devastated by war, plundered for valuable materials, or all of the above each building is a unique death trap waiting to happen.

Roll 2d5

2	Spots of black and green on every surface reveal the fact that the understructure is infested with mold. Staying even a few minutes within the area can cause serious respiratory ailments and an extended stay could be lethal. The Fort save begins at DC 8 and increases each hour by 1d3. Each failed save inflicts 1d2 Stamina damage. Large amounts of activity or structural damage in the area will fill the air with spores and increase the DC by 2d3 for 2d6 hours. If more than 4 points of Stamina is lost in this way, there is a 20% that each point lost is permanent damage, not temporary.
3	The floor is not nearly as sound as it seems. Anytime someone moves more than 10 feet per round there is a 20% chance that the floor will fall out from beneath them, dropping them to the area below. Add +1d4 to the falling damage due to debris. If the floor below is also unstable, there is a 50% chance of falling through each additional floor until a floor holds or the foundation is hit.
4	In an enclosed area nearby there is a gasline leak that has resulted in a dangerous pocket of natural gas. Entering the area with an open flame or other item that might cause a spark has a 50% per round to cause an explosion. The explosion will inflict 4d8 damage and have a 35% chance of the building collapsing in 1d30 rounds, causing an additional 10d6 damage to anyone caught inside.

5	<p>The ceiling in this area is unsound and ripe for collapse. There is a 10% chance each turn that it will fall. When it falls, everyone in the area must roll under their Luck or suffer 3d5 damage and be trapped in the rubble. A Str check (DC 15) will be required for a person to dig themselves free. The DC is lowered to 10 if others that are not trapped are assisting.</p>
6	<p>The area is partially flooded with dank, murky water. Attempts to move faster than 5 feet per round will require a Ref save (DC 10) each round or suffer 1d3 damage from unseen hazards. There is a 20% chance that the water is toxic and unprotected skin contact requires a Fort save (DC 13) each hour. Those who fail their save suffer 1d4-1 Sta damage.</p>
7	<p>The area is a firetrap waiting to happen. Whether due to aging household chemicals or intermittent electricity flowing through faulty wiring, there is a 20% chance each hour spent in the area that it will catch on fire. Once lit, the fire will quickly spread and become a raging inferno that is out of control within 5d4 rounds. Before it goes out of control, an attempt can be made to extinguish the fire with a DC of 5+1d3 per round it has been burning. Failed extinguish attempts require a Ref save (DC 13) to avoid taking 1d3 burning damage. Once it is out of control, anyone still in the area will take 1d3 damage per round from smoke inhalation and heat until they expire or escape.</p>
8	<p>The area is infested with insects that have built their homes in the walls. Every turn spent in the area performing normal activities has a 15% chance of disturbing the insects and causing them to swarm the invaders to their home. Anyone staying in the area must make a Ref save (DC 14) every round to avoid being swarmed. Those who are swarmed suffer 1d3-1 damage per round until they are cleaned of bugs. Also, all organic clothes or items on the swarmed person have a 10% of being ruined by the bugs. Food items have a 50% chance of being ruined.</p>
9	<p>This area is saturated in odorless, poisonous gasses. Whether they were generated by unsafe chemical production or leftover from chemical warfare, staying in this area for more than a few moments can be fatal. For every 10 minutes spent in the area a Fort save of (DC 15) must be made or the person falls unconscious, then the victim losses 1 point of Sta every 10 minutes until removed from the area or they expire.</p>
10	<p>The entire structure is structurally unsafe. Every minute spent inside of it has a 20% chance of initiating a total collapse. Once the collapse has begun, occupants will have 3d4 rounds to attempt to escape before it is too late. This will require a Ref save (DC 10) in order to move forward. A failed save means they are impeded and cannot move this round. Anyone still in the building when the final stage of collapse occurs will suffer 1d30+3 points of damage for every story of the building (meaning a person trapped in a 3 story building will suffer 3d30+12 damage). Those who survive being buried alive are trapped until they make a DC 25 Str check or they are found and dug out.</p>



E IS FOR EDIBLES

Just as the landscape has changed dramatically since the cataclysm, so has the average person's concept of what is edible. Below are some of the delicacies of a weird new world.

Roll 2d7

2	Go! Bars - These highly processed, foil packaged food bars were made in the billions before the cataclysm and are usually still fresh and tasty today. Each bar has a 90% chance of still being perfectly edible. Value: 5cp to 2sp, depending on the flavor.
3	Meat on a Stick - Just as cheap and mysterious as in ancient times. Available in nearly any community with a convenient "don't ask and we won't tell you" freshness guarantee! Value: 1-3cp per stick.
4	Tastyfruit - The round fruit is bright pink with a smooth, thick peel. The interior flesh is vibrant purple and segmented like an orange. While you would be hard pressed to find a person who does not like them, no one can really describe the flavor as anything but "tasty" or "fruity". No one knows if these plants existed before the cataclysm but they seem to pop up randomly near many large settlement nowadays. The trees produce an abundant harvest for their size and bear fruit year round. Value: 1sp for a dozen.
5	Shroomer Steaks - A thick and juicy slab of "meat" fresh from the grill smells and tastes great. The animal/fungi hybrid beasts called Shroomers are slow moving, docile, and easily domesticated beasts that when full grown release a bunch of spores and then die. The full cycle from spore to death only takes about a year with adequate water and soil. Value: 6cp per pound, in season.
6	Hunter's Stew - An old standby of whatever was caught, captured, foraged, or found thrown into a pot with water, ground grain, and maybe a seasoning or two. Only a 1-in-20 chance of choking on a bit of bone, talon, or button. Value: 4cp per bowl the first day, 2cp per bowl after that.



7	Spice Berries - These uncommon small berries are quite sweet and spicy when eaten out of hand but are usually added to breads, porridges, or stews. Besides flavor they can neutralize contaminants and toxins from the food as it cooks. Value: 2sp per handful.
8	Boiled Beetle - There are several varieties of dog sized beetles that have a palatable flavor when properly cooked. Cracking the shell can be done in many ways and tends to spark conversation on which way is best. Usually served with dipping oil or gravy. Value: 2-4cp per plateful.
9	Pigtipede Jerky - This flavorful dried meat is free of all contaminants as a Pigtipedes unique digestive system neutralizes all toxins and such from its food. Value: 2sp per pound.
10	Tomeato - This appears similar to a large tomato but is blood red and pulses slightly. When cut they ooze a blood-like juice and slightly sweet, meaty scent. Uncooked, they taste very reminiscent of raw beef and cooks very similarly to beef as well. When properly picked and the skin is left whole they will remain fresh for up to a week. Wild tomeato plants tend to be found in the vicinity of recent battlefields or graveyards. Value: 3-6cp per fruit.
11	Blue Cakes - Whether baked plain, savory, or sweet, these small cakes are possibly the most prevalent food item across Umerica. All are made from Blugrain, a mysterious grain of "unnatural" blue hue that appeared sometime after the cataclysm. It grows like a weed in most climates regardless of soil nutrients and rainfall. Value: 1cp per 1-3 cakes, depending on quality.
12	Can-O-Ham - These cans of highly processed ham come in several flavors like: Maple, Cajun, Garlic, Hash, Cheesy, and Inferno. Due to the unique canning method used there is a very good chance (85%) that any undamaged can is still safe to eat. It is rumored that the canning facility survived the cataclysm and is just waiting to be found. Value: 2-8sp per can, depending on the flavor.
13	Roast Ratater - Rataters are a veggie animal hybrid vermin similar in size and disposition to rats. The scrambling of the their little root feet is a common background noise in many inhabited buildings at night. Luckily their chunky, potato-like body's are quite palatable when roasted or baked. They are usually served with a gravy or sauce. Value: 2-4cp each
14	Insta-meals - These foil pouches contain dehydrated and processed food that just requires the addition of hot water and a few minutes to become a "meal". While still "safe" to eat, the extreme preservatives used in the food can cause intestinal distress if a Fort save (DC 7) is not made. Value: 4cp to 2sp per pouch, depending on the flavor.



table by Ryan Moore

Throughout the civilizations striving to survive there are always groups contending to exert their beliefs, directly or covertly, upon the masses. Call it politics, religion, or whatever, the constant ideological kerfuffle is part of what keeps most communities from truly knowing peace and prosperity.

Roll 1d12

1	<p>Long ago, a military android came upon a dying man. The man was on a quest of revenge and justice against the raider gangs who killed his family. The android took up his cause. That first android has repaired and copied his programming to many other androids. These Road Warriors roam the wasteland in souped up muscle cars dispensing wasteland justice.</p>
2	<p>The Emeri-Khans are a jingoistic tribe of nomadic barbarians. Their colorful red, white, and blue caravans are adorned with stars, eagles, and symbols of the long forgotten country. The Khans worship ancient documents and preach a perverted version of "Truth, Justice, and the Emri-Khan way."</p>
3	<p>Before the cataclysm, an eccentric billionaire put thousands into cryogenic slumber. After the cataclysm, these sleepers would reawaken and rebuild society. Very few survived the worldwide apocalypse. A small search and rescue team has recently awakened and is doing their best to complete the mission.</p>
4	<p>When the world fell apart, select government officials retreated into underground bunkers to wait out the cataclysm. With no end in sight, life in the bunker broke down into barbarism. After 1000 years, a new force has emerged from the bunkers. Calling themselves the "Shadow Government", this faction uses ancient technology and robotic soldiers to subjugate the surrounding communities.</p>

5	<p>Following the traditions of the Texas Rangers, the Rangers keep tabs on the wasteland threats and protect the survivor communities. Part sheriff, part scout, and part sniper, the Rangers struggle to maintain a small amount of order amid the chaos of the wasteland.</p>
6	<p>During the cataclysm, the Russians threw everything into a super-soldiers program. Few survived the process. One survivor was granted superhuman abilities including immortality. Using his superior skills and knowledge of ancient technology, "Voivode" leads an army of hi-tech Vikings. Calling themselves "the Voin", they seek to gather all forms of super-science and pre-ruin technology in their goal of world domination.</p>
7	<p>The Tattered Kings are a vicious bloodthirsty biker gang. Granted sorcerous powers by their patron, known only as the "Unspoken", they ride through the wasteland on hellish supernatural vehicles looking for human sacrifices.</p>
8	<p>The Beast Lords are shadowy figures rarely seen in the wastes. Gifted with powerful psychic abilities, they control armies of mutant animals and beastmen. They rule a small empire of psionically enslaved beings.</p>
9	<p>The Followers of Chiron believe that when the moon was cracked the great beast Chiron was born. Prophecy foretells that Chiron will soon return and devour the earth. Chiron is depicted as a massive space wasp.</p>
10	<p>The Super Science merchants roam the wasteland in their massive arachnid death machine. Rumor says they traded with a Wizard to get it. The peddlers are adept at repairing super-science and trade their goods to any who can pay. Many raider gangs have met their end attacking the peddlers.</p>
11	<p>The Light's Children preach a message of peace and tolerance across the wasteland. They worship a being of light who "came down from the heavens." Their lord grants the children miraculous healing abilities. The children have gathered a sizable following despite being preyed on by raiders. Those who prove themselves "truly worthy" are taken "into the light" by their lord and never seen again.</p>
12	<p>Roll twice to generate two factions. The two factions are interacting in an on-going situation.</p>



IS FOR GARBAGE (table by R. Dale Bailey, Jr)

Within the ruins of any dead community the ground is apt to be strewn with the refuse of their last days. While some might find it unimportant what they are striding through, those with keen eyes for value and sharp wits are always on the lookout for something of use.

Roll 1d20

1	Crunk Cola - for when you need uplifted from your Funk. A large pile of crushed aluminum cans. 2d24 are useable as containers. 2d100 tabs can be gathered.
2	T-shirts with offensive language, pants with 'Sassy' written on the backside, and something called "Capri's". It's no wonder the world ended. Moth-eaten clothes. 1d100 buttons, 2d30 zippers, and 2d24 pieces of cloth.
3	A kaleidoscope of broken and colored pieces of glass. 1d6 intact light bulbs can be repurposed as oil lamps and smaller pieces can be used to focus light, used as a knife, or glued together for a nice lamp shade.
4	A broken aquarium with little skeletal fish remaining. 1d4 bottles of activated charcoal from fish filters, 1d3 doses of fish antibiotics and 2d3 feet of tubing.
5	Rusty red riders in both boys and girls styles. Though admittedly you are not sure which is which or why their is a distinction. 1d6 bicycle tire tubes, 1d4 tire valves, 1d3 small mirrors, and 1d2 slightly rusted bicycle chains.
6	Slightly rusted rubbery covered stack of paint cans. 1d5 can be cleaned and used as containers while 1d3 of them contain useable paint. 10% chance some clever individual hid something good here.
7	Scattered rusted vehicles mostly looted. 1d5 seat covers, 2d24 assorted wires and fuses, 1d4 various auto parts (25% chance of what you need), 1d3 road flares, and 10% chance of finding a tire iron.



8	Goobers for your lil Goober in all their favorite flavors: Pear Zucchini Corn, Apples Kale and Figs, Pear Spinach and the best selling Bananas Beets and Pomegranate. 2d6 baby food jars.
9	Java Juice Filtrates removes the bitter from your brew. In bleached, unbleached and, in this case, only slightly used. 1d12 coffee filters.
10	It is hard to tell if this wall was in the middle of being built or crumbled in the destruction. 3d12 useable bricks and 25% chance a bag of useable cement is nearby.
11	At one point in history it was considered trendy to build items out of pallet wood. Chairs, fences, even homes were considered "green", whatever that meant. 4d12 useable boards and 2d100 nails.
12	Remnants of a children's party. 1d12 small candles, 2d100 balloons, 2d3 old toys (stuffed bears, toy cars, old electronics) and 2d10 feet of signage with twine. Parental angst and suffering strangely absent.
13	Standard duct tape comes in silver but here we have also bandana red, camo green and cancer pink. People of the past never suffered from a lack of style even for the functional. 2d5 rolls of mostly used duct tape that can be gathered to make one small roll.
14	A bright neon-green garden hose covered in something that looks like moss. 2d24 feet useable.
15	Humans have always kept trophies of their kills. And that vanity now pays off as something that can be taken and put to better use. Broken antlers on a mounted backboard.
16	Fliptops, sliders, large and small, even something called a smartphone. Long distance communication was important in the past. Now it's a long forgotten concept but its implementations can be used for survival when emptied out for parts. 1d5 abandoned cellphones.
17	Cleaning and sanitation have always been important. Now so more than ever as the water you are drinking might kill you. Use this to live a little longer. 1d8 mostly empty bleach bottles contain 1d3 doses.
18	You might know how to make fire better than people of the past but there is something to be said for convenience; and again style. Purple, blue, red, birds and beasts and symbols of peace. Show your badland posse who wields the power of fire with flair!. 1d3 disposable lighters.
19	Fluoxetine. Sertraline. Hydrochlorothiazide. Omeprazole magnesium. Tramadol Acetaminophen. Incomprehensible gibberish and lots of it. Seriously. You will find more empty pill bottles than anything else as the past worshipped their life-giving and life-taking properties. 3d100 pill bottles. 25% chance of something useable inside.
20	Spinners. Angled heads. Reachers. Purple, Turquoise or Pink. Express your style with a 2d4 old toothbrushes.

H IS FOR HAZARDS

While no one would say the world is a safe place, there are places and occurrences that are much more dangerous than the norm. Some can be foreseen with a watchful eye or a gut feeling but many can only be endured when encountered.

Roll 2d10

2	That big pile of garbage is actually a blind for an ambusher. You get one chance to figure it out before it is too late.
3	The asphalt ahead looks normal but has become molten and viscous. It acts as hot quicksand, inflicting 1 point of damage per round that you are trapped.
4	The floor or structure you are standing on collapses, dropping you 1d3x10 feet to a lower floor or structure.
5	The peddler you did business with recently coated your purchase with contact poison. They are now trailing you and waiting for it to take effect.
6	That sweet looking car is just a mock up. By the time you get close enough to tell, you have walked into the trap.
7	The clouds overhead suddenly release technicolor rain that burns and has a 5% chance per minute of exposure of causing corruption (Roll on Table 5-3: Minor Corruption, pg 166, DCC RPG rulebook).
8	You encounter an odd type of bush that when you walk within 20 feet of it, you temporarily lose 1 Int per minute until you reach Int 1 and pass out. The points lost are regained at a rate of one per hour, once you are out of the area of effect.
9	The food you ate was infested with nanites. If you do not roll under your Luck, you suffer intense pain as they begin to rebuild you. There is a 33% chance that the outcome will be an improvement.
10	The food you ate was spoiled or contaminated. Make a Fort save DC 10. Success means you are only ill for 2d30 hours, suffering -2 to all actions. Failure means the penalty is -5.
11	Something has stirred up the local insect population and they have flooded into your campsite. Everything and everyone is covered in agitated bugs. Make a Will save (DC 12) to do anything constructive about it.
12	The area you are traveling in is sentient and shifting its paths to keep you trapped. It get out you must accept a geas to perform a favor for the area.



13	You enter an area that causes time to move slowly, as the Slow spell, result entry 36+ (pg 229, DCC RPG rulebook) but encompasses the entire area. There is something that calls this area home that is not affected by the Slow spell. Maybe it's friendly...
14	Tectonic activity in the area has made it prone to sinkholes. There is a 10% chance per hour spent within the area to get caught in a new sinkhole. Make a Fort save DC 10. Failure means you suffer 1d4+1 temporary Agi damage due to the fall. There is also a 10% chance per hour spent within the area that a large nearby structure will collapse. A Ref save (DC 12) must be made to avoid taking damage (1d3 per story/floor of the structure).
15	All of the seemingly peaceful people/flora/fauna of the area you are in turn murderously savage after dark. There is something in the area causing the phenomena. If dealt with the curse is lifted. There is a 20% chance per day spent within the area for you to be affected as well.
16	All electronic equipment will suddenly act with a mind of its own. There is a dimensional rift in the area causing the issue. This will continue as long as you stay within the area or until the rift is closed.
17	The area you are traveling in suddenly and violently catches on fire. If precautions are not immediately taken to avoid the smoke, a Fort save (DC 11) must be made to avoid suffocation (see Drowning, pg 3, UX01). Flammable items have a 15% chance per minute to catch fire.
18	The trade goods/loot you recently discovered are contaminated with psychic residue that doubles the chance of random encounters as long as they are in your possession. A Remove Curse spell is required to cleanse it.
19	Everyone must roll under their Luck or all of their food is mysteriously gone. If they stick around to investigate, they roll again every hour.
20	A thief is following you. Every time you stop to rest they will attempt to pilfer something.



IS FOR INHOSPITABLE PLACES

(table by Eric Fabiaschi) There are few places that could be called paradise in this twisted world but there are far more places where neither sane man nor beast would choose to live. Of course this means these are the places most likely left untouched and unplundered since the great cataclysm...

Roll 4d5

4	An ancient vault deep in the green hell jungles of Southern Umerica. The place is inhabited by weird old gods and spirits of the fathers of the ancients at least according to local rumors. Dangerous mutant monsters prowl the jungles but fabulous treasures are to be found there.
5	A flying factory skates across the sky and launches drones on villages. No man nor wizard has claimed the place as it circumnavigates the Earth on the tradewinds of the high sky. Treasures undreamt of by men shine in the morning sky, but only death awaits those who seek them.
6	A weird set of ruins made from the burnt out wreck of some ancient spacecraft. There are hundreds of mutated, mindless undead on board.
7	An ancient place of depravity and horror that waits for the next level of its existence. Dozens of ghosts hover around what was the bastion of learning and understanding. Thousands of credits worth of material sits waiting for new masters.
8	The ruins of an ancient hi-tech super-science facility manned by dangerous and more than slightly unhinged robots and androids.
9	Ancient adventurers spoke of an glistening other dimensional city the size of a mountain and its ancient alien wisdom. The place's inhabitants seem long gone by now but rumors of strange inhabitants from beyond the pale of man keep tempting the brave to seek it out.
10	Deep within the Earth there are rumors of vaults of old and secrets of long buried kings but they remain unplundered due to the toxic atmosphere. Supposedly ancient gods protect the place and their secrets with rumors of curses and monstrous horrors.

11	An enormous flying manta ray style craft that is a skyborn set of ruins. It flits from mountaintop to mountaintop feeding on caustic pre-apocalyptic pollution and creates valuable materials from the run off. Its secrets are open to those who can survive its polluted interior.
12	An ancient deep sea colony has been wiped out by a plague but there are thousands of valuable robots and gene modified creatures still in residence.
13	A long lost desert-dwelling vault colony has begun to transmit radio messages in an thick, strange accent calling for help. They say they are being overrun by demonic monsters. Legends tell of fabulous treasures and hidden wisdom of the Ancients there.
14	A lost colony of Ancients made their home in giant rock faces carved out the side of a mountain. Legends speak of the massive treasure vaults that hold the richest art treasures in the pre-apocalyptic world. The place is said to be unguarded but no one has ever returned.
15	A long-lost backwoods vault that holds the secrets to the creation of the monsters that destroyed the world. This place is a gene splicer's dream and holds priceless artifacts, but there are mutated horrors lurking in the woods around the place.
16	An ancient time/space window locked within a museum in the ruins of a great city. This place is surrounded by time storms that will take years off a person's life should they be caught within it.
17	This isolated ruin contains the life forces of half a million souls stored on psychic crystal matrices. The place is guarded by the ancient and bitter spirits of the Apocalypse that hate all who now live. This place is said to contain valuable soul crystal technologies.
18	An ancient temple of horror and depravity awaits those who can climb the mountain. This place is supposedly the realm of the gods but in actuality it might have been the abode of the Ancients themselves. No one has ever returned from its top but the golden temple still beckons. Who knows what relics and treasures it holds?
19	This place is actually a former wildlife preserve that contains the remains of hundreds of cybernetic animals and predators. There are hundreds of gold pieces worth of super-science equipment but nano swarms guard the stuff.
20	This set of standing stones wasn't build to summon ancient spirits but to guide the ancient sky kings back home to their seat of power. The vaults under this place contain many machines and valuable relics but ancient "demons" haunt the place.



IS FOR JUNKYARD GADGETS Regardless of the state of the world there will always be those with a hankering to tinker with machines. Sometimes they just waste their time and other times they create an ingenious gizmo or three. You just never know what you might find amongst their wares.

Roll 1d14

1	Handmade Water Filter - Just add fresh wood charcoal to the chamber, pour water into the reservoir, and wind up the spring. Can filter 1 gallon an hour and up to 1d3+3 gallons before needing fresh charcoal. 85% effective at removing harmful contaminants.
2	Solar Portable Fridge - This picnic cooler is rigged with a small refrigeration unit, solar panels, and a bunch of rechargeable batteries. As long as it is left in direct sunlight for at least 8 hours a day it will run and stay at roughly 40°F. There is a 25% it will have an AC plug or DC car outlet plug attachment.
3	Trapped Pack - A heavy-duty camping pack that releases tear gas if not opened properly. Comes with 1d5 extra canisters of gas. During combat, an extra round must be taken to disable the trap in order to access the contents safely.
4	Collapsible Vapor Collector - When deployed it collects moisture out of the air overnight. Depending on the ambient humidity and the weather, it can collect 1-8d4 ounces of drinkable water.
5	Backpack Still - This compact one-gallon still is built into a fireproof box with two shoulder straps. If no juice is available, the battery power hot plate can be removed and replaced with a pan of hot coals. Can produce 1d4+2 cups of 100-proof hooch over a few days. It is not recommended to carry the still while it is distilling.

6	Hand Crank Electric Generator - A home built portable 120-volt crank generator with attached battery. Requires a bit of effort (Sta check DC 10) but can recharge flashlights and other small electronic devices. Aggressive cranking (Str check DC 13) has a 75% of getting an engine to turn over.
7	Keep-Away Candle - Usually made in one-gallon buckets, these multi-wick candles are VERY pungent when lit. The resulting scent will drive away most insects and animals will generally not want to come within 100 feet of it (90% effective). The candle burns slowly and will be good for a total burn time of 30+ hours. Anyone spending more than 10 minutes near the candle will lose their sense of smell for 1d3 days.
8	Portable Motion Detector - Rigged from a bunch of salvaged home security systems, these directional sensors can be set up around a 20ft x 20ft (max reach of the wires). Anything bigger than a tomcat coming within 50 feet will set it off. Runs off of a rechargeable battery pack.
9	Homemade Geiger Counter - Good for detecting most forms of harmful radiation (85% effective). Internal battery can be recharged with connected hand crank.
10	Manual Pneumatic Spreader - Built from old firefighter tools and such, just wedge the pry tip into whatever you want to force open and pump the pressure handle. Adds +5 to Str checks to open locked/jammed containers and doors. Requires several minutes to build sufficient pressure.
11	Pipe Gun - An improvised, single shot shotgun that is "relatively" safe to use. The shell is loaded in the butt end of the barrel and the barrel is inserted into another tight fitting cylinder with a nail mounted inside. To fire, the barrel is slapped forcefully into the cylinder, striking the primer against the nail. Damage Die 1d10, Range 10/20/40, Reload time: 1 round, Fumble range 1-2. All fumbles result in the pipe gun becoming unusable.
12	Pipe Bombs - Constructed from old plumbing pipes and old household chemicals in the proper proportions. Fuses come in 1, 2, and 3 round lengths. Damage Die d5, Blast Range increment 5ft, Fumble range 1-2 (see CUaBM #2, pg 12-13).
13	Time bomb - A pack of homemade explosives with a clock timer (90% it will work properly). Requires an Int check (DC 10) to set the timer correctly. Damage Die d14, Blast Range increment 15ft, Fumble range 1-3 (see CUaBM #2, pg 12-13).
14	Homemade Fireworks - Loud and colorful, these are more for entertainment or signaling than combat. Direct contact when exploding could cause 1d3 damage and have a 33% chance to set flammables on fire.

IS FOR KEYS & KLAXONS

The people of the past seemed to be obsessed with feeling secure, for all of the good it did them. They all died and now many of their treasures are just waiting to be pilfered, assuming you can get past their elaborate locks and security systems.

Roll 3d7

3	While the lock looks intimidating, it is all bluff. It is a simple tumbler assembly dressed up to scare off amateurs. 10% chance to break lockpicks due to its shoddy construction.
4	The complex keypad is a ruse. Careful observation will reveal that the whole assembly slides over to expose a standard tumbler lock. Typing on the keypad might set off a local alarm.
5	A pressure sensitive tumbler lock that will sound a local alarm if it thinks it is being picked. May sound alarm even if the lock is successfully picked.
6	A keypad that will lock itself down after five failed login attempts. Requires a master fob to unlock and reset login attempts. Interrupting the power might reset it or set off an alarm.
7	A keypad and camera lock that uses facial recognition combined with a keycode for entry. Could be fooled with a photo of a valid person or a cryogenically frozen head.
8	Double tumbler lock that requires two keys. The keyholes are 10 feet apart and must be turned simultaneously to work. Failing to do so may also sound an alarm. Both must be picked at the same time.
9	Keycard reader that requires a magnetic stripe keycard with the proper credentials. Even with the proper keycard access may be restricted to certain hours of the day, set on a timekeeping system centuries old.
10	The door has several tumbler locks. Only one is actually part of the door lock. Interaction with any of the others may cause security measures to be deployed.
11	A keypad and fingerprint scanner lock that requires both a matching print and passcode for entry. Could be fooled with the correct cryogenically frozen hand.



12	Very secure lock that has a full keyboard interface. Requires a complex password or the answers to several security questions. After three failed attempts an alarm of some sort will go off.
13	The door has several deadbolt tumbler locks. Once one lock is interacted with all must be opened/picked within a small timeframe or security measures will be deployed.
14	Lock requires a full hand scan and voice recognition test to open. Good luck bypassing this one with hotwiring it.
15	A lock interface that requires both a fingerprint scan and a retinal scan. Failure may result in a strobe flash that blinds the person using the interface. Could be fooled with the correct cryogenically frozen hand and eyeball.
16	Keycard reader that requires a smart keycard that tests the holders biometrics for recognition. Failure will set off an alarm and the keycard will act as a homing beacon for any sentries.
17	The lock has a touchscreen interface that requires the person to solve a virtual 3D puzzle in order to open. Repeated attempts will be shown a different puzzle to solve.
18	Instead of a keypad, this lock has a small piano keyboard and requires the person to play a specific musical piece to open. There might be clues about which piece somewhere else in the location.
19	A complex lock that requires three people to stand at three interfaces, each 10ft apart. Both a key and fingerprint scan is required from each person. If there is noting awesome behind this door the DM has cheated you.
20	This lock requires the person's handprint, retinal scan, and voice recognition reciting a specific security phrase. Its frame is hardened so it cannot be hotwired. You are not getting in without the "assistance" of an authorized person.
21	The lock interface is psychic and performs a rudimentary mind probe for recognition. Repeated failed attempts to gain entry may result in a psychic attack.



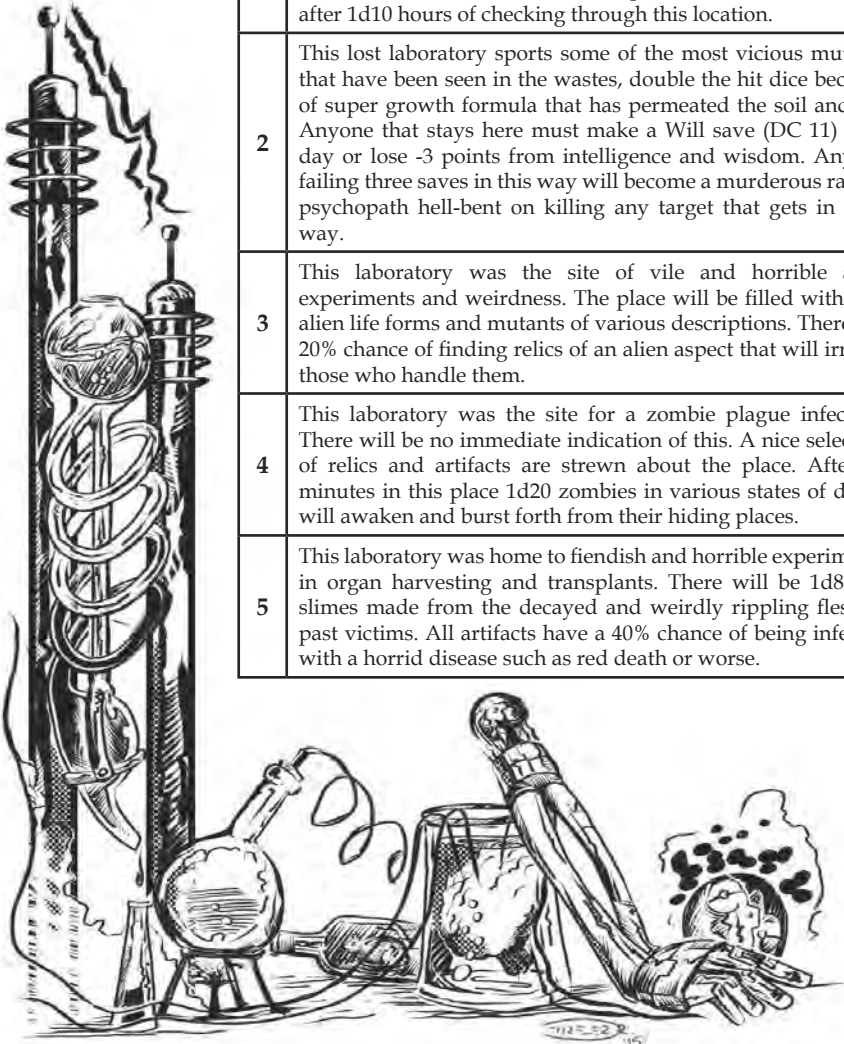


IS FOR LABORATORIES *(table by Eric Fabiaschi)*

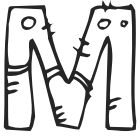
They say knowledge is power and any of the sciency folk will tell you that the best place to figure things out is in a laboratory. They also tend to pay good money to have you go to somebody else's lab and steal what they've been working on. Maybe that why labs all seem to be hidden in the darndest places.

Roll 1d16

1	A former weapons factory, this lab has been converted into a makeshift ammo factory. There are weird and slightly radioactive powders around the place. There is a 20% chance of moving any of the highly valuable firearm parts that a minor radiation hazard will be stirred up. Make a mutation check after 1d10 hours of checking through this location.
2	This lost laboratory sports some of the most vicious mutants that have been seen in the wastes, double the hit dice because of super growth formula that has permeated the soil and air. Anyone that stays here must make a Will save (DC 11) each day or lose -3 points from intelligence and wisdom. Anyone failing three saves in this way will become a murderous raving psychopath hell-bent on killing any target that gets in their way.
3	This laboratory was the site of vile and horrible alien experiments and weirdness. The place will be filled with odd alien life forms and mutants of various descriptions. There is a 20% chance of finding relics of an alien aspect that will irritate those who handle them.
4	This laboratory was the site for a zombie plague infection. There will be no immediate indication of this. A nice selection of relics and artifacts are strewn about the place. After 10 minutes in this place 1d20 zombies in various states of decay will awaken and burst forth from their hiding places.
5	This laboratory was home to fiendish and horrible experiments in organ harvesting and transplants. There will be 1d8 vile slimes made from the decayed and weirdly rippling flesh of past victims. All artifacts have a 40% chance of being infected with a horrid disease such as red death or worse.



6	This laboratory was sealed when the Apocalypse started. The place retains some incredible ancient treasures but it is guarded by 1d10 robotic guardians of murderous intent. They will drag any dead intruders back into this place and seal the door to await their next victims.
7	This laboratory was once the resting place for vicious and dangerous experiments on a Lovecraftian creature. The horrid, other dimensional thing is still here and waiting for anyone to stumble upon this place to exact revenge. Other dimensional forces await at the threshold the beast was pulled through and the skies over the facility crackle with strange energies.
8	This lab has become the lair for a vile cult of mutants who hold rites and rituals here to a vile god. There are 1d8 scientists still undisturbed in their cryo-vaults below this place. They were left in peace as they are looked upon as demons by the cult. There are rich pickings in the vault below the sleepers.
9	This laboratory looks as if it is perfectly normal but in actuality it is located deep in other-dimensional space. Anyone trying to leave it has a 40% chance of wandering into an parallel alien world instead. The lab can be reentered normally. There are 1d8 alien presences here just waiting for some damned fool to blunder out of the lab into their home. The relics and artifacts are very well preserved and of a slightly higher, alien technology.
10	This laboratory is the home to a cult centered upon an ancient A.I. god brain. The thing controls two local tribes of mutants and sets them up in games of chance and battle. There is a 40% chance of the PC's getting caught up in his machinations and taken as a sacrifice to the nuclear warhead that they worship.
11	This laboratory is the abode of an ancient fungus master who was once a master super-scientist but an infection has now converted him into this twisted thing. There are 1d10 fungal followers of his at his beck and call. There are 1d6 spore-based potions and artifacts in this place.
12	This laboratory is the abode of a pack of super scientist werewolves who secretly hunt down locals at night for food. They make healing potions and high-level cures by day for wealthy clients and to attract new victims to their lair. PC's will be viewed as prey or as possible clients. This place has very rich pickings but it is guarded by other pack monsters as well.
13	A lone building marks this laboratory in the middle of the wasteland as the lair to vampire and his brood who are searching for a cure for their condition. They are willing to trade blood for artifacts but might murder anyone whose blood really appeals to them.
14	A victim runs blindly from a torture laboratory run by a crew of murderous mutant scum who use these 'victims' to lure others into their clutches. They then use surgery, sorcery, and super-science to modify choice victims into horrors like themselves.
15	A laboratory that is in full operation and being run by its renegade A.I. with the help of a gang of android scientists. These beings actually help people of the wastes but a gang of cutthroats is trying to shut the place down. They are willing to trade 1d8 minor artifacts for help.
16	An ancient vault hides a laboratory filled with secrets that could help rebuild the world but a gang of mutant scum wants the secrets for themselves. The place is lacking guardians as the last batch has been killed. The lab's A.I. will try to recruit the PC's regardless if they want to help or not!



IS FOR MUTANTS

A good number of "mutants" are just normal folk with a few genetic oddities about them. They make as good a neighbour as a normal person and just want to survive in peace. Then there are the "MUTANTS" that mere rumors of their existence terrify the common folk. These are the true horrors of the wastes as their twistedness defies logic and sanity.

To create a Mutant Horror, roll a number of times on the table below equal to the adventuring party's average level plus one. Duplicate results are double strength or have double the effects. Then apply these mutations to any existing animal or monster stat block.



Roll 1d10

1	Tentacles that burst from the mutant's skin to latch on to those close by. Roll 1d4:
	<p>1-2 They attempt to burrow into the victim's skin and lay parasitic embryos: Atk +1 (dam 1d3 + impregnate). Victim loses 1d3 Stam per day until dead. Surgery or Cure disease required to remove embryos.</p> <p>3-4 They attempt to drain vital fluids. Atk +2 (dam 1d2 Sta per turn until removed. Removal requires Str check, DC 10).</p>
2	Mutant has 1d3 extra pairs of limbs to attack with. It gains an extra action die for each extra pair. If it did not have any attack capable limbs previously, these inflict 1d4+1 damage on each hit.
3	Bloated and enormous, this mutant is three times the normal size. It has double the normal HD and gains +4 to all physical attack and damage rolls.
4	The skin of the mutant is riddled with foot-long spines. Any melee attacks made against it with non-pole weapons have 50% chance of dealing 1d4 damage to the attacker. Also, the mutant can fire a volley of spines once every three rounds doing 1d6 damage to everyone within 15 feet that does not make a Ref save (DC 12).
5	A 20 foot wide eerie haze surrounds this mutant. Anyone within this haze will lose 1 hp per round. All hit points drained this way are added to the mutant's total until it reaches 200% of its max at which time they are lost into the cosmos. This haze will remain for 2d3 turns after the mutant dies and can cause it to resuscitate if enough hit points are drained to restore it to 0 or greater hp.



6	<p>The mutant's skin rapidly pulsates with bright colors in weird patterns. A Will save must be made each round it is looked at to avoid the effects: Roll 1d4:</p> <p>1-2 The person must make a Will save (DC 12) or be unable to tell friend from foe for 1d5+1 rounds. They will attack randomly if more than one target is available. Each round the affected person looks at the mutant, the duration is increased by 1d3 rounds.</p> <p>3-4 The person must make a Will save (DC 10) or suffer 1d3-1 Int damage. For every point of Int damage inflicted, the mutant instantly gains 1 hp. This gain may exceed the mutants normal hp total.</p>
7	<p>Instead of one head, this mutant has 1d4+1 heads. Each extra head grants it an additional action die and +2 to all perception checks. If the mutant fumbles on any action there is a 20% chance the heads will begin to fight over who make the mistake.</p>
8	<p>The mutant's body secretes a foul-smelling fluid that ignites when in contact with the air, causing it to continually be engulfed in flames. This does not seem to damage the mutant but drives it into a frenzy, increasing all action dice by one step. Also, anything flammable it touches has a 50% chance of catching fire (see DCC rpg, pg 96 or UX01, pg 3).</p>
9	<p>Its skin is covered in huge, pulsing pustules. Any melee attack will cause some to burst and spray the attacker with pus. Roll 1d4</p> <p>1-2 It burns like acid. On contact it causes 4 points of damage the first round, 3 points the next round, and so on until doing 1 final point of damage on the fourth round. Damage effects are cumulative for multiple sprays of pus.</p> <p>3-4 The person must make a Fort save (DC 10) each round or suffer hallucinations, lowering their action dice by two steps. Fort saves must be made until the person's skin is completely free of pus for a full turn.</p>
10	<p>Due to dimensional instability, this mutant intermittently blinks out of existence and and reappears 10 feet away in a random direction. This never places it within a solid object or unsafe ground. Any attacks made against it have a 33% chance of failing because it is no longer there. The mutant does not suffer any penalties to its attacks.</p>

Coming Next Issue!

The second half of the Apocalypse Alphabet brought to you by the letters N, O, P, Q, R, S, T, U, V, W, X, Y, & Z!



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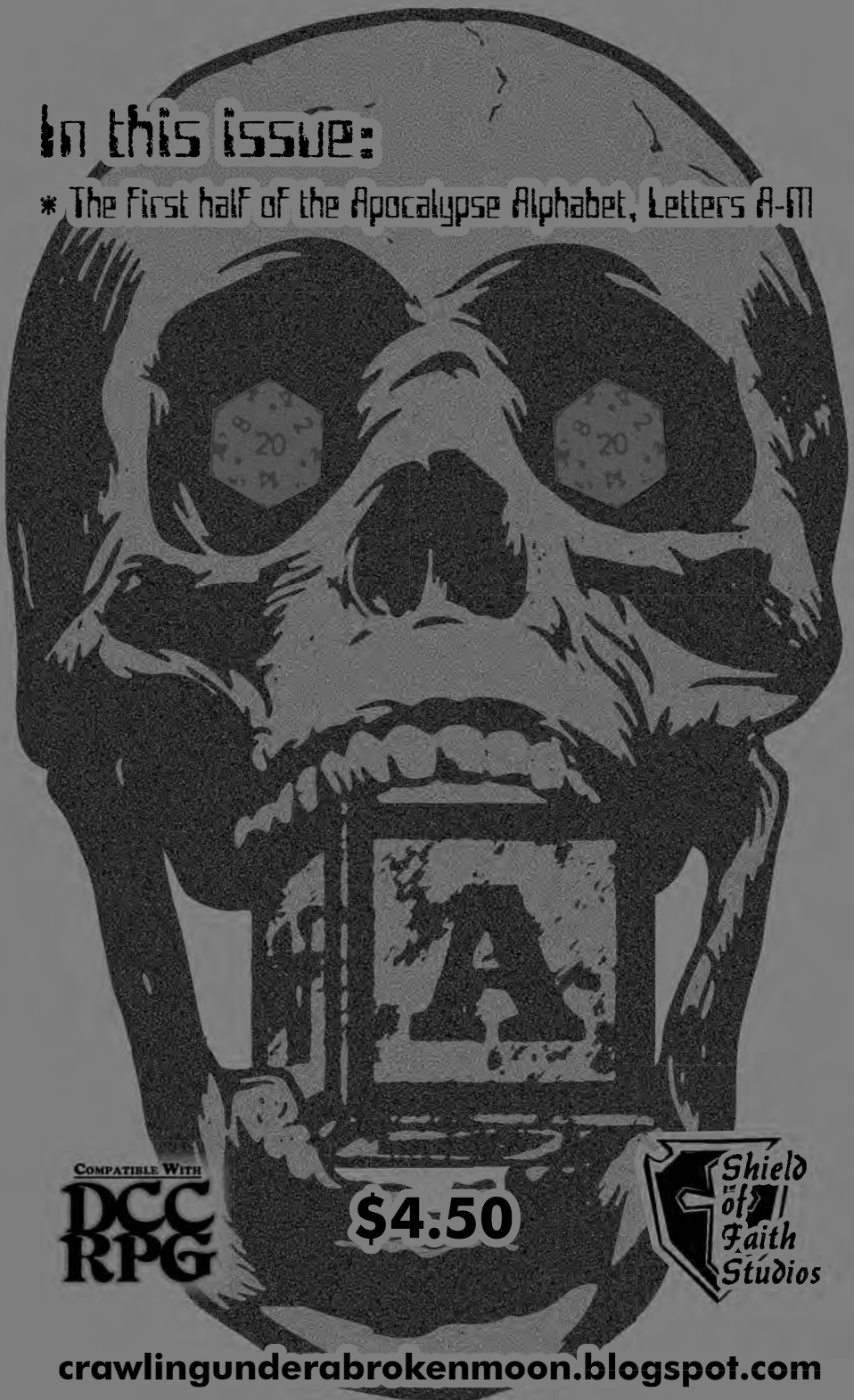
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* The First half of the Apocalypse Alphabet, Letters A-M



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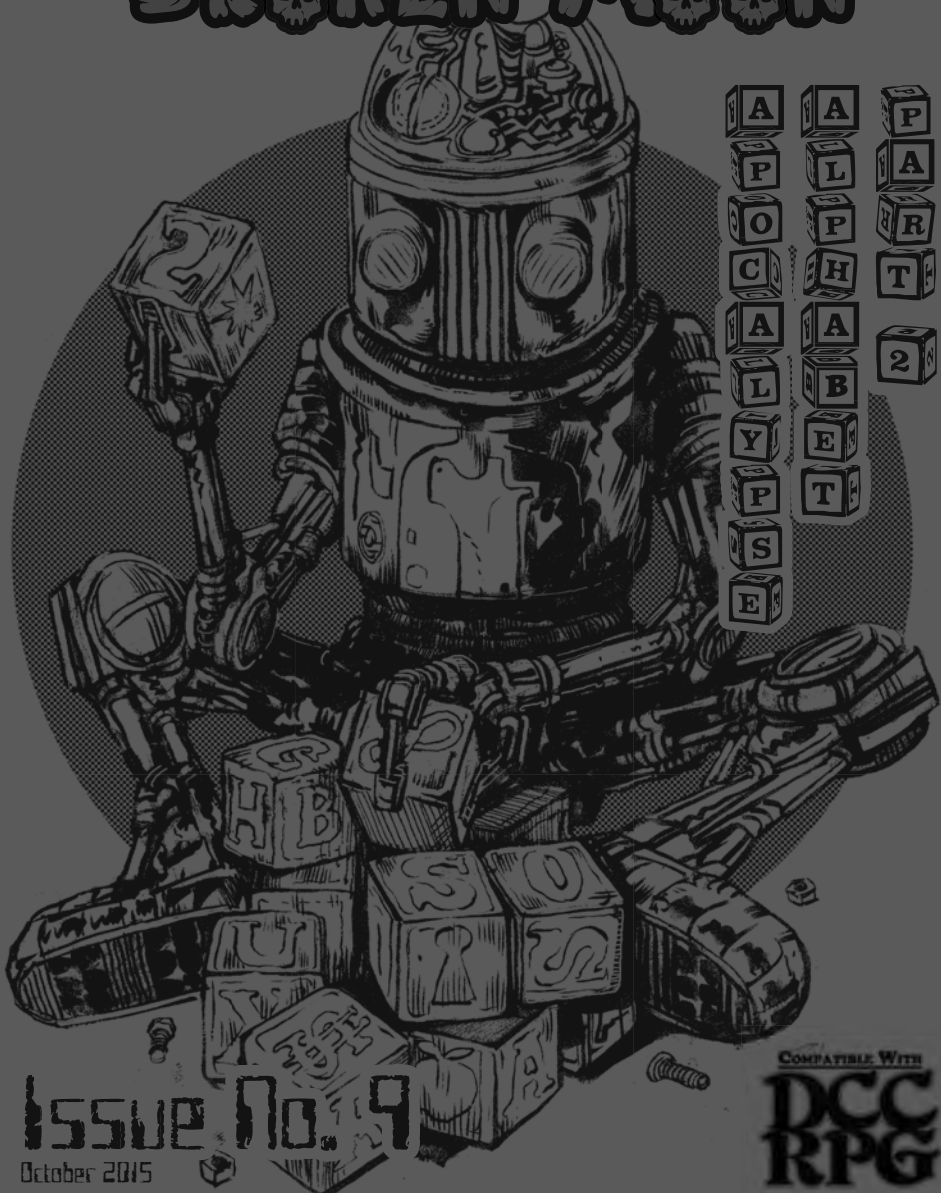
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Issue No. 9

October 2015

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When it's your
turn in the
riddle contest,
don't ask her
what's in your
pocket.

TOMB of SHMELERAK

Coming soon from the dude that brought you
the Wizardarium of Calabraxis



By Reid San Filippo

The world has been broken and reformed by the cataclysm. Beyond every rise and deep in every vale things never seen before do dwell. Some terrible and some beautiful, all are dangerous to the foolish.

Roll 1d12

1	Looking down in to a valley, you see the ground is a gleaming sea of tiny crystal shards. Jutting up from the glittering landscape are numerous skeletal, crystalline trees with no foliage. Arcs of multicolor electricity jump between the trees in a dazzling display.
2	Before you is a vast lake of tarry, bubbling ooze. Floating within it are various mobile homes and trailer homes. They bob and drift unpredictably as though caught in a chaotic undercurrent. It can be easily seen that the homes still have lots of valuable salvage within.
3	The sounds of joyous music, running machinery, and laughter lead you to a glowing amusement park. The rides are still running and a large crowd seems to be enjoying themselves. Closer inspection shows the whole place to be ethereal, just out of phase with the real world. Could they be ghosts or a glimpse of the world before the cataclysm?
4	You come across a truly enormous tree that has various bits of different large buildings jutting out of it. Many of them seem to still have electricity as the tree glitters with lights. A community of some sort has built catwalks between the buildings and calls this place home.
5	In a rocky plain, a number of large boulders rapidly roll around and change direction seemingly without any outside force. When they crash into each other, one or both explosively shatter into bunch of smaller rocks that continue to scoot around on their own.

6	<p>Along a stretch of a multi-lane highway, you see a number of vehicles that seem to be sinking into the asphalt like quicksand. While many are almost completely submerged, others are still visible. Somewhere farther in you hear the sounds of revving engines and desperate honking...</p>
7	<p>You wander into a ghost town that has obviously been striped bare of anything useful. Slowly at first, you are surprised by taunting laughter from an untraceable source. The frequency and intensity of the laughter increases when you find that the buildings are moving so you lose your bearings and become lost in the town.</p>
8	<p>Upon climbing a sizable hill you find it is part of a crater wall. Within the crater sits a giant, naked old man bathed in rainbow flames. Small beings made entirely of fire joyfully dance in rings around the giant. The giant's eyes are closed and no amount of shouting will wake him.</p>
9	<p>In the distance you see a mountain with four faces protruding out of its side. Each face is crying and all of them are joined in a song that no one understands but it makes you feel sad anyways.</p>
10	<p>Before you is a veritable sea of wrecked vehicles as far as the eye can see. Occasional sounds of an engine trying to turn over, a horn blaring, headlamps flashing, or the crumpling of metal can be heard echoing throughout the area. The sounds of something scurrying amongst the cars is nearly constant. Any running vehicles brought into the area will suffer 1d3 points of damage per hour and have a 25% per hour to break down. All repairs are made at -2 die steps to the action die.</p>
11	<p>Within a mile of the burned out ruins of a warehouse, no sound can be heard or made. The air has a coppery taste and the barometric pressure seems very high. pen wounds will bleed out much more quickly here.</p>
12	<p>The area before you is completely infested with various fungi of unknown origin. Some growths reach nearly 50 feet in height. Any food that is not canned or otherwise sealed brought into the area has a 33% per hour of becoming contaminated. Anyone eating contaminated food or any of the fungi will need to make a Fort save (DC 15) or begin hallucinating. Sleeping in the area is also dangerous as fungus tendrils will attempt to attach to you if you stay in one place too long.</p>

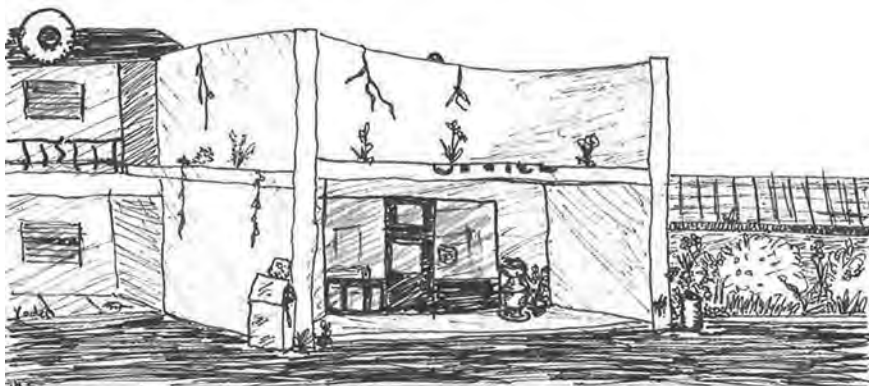


IS FOR OLD RUINS *table by Eric Fabiaschi*

Many remnants of the old world still survive, just waiting to be rediscovered. Others have become home to new occupants many times over. Within these ancient monuments of a brighter age lay treasures and doom for those brave enough to enter.

Roll 1d16

1	A mall from an alternative world that suffered through a time warp, the machines and materials are still intact but a strange cult comes here to circle the place and wizard holds court in the lower levels.
2	A skyscraper ruled by a dragon and his court of wizards. They have moved this tower across space and time to conquer new lands. Several adventurers petrified by the guardian Medusa stand in the courtyard.
3	An ancient observatory faces an alien sky. Here a lens made from the eye of a god watches the skies for signs of a coming dread star. The place is surrounded by dangerous tribes of mutants.
4	The hollowed out halls of horror of an old amusement attraction are the home to a real ancient horror from beyond space and time. There are robotic "monsters" and weird relics that guard the place.
5	The broken remains of four skyscrapers melted together by heat and atomic power. Monsters and giant spiders haunt the place and tons of ancient equipment still in operate inside.
6	The entrance to a four story underground parking garage was uncovered by recent weather, and strange life forms are exiting it just after sunset. Several artifacts were found nearby. Other adventurers are coming to investigate.



7	The interior of a hidden library has been uncovered and several scholars from nearby tribes have gone missing. Weird lights and odd drumming have been coming from with the place over the past week. Tribes are starting to panic and want to hire explorers to investigate.
8	A nearby tribe has uncovered the entrance to a former military command center. Now zombies have attacked nearby villages. Rumors tell of untold riches from this place and several villages wish to wipe this place from existence. Something inside sends telepathic warnings to stay away.
9	There is a downed aircraft here and the place is haunted by energy beings. There are desiccated corpses hanging from every rafter. A small slim copy of notes from the Necronomicon sits on the floor.
10	A giant wrecked spacecraft lies in ruins, the pilot's blood has infected the landscape and weird mutations have run riot. There are tons of relics and wreckage around the corpse of the ship.
11	An ancient car factory has been taken over by a nano machine menace. The thing is evil and supremely dangerous. It is now preparing to create a robot army.
12	An ancient laboratory full of frozen people is uncovered. Several weird relics have been taken from it. A Patron wants them returned to the lab but local brigands want to keep them. Others are interested in the 'real' treasures of the place.
13	A rusting graveyard of machines hides an ancient dimensional door to a weird Lovecraftian pocket dimension of treasures and antiques seemingly unguarded. Some of the treasures are actually robots awaiting those who would defile the place.
14	A giant monster skeleton is found in a decrepit museum location and monsters are seen living within. There are fears that they are gathering relics to awaken the skeleton to wipe out the nearby humans.
15	Within a town seemingly untouched by the cataclysm, a coven of witches meets within the town hall and cries out for blood and souls for their lord who dwells with them. They have especially rich pickings and some very fine artifacts but they are completely crazy.
16	An ancient high school is actually the mouth to a Hellish dimension. There are a many places to be explore and many strange and mysterious relics to find. There are five folks waiting and watching this place as 'sacred guardians'.



By Reid San Filippo

Outside of the larger settlements and cities these roadwise merchants and local shopkeepers are the lifeblood of trade in the lands of Umerica. Who knows what treasures their grungy wagons and rickety booths may hold?

Roll 1d16

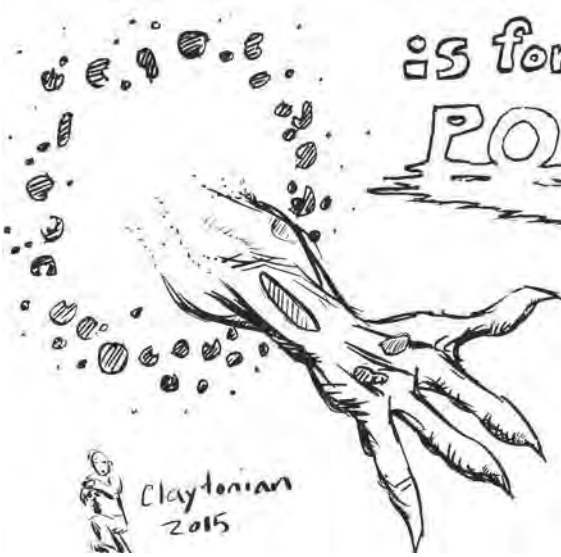
1	A local farmer has a large riding she-goat, big enough for two riders or one rider and several large packs. Will produce daily milk on a good diet and plenty of water. A proper saddle might be available as well.
2	A cranky old trader that looks so ancient they might have been born before the Cataclysm. Has an assortment of spark plugs of various sizes and makes in a bucket. No cherry picking. Take the whole bin as a lot or get lost.
3	Two dozen cans of food, all in pristine condition but the labels are quite faded. Could be pork and beans, could be fruit cocktail, who knows? Vendor is looking to move them in a hurry.
4	A bunch of children haul a bag of 10d12 various bullet casings. All are scrubbed clean and ready for reloading.
5	A stall with canteens and bottles all made from high durability plastics. All are emblazoned with brightly colored logos of various pre-cataclysm tribes. Most are clean and look serviceable.
6	A farmer selling fresh produce from the back of their large vehicle. It all looks really good and demand is high so just getting to close enough to make a deal could be tough.
7	A pink wagon heavily laden with holy icons of an ancient and pouty goddess of beauty. It is surrounded by local women trying to make deals for mystic elixirs to enhance their appearance.
8	A shady looking robot with a push cart selling various pharmaceuticals at cheap prices. It seems too good to be true but 1d5 former customers will swear the medicines are good if any inquiries are made.

9	A woman in a lab coat is offering medical services out of the back of a large white van decorated with bright red markings and flashing lights. Those who partake must roll under their Luck on a 1d16 for the treatment to do more good than harm.
10	On a small lot, an alarmingly friendly salesman offers to sell customers the car of their dreams. The lot does have several cars, all in excellent condition. The salesman will accept any form of barter and even offer payment plans. There is no sign of guards or security systems yet no local ever remembers hearing of any thefts from the lot.
11	In the middle of the town square stands a tall, fruit bearing tree with branches too high to reach without assistance. Anyone who approaches the tree is addressed in a high squeaky voice "What do you have to trade for my fruit?" The voice seems to come from deep within the foliage. Once a deal is struck the tree's limbs will shake and the exact amount of fruit bargained for will drop gently into the bargainer's containers. Thieves will be pelted with a shower of sharp thorn darts launched from within the foliage, taking 1d3 points of damage per round until out of sight of the tree or over 100 feet away.
12	An old RV sports a sign sports a sign reading "Rebuilt engines and other parts". Sitting on a fender is a cyborg working on a sizable V8 engine. The borg is picky on what he'll accept for trade but fair on price.
13	A mutant with multiple sets of eyes sits next to several large plastic tubs of assorted spectacles and sunglasses. If engaged, the mutant will spend a great deal of time "helping" the customer pick out the "right" pair of eyewear. If anyone lets her ramble on the transaction will take at least 3d20+10 minutes but the final purchase, when worn, will increase the wearer's Per Mod by +1 during social situations.
14	Several racks of assorted clothing sit next to a wagon with a very dour-looking dwarf. He will eye anyone even approaching his wares with suspicion and loathing. The clothes are in great condition and very clean. If engaged, he will not talk except to bargain and his prices are high. If fine textiles are offered in trade for his wares, the prices will improve significantly.
15	In a rickety food stand bearing the sign "Meat o' the Day", a family of halflings are slaving over several charcoal grills and food prep tables. The menu is primarily meat dishes with a bit of grains or veg on the side. The food is quite tasty but the cooks will not reveal what anything is made of. Those who partake must roll under their Luck on a 1d16 to avoid needing to make a Fort save (DC 10) a few hours later verses intestinal distress.
16	A man who looks quite insane purveys over a stand full of electrical and mechanical bits and bobs. He wears a name tag with the name "Doc". His babbling speech is almost incomprehensible and requires an Int check (DC 12) to do any business with him. There is at least a 20% chance he has what you are looking for, assuming it is not alien or super science based.

is for Quantum PORTALS

table by Eric Fabiaschi

When the world broke, many doorways, portals, and seals between other dimensions and worlds burst open. Some were new and others older than Time itself. Lands undreamt of and horrors unimaginable dwell beyond their thresholds. Beyond this portal you find...



Roll 2d8

2	...a world of swirling winds whose desert sands are ruled over by sentient elemental kings, there are 1d10 random ruins that gleam in the jade green sunlight. The PC's will begin to age 1d4 years every hour after the first hour of adventuring in this dimension without protection.
3	...1d8 massive space gods stand silently watching over this strange looking landing strip of a field. The place is actually a flying saucer hanger with 4 underground levels of PC-ripping technology and super-science. The gods offer some choice relics in return for quests. They love to watch PCs run through a gauntlet of mazes.
4	...a blue-black sun hangs in the sky and weird plant mutants herd 1d24 near-humans into huge copper colored cages. A large meat grinder-like processing plant is nearby and the sound of suffering echoes across the landscape. A strange temple structure holds 1d8 levels of bizarre dungeon structures filled with weird monsters. It might be a zoo or something far stranger.
5	...a Hellscape filled with demons, chains, and twisting damned souls left from the 'big one'. Several mystic holy swords hang in the air and the demons will attack anyone trying to retrieve these blades! Also there millions of gold coins scattered about which will burn anyone picking them up for 2d6 points of damage!
6	...a warehouse filled with hundreds of demonic toys greets the PCs. There are several dead adventurers in tan jumpsuits with nuclear accelerators strapped to their backs and a super science meter blinking on the floor. The adventurers have been gnawed upon heavily.

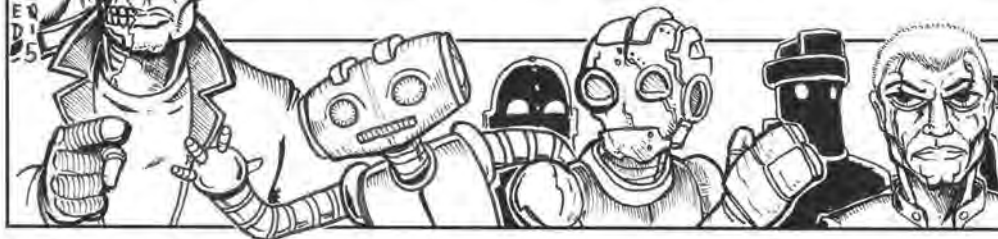
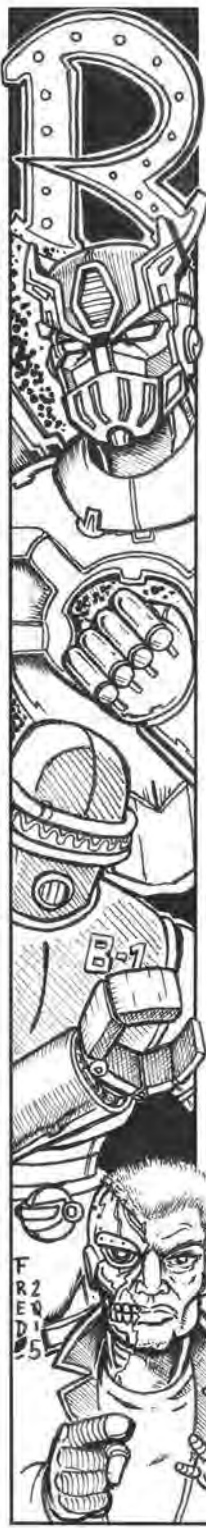
7	...a series of giant spider webs hang between the ruins of an alien city's skyscrapers. There are 1d30 giant alien spiders with humanoid faces staring at the PC's hungrily. 11 kinds of super science cars, planes, etc. are caught with the webs of these arachnids' monsters.
8	...a strange pool gate leads to woodlands of giant trees and roving bands of ancient warriors dressed in two hundred year old power armor. They fight mock wars against each other while the victor claims the military ruins. They will loathe PCs stepping into the middle of this warfare.
9	This world of swirling gas and elemental wind creatures' conceals a high tech city of mutants who are descended from Ancients lost before the wars of old. They possess advanced technologies and fight with the gas bagged mutants who roam the upper winds here and prey on the city dwellers.
10	This gateway leads into space! Make a Ref save or be sucked into the void!
11	...a giant hangar contains a fully functioning grey saucer and 1d10 alien zombies! These guys are peeved but will trade brains for technology.
12	...a giant television studio with several props from 1950's era television. The PCs have a chance to collect some rare and valuable relics from this era. 1d6 minor demons may pop into existence even as you rob the place.
13	...a giant abandoned fair that is the last resting place for a god of Chaos. It has control over everything here except the forces of Law that guard the place. The PC's must be careful for the super-science relics here are also under the god's control. Lesser demons of Chaos may manifest randomly in this place.
14	...a world of odd biomechanical monsters whose primary lifestyle consists of preying on the small fleshy humanoids that come looking for the super science relics left behind in the past. There will be 1d8 sanity-ripping biomechanical horrors in this world waiting for the party. Several minor relics will be found scattered like breadcrumbs.
15	...a gateway leading to the elemental plane of rust and corruption. The PC's equipment will all slowly dissolve unless several saving throws are made. A super science temple floats in the air. 5d5 Giant mutant bird people are using the place as a roost. They are armed with advanced dark occult tech.
16	...a bunker that is the resting place for the Ancients. There are 1d5 demons guarding the gate. Within it are nine levels down of old military facilities. Relic weapons are strewn all over the place but it's infested by demons and humanoid robots as well.

IS FOR ROBOTS *table by Jon Sprov*

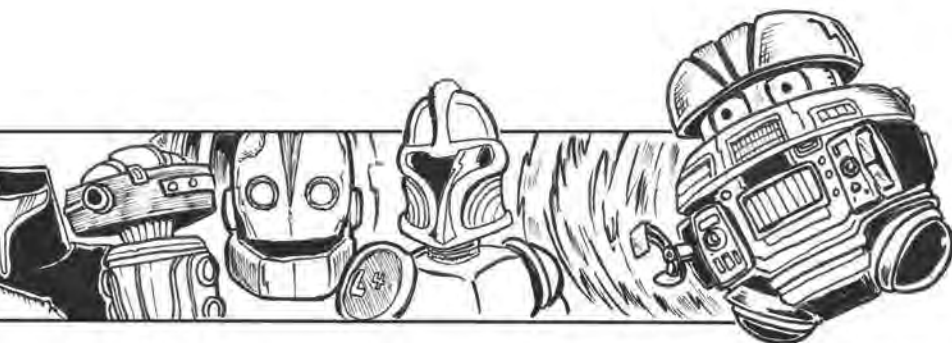
Whether simple mechanical labor or sophisticated artificial lifeforms, robots are a somewhat common sight in the lands of Umerica. Although many are helpful to the citizens of the twisted new world, many of them are dangerous enough to cause most people to be wary.

Roll 1d16

1	Pack of 3d4 feral small appliances clatter through suburban ruins, attacking any creature they come across. "The kitchen of the future, today!"
2	Power Lifter. 10' tall and weighing two tons, these forklift-armed robot laborers have no trouble finding a niche in the wasteland, as docile workhorses in trading posts, or as enforcers for raiders and mercenaries.
3	Abandoned alien scout. Resembles an eerie digital eyeball, suspended in the air by 2d5 spider-like mechanical legs. Has no idea it's been abandoned, and makes preparations for the coming invasion fleet. Laser cannon optional.
4	Pilgrimage. Caravan of 3d6 neutral humanoid robots and 1d3 random vehicles, all in a visible state of disrepair from months in the wastes. Travelling to the factory where they were built.
5	Junkbot. Waist-height robot that looks like a pile of random electronics on a few skittery wheels. It has a rudimentary metal claw jutting out of one side, and can only communicate with a toy synthesizer.
6	Servant droid, styled as a butler or maid. Does not engage in idle chat, but responds to any orders with (roll d4: 1-violent offense; 2-sarcastic half-compliance; 3-quiet obedience; 4-gleeful enthusiasm)
7	Animatronic horrors. Thin, alarmingly agile metal "skeletons" inside tattered, faded animal mascot costumes. Appearing only at night, they use stealth to ambush campsites, and carry off travellers to their strange lairs.



8	Sniffer. Looks like a chest freezer on four legs. Equipped with advanced sensors. Programmed to seek and collect (roll d6: 1-garbage; 2-gold objects; 3-corpse; 4-weapons; 5-gasoline; 6-mutants), and deposit them elsewhere.
9	Mage Hand 2.0. An advanced, super intelligent robotic arm can cast bizarre spells using its single steel hand. Is accompanied by 2d4 one-armed robot acolytes, who compete for the honor of “wearing” their master.
10	Retail drone. A hollow, egg-shaped bot designed to sell merchandise at a storefront, or while travelling (producing its wares from one of many internal compartments). Usually found wearing a collared shirt and a nametag. Only knows a handful of canned phrases. Responds to theft with lethal force.
11	Assassin. Uses rubber skin as a disguise, DC 10+d6 to notice. Several hidden weapons. Target is (roll 1d4: 1 - one of the PCs; 2 - a recurring NPC; 3 - Someone you’ve never heard of; 4 - someone long dead).
12	Aetherian automaton. Crafted from alchemically-treated, green-veined steel, powered by strange clockwork. Follows the code of an Aetherian hero, and wields an oversized, glowing Aetherian Tech axe. (see CUaBM #5)
13	Killbot. Tall, column-like robots, with saucer-shaped heads and 1d8 arms, all ending in either buzzsaws or flamethrowers. Usually built by ambitious warlords or unscrupulous tyrants. Some have gentle souls. Most don’t.
14	Cyber-Ghouls. Sentient AIs trapped in the bodies of dead cyborgs. Modified nanites convert tissue to bioelectricity, and the skeletal limbs are equipped with servos for motion. Must consume flesh to continue functioning.
15	Librarian. Intelligent humanoid robot with a ribbon printer installed in its chest and microphones one each shoulder. Compulsively collects or records any (roll 1d5 1-Fiction books; 2-Nonfiction books; 3-Writing of any kind, on anything; 4-Conversations; 5-Music) it encounters in its travels, and spends downtime transcribing their findings for archival purposes.
16	Robocar. A keeper car, truck, or motorcycle with an onboard robotic subsystem, as well as manual controls. Vary wildly in sophistication (Int score is 1d14), as well as disposition (roll 1d6: 1-Cautious; 2-Friendly; 3-Homicidal; 4-Emotionless; 5-Duplicitous; 6-Feral). Usually have names. Equipped with 1d4-2 random mounted weapons, and speaks 1d6-2 languages.





S IS FOR SCAVENGING *table by R. Dale Bailey, Jr*

Every teetering old building is a possible treasure vault, each overgrown vehicle could hold valuables worth killing for, and the endless heaps of garbage filled rubble are goldmines waiting to be plundered by those wily and patient enough to get dirty.

Roll 1d20

1	2d24 strange cartridges for something called the Taria system. A collector might find them worth something.
2	A funny book of drawings telling the story of a muscular man in a world of zombies, witch doctors, juke joints and android doctors. Once you begin reading it can't be put down. Once you have finished reading you will then have to find away out of this realm you have stumbled into.
3	A pellet-firing air cartridge pistol with 2d6 air canisters and 4d20 pellets. Not all weapons need to be dangerous to be useful.
4	Whether it turns out to be just a useless pastime or opens a door to another realm, this six-colored glowing puzzle cube beckons to be solved.
5	Rusty Rustington used to be a children's toy that one loaded with a cassette and it told stories. But this one is missing its cassette and the stories it tells are not fit for children.
6	This 12" round disc with a screaming demonic train on it might just work in that old sound box in the tavern you just left. Warning: Play it backwards at your own risk.
7	These sunglasses reveal a hidden world of alien masters all around you. Or maybe they are cursed. Go ahead and ask that guy why his face looks like a cabbage. What is the worse that could happen?
8	A ten-gallon yellow hat. Because there is always something curious about a man in a yellow hat.



9	This small bottle of red liquid has two exploding brains on the front with the label, "Brain Swapper." 1d3 doses.
10	These morganite gemstone earrings promise a world of the punk aesthetic. When worn they project a hologram illusion to the world changing your appearance.
11	2d3 plastic eggs containing sheer pantyhose. If nothing else you'll look great at the tavern this weekend. And your next hold-up will be memorially fashionable.
12	3 small canisters of Fun Clay in the colors red, yellow and blue. Strangely whatever is formed from this clay seems to take on a life of its own.
13	Inside this crate is a plastic two-toned red and white egg separated with a black border. There is a white pushbutton in the middle of the egg. 2d30 collectable cards with drawings of cutesy creatures rest beside the egg. Inside is a enough space to hold exactly one card. What happens when you place a card inside? Try it and find out.
14	2d100 small airtight dark maple boxes of various sizes. The outside of the boxes have the initials A.Y. Inside are delicate paper creations: rabbits, monkeys, birds, dogs, elephants, cats, mice, foxes, swans, fish, bears, masks, etc. If they seem to move on their own in your peripheral vision just ignore it. The hamster takes offense when you notice its ministrations.
15	This twelve inch plastic frame has a soft glow with the image of a bitten apple. When it is touched it whispers of a wonderful world of integration in all aspects of one's life. For the cost of your soul it will deliver GPS coordinates, take hi-def pictures and video, and manage your looting schedule. Spreading it's doctrine, it affirms, will open up even more possibilities. Pair it with a smaller device or a watch and live the modern dream.
16	Tattoos are as old as the world but the tattoo gun in this velvet-lined box has a warmth to it when touched. 2d4 pearlescent inks are included in the box with the gun. Handwritten instructions indicate that whatever is drawn takes on a life of its own. What could that mean?
17	This ancient shiny grey box measures two and a half feet wide by one foot tall. It has two round speakers in its front that promises to take you to Funky Town.
18	This small shrine-like room contains 5d100 items of holy significance to its pink and white catlike god. Purses, notepads, pencils, hats, backpacks, water bottles, bed sheets, curtains, shirts, pants, skirts, lamp covers, book covers, pillows, etc. It is eerily undisturbed. Dare you stir the laconic atmosphere by looting from a lost god?
19	A complete magician's kit with top hat, cape and wand. Mystify your friends with over 250 tricks, from guessing your card, shoving a nail through a piece of glass, spot the ball under the cup and the ever famous, "Watch me pull a rabbit out of my hat."
20	A black plastic orb with the number 8 printed on the top. Underneath is a clear glass panel containing liquid and a glowing triangle that promises to answer all of your questions. It has the effect of being almost always correct.

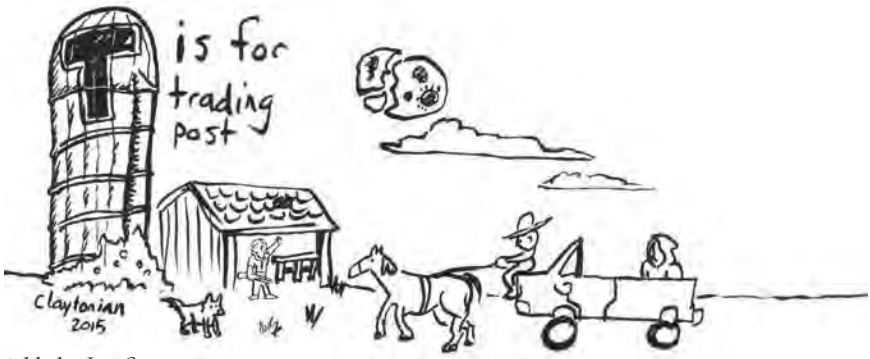


table by Jon Sprow

These wasteland oases appear where most well-traveled ways meet. One part shop, one part inn, and one part neutral ground, many groups that would usually kill each other on sight hold truce while doing business here.

Roll 1d30 for each column

	Look for a...	Protected by...	Specialty is...	It's kinda weird...
1	Field of hollowed-out, brightly-painted buses	Lizard-wranglers	Desert fruit	Fog rolls in every night
2	Inflatable mascot on top of a warehouse	Armed security guards	Auto parts	Everybody smiles too much
3	Village of thatch huts, and a tall wooden wall	Weird, nasty subhumans	Leather goods/armor	Odd-smelling fires at night
4	Peasant village in the shadow of an oil refinery	Private mercenaries	Gasoline	Locals prone to shaking fits
5	Building-sized, slave-operated vending machine	An opulent tyrant	Weapons	Popular road gang hangout
6	Refurbished underground bomb shelter	Well-armed halflings	Hospitality	Lit by colorful string lighting
7	Shantytown made of candy from a nearby factory	Face-painted children	Sugar	Locals only speak odd pidgin
8	Abandoned dwarf hamlet carved into a cliffside	Oathbound elementals	Antiquities	Stealing bestows a curse
9	Tall armored silo, built around a water tower	Post-anti-neocommunist	Clean water	Sell only to the highest bidder
10	Huge, flaming effigies and a tent city	Roving death machines	Scrap metal	Lethally-enforced littering law
11	Lakeside resort, mostly reclaimed by nature	Gentle mutants	Medicinal plants	Offer therapeutic "tar baths"

12	"Mall" inside a gigantic, hollow turtle shell	Lobotomized soldiers	Decorative furniture	Shopkeepers wear animal masks
13	Concrete building, inexplicably half-invisible	A wizard cabal	Magic texts/artifacts	Seems to attract predators
14	Cluster of blimps, connected by rope bridges	Eight-legged spider-folk	Textiles/Clothing	Hosts a popular bloodsport
15	White chapel at the top of a hill	Hidden sniper nests	Ammunition	Total silence is mandatory
16	Openly demonic "Emporium Of Sin"	Invisible, trained beasts	Spices	Floor is smooth volcanic glass
17	Cult compound built around a huge ball of yarn	Felinoid thief-priests	Souvenirs	Promoted on gaudy billboards
18	Dethroned waste baron's mega-fortress	Reprogrammed goonbots	Energy weapons	Decorative skull motif
19	Hangar buried (and preserved) in a sinkhole	Fringe super-scientists	Aircraft	Time passes slowly here
20	400' statue of an elf, with a temple at its base	Rowdy road gangers	Alcohol	A coup d'état is imminent
21	Network of secret markets, connected by portals	Elusive "whisper men"	Information	Everyone already knows you
22	Mostly-intact maximum security prison	Cyborg skate punks	Cyber-enhancement	Recent site of mass slaughter
23	Stone castle, with two separate moats	A "retired" Aetherian hero	Exotic melee arms	A raiding party approaches
24	Comically-oversized house of a dead giant	"Sheriff" in a heavy mech	Gold	Pays fealty to a dragon "lord"
25	Barn, surrounded by a wall of rusted car parts	Fanatics of a petty ruler	Meat	Traders often go missing
26	Submarine resting across two crumbled rooftops	Techno-sorcerer initiates	High-tech machinery	A complex network of ziplines
27	Festival of Kizz; free music, expensive supplies	Burly mutant "bouncers"	Recorded music	Always crowded, day or night
28	Wooden shack on the edge of a vine-jungle	Tough, brave townsfolk	Mutant animals	Locals used to be raiders
29	Neon-lit tavern, just off the highway	Laser turrets, everywhere	Merc Recruitment	All weapons are prohibited
30	Smuggler's den, inside a never-ending sandstorm	A bunch of friggin' jerks	Human trafficking	Goggles are a status symbol



IS FOR UFOs *table by Jon Sprow*

Since the cataclysm, the skies have been been host to strange craft from other times, worlds, and dimensions. Who knows what you will see if you keep your eyes to the skies.

Roll 2d5

2	Face-Ship. Designed and piloted by a nefarious (and vain) overlord, this craft has been custom-built as a huge titanium likeness of the villain's head, and flies around on oversized jet boosters mounted underneath. The eyes function as dual-mounted plasma rifles, and can target independently of one another. Usually accompanied by a warband of 2d6 henchmen and 1d6 vehicles. The ship's "mouth" moves in time with a loudspeaker, as the pilot shouts threats and commands his minions.
3	Scanner. A repurposed communications satellite, orbiting at only 2,000 or so feet off the ground. As it passes overhead, the satellite projects a bright-green laser grid pattern onto the ground below. The satellite was deployed by (roll d4: 1-a techno-warlord, seeking a settlement to pillage; 2-lawful aliens, trying to create a computer-simulated replica of Umerica (or somewhere more specific); 3-an ancient, defunct space program, to target and highlight "undesirables"; 4-chaotic botanists, to search irradiated land for surviving plant life).
4	Cloud eel. A 40' long, translucent creature, covered in silvery reflective scales, that has established itself as a sky-dwelling apex predator. The eels use clouds as camouflage, darting from one cloud to the next to pursue airborne prey before leaping out to ambush. They are immune to electricity, and will sometimes nest in storm systems, using the noise and confusion to snatch up ground prey with alarming swiftness.
5	Weather generator. A 6' square box, with blinking lights on every side, suspended thousands of feet in the atmosphere by a reflective, metallic balloon. The box contains a damaged weather generation module, and has been floating adrift for years. If activated, or destroyed by an explosive, energy weapon, or harmful spell, it explodes, releasing a short-lived, hurricane-level storm, which covers a two-mile radius centered on the bomb.



6	<p>Cloaked ship. An alien spacecraft that, by means of a light-bending force-field, is almost completely invisible. Forward scouts for an impending alien invasion, they harass humanoid aircraft, and divebomb small, poorly-defended settlements, attempting to destabilize any local resistance. The cloaking engine itself is sometimes, very rarely, able to be salvaged from a wrecked ship, and can be quite useful in its own right, if highly unstable.</p>
7	<p>Apocalyptic omen. The skull of an impossibly large, horned beast, which tears across the sky, face-down, surrounded by a nimbus of deep red flame. Its mouth hangs open in a deafening, prolonged wail, and from it pours a seemingly-endless torrent of crimson sludge. The skull is an infernal icon, sent by a fiend lord to signal the approach of armageddon. It still roams centuries later, unaware that the apocalypse has come and gone. Most are terrified by the sight of the skull in the distance, and avoid it out of common sense. However, some unlucky villages and trading posts located along its flight path have noticed that the viscous, red fluid it expels (a foul-smelling slurry of blood, brains, and bones) actually enriches the normally-barren soil, ironically leaving a trail of newly fertile land in the blood-skull's wake.</p>
8	<p>Nth dimensional ship. A visitor from a few meta-universes over. The craft appears to be several intersecting, morphic polyhedral shapes; light and color seem to twist and warp around it, obliterating any sense of form or depth. They are usually content to hover in place for days, silently observing the world below, though they have been known to follow caravans from time to time. If attacked, or if they feel like it, the craft will fire it's ND Ray before disappearing abruptly 1d4 rounds later. The target must succeed on a DC 13 Fortitude save, or the ray deals the target 2d6 damage, and transforms it into (roll d3: 1--a stack of multicolored cubes; 2-a two-dimensional "cut-out" form; 3-a four-dimensional, intangible hyper-shape) for 1d8 rounds.</p>
9	<p>Escape pod. A small, single-occupant craft, usually spherical, ovoid, or cylindrical in shape, plunges toward the ground, surrounded by a halo of burning gas as it pierces the atmosphere. Eventually, it crashes, usually in an open, remote area. The sole occupant is (roll d5: 1-dead, and infected by an unearthly parasite; 2-a dying, psychic invertebrate; 3-a human soldier for an army no one has heard of; 4-a lanky, green-skinned humanoid, on the run from something; 5-a massive, ursine alien conqueror).</p>
10	<p>Abductor. An alien spacecraft resembling an immense disc or hemisphere, and occupied by a team of alien biologists. The ship is equipped with a subjective-gravity field, which powers both the flight systems and an onboard "manipulation beam", which the aliens use to collect "specimens" from the planet below (Reflex DC 13 to resist or avoid, effects vehicles). Abducted creatures are returned to the same spot in only 1d10 minutes, even though they insist they've been gone for months; each of an abducted creature's attribute scores (besides luck) are permanently modified by +(1d5-3), and they bear strange, geometric scars all over their body. Vehicles are rarely returned.</p>



table by Jon Sprow

Thick and pungent, wispy and lethal, or colorful and ominous, vapors that contaminate the air are a common occurrence wherever you go. Gasmasks are much more than a fashion statement in post apocalyptic life.

Roll 2d6

2	Coolant leak. Powdery-blue vapors with a sickly-sweet, ethereal odor. Most often found surrounding derelict factories, supermarkets, meat-packing plants, and downed aircraft (or spacecraft). Each minute of unprotected exposure inflicts 1d3 Stamina damage and 1d2 Agility damage.
3	Glittering mantrap. A metallic cloud of iridescent particles, thin enough to see through, but thick enough to see a shimmering, multicolored reflection in the cloud's surface. Colorful lights flicker throughout the cloud, which stays confined to a perfect hemisphere 50' in diameter. If a pressure plate is activated, the entire cloud constricts suddenly to form a 10' mirrored metal sphere, potentially trapping characters within (DC 14 reflex save to avoid, 60 dmg to break).
4	Natural gas. A nearly invisible, pungent gas, such as methane. Most commonly encountered where a building's gas line has ruptured, or where a natural vent has surfaced. It is highly flammable, and any spark or flame causes a fiery explosion (4d6 Fire damage, DC 10 save half).
5	"Fairy fog". A wet, hazy mist that creates a "rainbow" effect when viewed in sunlight. Those who come close swear they could see lush trees, and smell wet grass, deep within the mist. These tiny patches of untouched wilderness are fiercely guarded by (roll d5: 1- 2d8 Lawful elven sentinels; 2- 2d4 Chaotic dryad cultists; 3- 1d7 mutated, predatory plants; 4- 2d4 armed raiders with dirt bikes, who have trashed the grove; 5- 2d30 small, ectoplasmic forest spirits).
6	Smog-storm. Trailing half a mile long, a billowing, black storm cloud slithers across the valley floors of the wasteland. Massive arcs of electricity spiderweb throughout the cloud, leaping out like brilliant tendrils to scorch their surroundings. The smog smells heavily of ozone, and is mildly toxic, inflicting 1 stamina damage for every minute of exposure. Each minute also carries a 20% chance that a character in (or near) the cloud could be struck by lightning (2d6 damage, DC 16 save).

7	<p>Euphoric. A potent mix of psychoactive chemicals, refined into a brightly-colored vapor or gas (usually green or blue), designed for airborne dispersal over a wide area. Recipients must make a DC 13 Will save upon exposure, or be overwhelmed by a rush of emotions and stimuli and become distracted for 1d6 rounds. Originally formulated to quell riots peacefully, some wastelanders have recently been observed manufacturing large quantities.</p>
8	<p>Fogfolk. 1d4 ambulatory clouds of white smoke, each about 5' in diameter, found roaming in abandoned buildings or city sewers. The clouds are sentient beings, and can condense their particulate form into semi-solid "shapes", usually small animals, pseudopods, or stringy humanoid "wisps". Alignment is random. Fogfolk consume electricity for sustenance, though it is unknown if they are magical or technological in nature. Lawful fogfolk might attempt trade with players for batteries or energy weapons, while chaotic fogfolk might attack robots on sight, and may even target a living creatures if desperate.</p>
9	<p>Volcanic gas. As a result of the catastrophic environmental collapse that followed the apocalypse, volcanic vents sprang up all across the Umerica. Usually encountered as a murky, yellow-black smoke with a choking, sulfuric scent. Inflicts 1d3 damage with each round of unprotected inhalation. 50% chance of lava flows or active geysers nearby, 20% chance of an earthquake in the imminent future.</p>
10	<p>Experiment IG-106. Found exclusively in sealed metal drums, which are always covered in numerous warning labels and military insignias. A small glass window in the side reveals that each canister contains a rotted human corpse, suspended in murky liquid. If opened, the liquid quickly evaporates into a putrid green gas, pouring out at high pressure. The gas itself is harmless, if disgusting, but causes all corpses within a mile radius to animate as a zombie, vocally hungry for brains (including the corpse that was in the drum itself). Any creatures killed by these zombies dies as per usual.</p>
11	<p>Alien terraformer. A machine, robot, or even a genetically engineered creature, belches neon orange smoke into the air. Sent by an alien race to create a habitable environment for themselves, it pumps a noxious mixture of noble gases into the air to simulate their home atmosphere. Has established a small base camp for itself, and is defended by sentry turrets and mines. Gas is not immediately toxic, but cannot be breathed comfortably, and long-term exposure results in mutations similar to magical corruption.</p>
12	<p>Fungal spores. Yellow, fuzzy particles ranging in size from fine dust to snowflake-like puffs. As much of the world decomposes, new, prolific forms of fungus emerge to keep up with their environment. After exposure, prevents 1d6 hp of natural healing the next time an exposed character sleeps, as spongy puffballs grow in their wounds, preventing them from healing.</p>



By Reid San Filippo

The weather of the new world is fickle and cruel as it swells and ebbs with magical and cosmic energies that disturb its natural ways. They say even the gods cannot fully control the weather of this planet anymore so woe be to those mortal who try.

Starting from Clear Skies in the center, roll 1d3-1d3 once for the column move and again for the row move. Roll again every 1d14 hours.

Clear Skies (move to center)	Super Freak Storm	Freak Storm	Freak Storm	Freak Storm	Super Freak Storm	Clear Skies (move to center)
Super Freak Storm	Freak Storm	Freak Storm	Heavy Storm	Freak Storm	Freak Storm	Super Freak Storm
Freak Storm	Lightning Storm	Heavy Winds	Overcast	Light Storm	Burning Mud Storm	Freak Storm
Freak Storm	Dust Storm	Windy	Clear Skies (start here)	Windy	Dust Storm	Freak Storm
Freak Storm	Burning Mud Storm	Light Storm	Overcast	Heavy Winds	Lightning Storm	Freak Storm
Super Freak Storm	Freak Storm	Freak Storm	Heavy Storm	Freak Storm	Freak Storm	Super Freak Storm
Clear Skies (move to center)	Super Freak Storm	Freak Storm	Freak Storm	Freak Storm	Super Freak Storm	Clear Skies (move to center)

Burning Mud Storm - Sizzling acidic mud rains down from the skies. Unprotected flesh and structures will be heavily damaged.

Dust Storm - Giant dust funnel clouds swirl hungrily, consuming everything in their path.

Freak/Super Freak Storm - Roll once on the Freak Storm Table (for Super storms roll twice and combine the effects).

Heavy Storm - Torrential rain and buffeting winds.

Heavy Winds - Buffeting winds and the beginnings of funnel clouds.

Light Storm - Gentle rain and winds.

Lightning Storm - A dust storm that generates a massive static electrical charge raining down lightning throughout the area.

Overcast - Reduced visibility.

Windy - Kicks up lots of dust and debris.

Freak Storm Table - Roll 1d8

1	Speckled clouds release a torrent of spiders and other poisonous, crawling insects upon the area. They are agitated and ravenous.
2	Greenish, wispy clouds release a shower of strange seeds. Everything in the area will quickly be entangled in rapidly growing vines.
3	Cackling ashen clouds forcefully rain down a multitude of dry, skeletal remains of various creatures. Unprotected people, beasts, and structures will suffer heavy damage from the boney torrent. There is a 10% chance per hour the storm rages that skeletal horrors composed of assorted bones will rise to feast.
4	Bloated gelatinous clouds discharge a downpour of living slime fragments. Every hour that the storm rages, 1d5-1 Primeval Slimes, each of 1d3 HD in size, (DCC RPG, pg 423) will reform from the fragments in each acre the storm covers.
5	Fluffy, multicolor clouds release a gentle, sweet tasting rain that changes the color of anything it touches. Roll 1d7 to determine the color for each person or object: 1- Red, 2- Orange, 3- Yellow, 4-Green, 5-Blue, 6-Indigo, 7- Violet. The color change will not wash off by normal means and lasts 3d6 days.
6	The sky fills with bright, burning clouds. Imps can be seen flying amongst them and laughing at the creatures below. Occasional bolts of flame rain down across the landscape. Unprotected people, beasts, and structures must make roll under their Luck every 30 minutes that the storm rages or be hit by a fiery bolt for 3d6 damage. All Turn Unholy attempts made by non-Chaotic beings during the storm automatically fail.
7	Glowing golden clouds release a torrent of glittering rain. All who are caught in the storm heal one HD per hour that the storm lasts. If the rainfall is ritualistically collected before it strikes the earth (requires an Int check of DC 15 by a Lawful devout person) each gallon collected will act as a Healing Potion (DCC RPG, pg. 224) for 2d3 days, after which it will just be 100% pure water.
8	Swirling Purple clouds unleash a downpour of fish, crustaceans, and amphibians upon the area covered by the storm. Unprotected people, beasts, and structures will suffer damage from the fleshy torrent. The bounty that falls is fully edible and untainted but will quickly begin to rot (goes bad in 5d30 minutes) unless properly stored. Areas not cleared of the rotten mess will have a 20% per day to attract large scavenger type beasts for the next week.

X IS FOR XENOTECH

table by Ryan Moore

As alien and extra-dimensional beings roam the land, they occasionally leave behind strange and wonderful artifacts of advanced technology nearly indistinguishable from magic. These treasures are highly sought after and many have died trying to obtain them.

Roll 2d8

2	A greyish rectangular box with many lights, wires, and a readout in an incomprehensible language. The device appears to have no function. The box is a remote control for a massive war machine. As the characters experiment with the box, it awakens and begins causing havok.
3	A clear glass tube that appears to be filled with thousands of tiny insects. If opened the insects fly up the nearest character's nose. The nanites grant regeneration and increased stats but saddle the character with a mission.
4	A genuine 50's style ray pistol. The beam liquefies a one cubic foot area wherever it strikes. The pistol is ancient and has a significant chance to explode or liquify itself every time it is fired.
5	A smooth stone, which houses an entire miniature society of psionic aliens. They do not communicate with the outside world. The aliens use their psychic abilities to keep the stone's owner out of danger. They do this in unnoticeable ways and the bearer often considers the stone lucky.
6	An amethyst crystal that houses an alien AI. The AI is very grumpy and loudly complains to whoever will listen. The AI has extensive knowledge on many topics though it must be cajoled into sharing it.
7	A belt with a small dial that projects a hologram of the wearer 1 to 20 meters away. The distance is controlled by the dial on the buckle.



8	A glowing crystal that slowly absorbs into the body of the person who touches it. One limb slowly turns into crystal over time conferring a bonus to all saving rolls.
9	A clear cube that when opposite sides are pressed firmly it unfolds into a large domed survival shelter complete with furnishings and food.
10	A handheld device with a dial and tuner that looks like a radio. The device can be tuned to the thoughts of those nearby.
11	A pair of matte black thin round discs, 3 foot in diameter. They instantly transport anything placed on one disc to the other, including living things.
12	A metallic tube, about the size of a large pen, with a single red button on it. If the button is pressed, an interdimensional search and rescue team will appear out of thin air to look for the source of the distress call.
13	A green blob of what appears to be clay. If given the proper mental command it forms a protective layer around the person holding it. The "blob armor" protects the wearer from damage, environmental hazards such as fire and radiation, and filters toxins from the air. After extended use the blob turns gray and must be washed in clean water to function again.
14	A red pill, if swallowed the character suffers terrible heartburn but gains the ability to breathe fire for 24 hours.
15	A biomechanical glove that when worn will project an arc of lightning. The glove is powered by the user's life force and drains them every time it is used.
16	A metallic key inscribed with millions of tiny circuits and a red gem in the end. The key can be used to open a portal to far away places. The gem will glow when near a place where a portal can be opened.





IS FOR YESTERMEN OR "WHO IS IN THAT CRYOCHAMBER?"

table by Sean Ellis

At the end of the 21st century, mankind constructed "Seeders," small facilities that stored genetic code and, when supplied with raw materials, made life. Seeders are able to hibernate indefinitely, allowing them to wait out most apocalyptic scenarios before awakening to create human beings, a 3D printer of flesh and blood.

Seeders are also able to create books, clothing, and tools for their brood as well as robotic assistants that are tailor-made to thrive in the surrounding environment and to assist in the collection of materials. Any active Seeder facility produces 1d3 robot servants who maintain the Seeder, hunt out raw materials (Carbon, etc.) and provide protection. The Seeder creates a simple robot first (see Android, DCC RPG pg. 394), then creates more advanced designs as materials become available (see R is for Robot, CUaBM issue 9).

Funding for the Seeders began with the goal of perpetuating humanity, but quickly became a matter of national security and then later a get rich quick scheme. The type of Yesterman encountered is primarily a result of which of the three groups made the Seeder. A small amount were created from perfected DNA strands bred for intelligence, adaptability and social consciousness. Their Seeders will also create books and tools to aid the Yestermen in their growth.

The rest were created by military programs or private companies. The private companies took DNA from any paying clients. This led to a jumble of confusing, contradictory genetic code reproduced by inexpensive, shoddily made machinery. These Yestermen are poorly prepared for this world and prone to mutation. Military Seeders create strong, proficient warriors and their Seeders will also create weapons and training manuals.

Yestermen have unique cultures, drawn from random unconscious patterns that emerge from their genetic code. To create a Yesterman, choose a historical culture that you know well enough to supply the basic tenets of their culture (or roll on the Culture Table for a suggestion). This suggestion should give you a basic idea of the appearance and behavior of the Yestermen. Then roll on Table Y below, embracing all discrepancies with the Culture Table result!



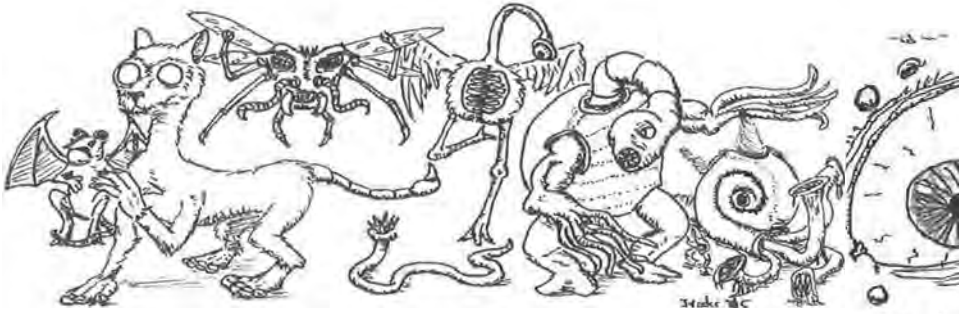
Culture Table - Roll 1d8

1	Ancient Rome
2	Aztec
3	American Revolution
4	1960's America

5	French Revolution
6	Age of Pharaohs
7	Primitive Tribe
8	21st Century

Table Y - Roll 1d14

1	Cannibals: For either ceremonial or survival reasons, these people prey upon other people for food.
2	Mutants: Twisted, insane beastmen. See "M is for Mutant," CUaBM issue 8 for more.
3	Imperialists: Believing themselves to be the "Chosen Ones," this military group loves only to conquer others for tribute.
4	Merchants: Obsessed with selling and trading, to the point of absurdity. See "T is for Trading Posts," CUaBM issue 9.
5	Healers: Learned in medicine and anatomy, they are quick to offer aid to the sick and wounded and are generally peaceful.
6	Secret Police: Able to maintain a respectable veneer, this society operates in shadows: spying and assassinating rivals.
7	Addicts: Desire for substances, exotic or mundane, control the actions of this group.
8	LEs: Seek to create a strictly regimented society. Homogenized culture: no room for freedom. Dissenters are dealt with harshly.
9	Adult-Children: IQs and behavior are that of an ADD 10 year old. All is chaos and illogic.
10	Inventors: Distracted and concerned only with the creation of unique technologies, their heads are generally in the clouds.
11	Strange Society: Insular and aggressive, they seek to spread their beliefs to others. See "F is for Factions," CUaBM issue 8.
12	Agents of Entropy: Kill, pull down, destroy. There is no art or intellect here: chaos and destruction is the only goal.
13	Rural: Humble farmers, accepting of outsiders and willing to share. Have advanced technology for planting and harvesting.
14	Defenders: Proud but slow to anger, they are protecting someone or something. They are well armed and organized.



Z IS FOR ZOOLOGICAL HORRORS

By Reid San Filippo

With the sudden, violent introduction of magical, cosmic, and extra-dimensional energies, the fauna of this world were thrown into an evolutionary blender where, for a time, the laws of reality themselves were no longer constant. Now strange and twisted beasts roam the land. Divergent strains and hybrids unthinkable now call the wilds there home.

Roll 1d4

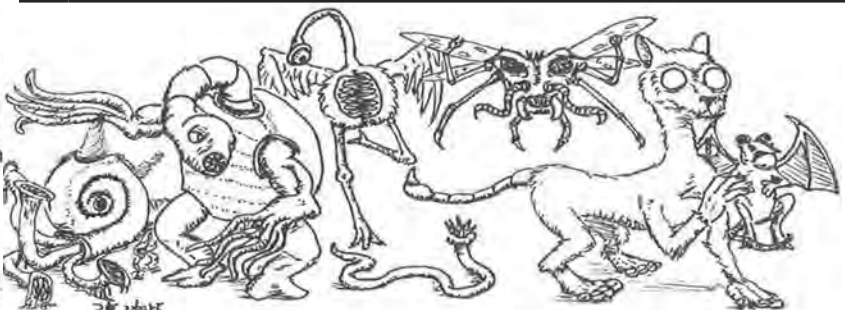
1	<p>Animal Plant Hybrid - The animal now exhibits plant like features. Roll 1d3 to determine what type:</p> <ul style="list-style-type: none"> 1 Covered in Thorns - Physical contact with the animal will cause 1d3 points of damage. There is a 20% the thorns exude a poisonous sap. 2 Photosynthetic - The animal can now derive some of its nutritional requirements from direct sunlight. This tends to change the creature's coloration to a deep green. There is a 40% chance the animal is sluggish at night. 3 Fibrous skeleton - All blunt trauma inflicted upon the animal only does half damage and it can squeeze through much tighter spaces than a normal animal its size.
2	<p>Ambulatory Botanical Predator - The previously sedentary and docile plant is now capable of movement and requires fresh kills to survive. Roll 1d3 to determine what hunting technique it uses:</p> <ul style="list-style-type: none"> 1 Foliage Camouflage - As long as the creature remains still and next to other plant life an Int check (DC14) is required to sense its presence before it attacks. 2 Thorny Snares - The creature lies in wait while extending coiled tendrils up to 50 feet away from its body. These are highly sensitive to movement and have a 1 in 3 chance of ensnaring anything passing by. There is a 25% the thorns exude a paralytic poisonous sap.. 3 Irresistible - The creature exudes a tantalizing hallucinogenic scent that entices prey to come to it. There is a 33% chance that its attack is subtle and employs a numbing poison so the prey may be unaware of the damage.





3	<p>Inorganic Hybrid - The animal now has inorganic features or properties. Roll 1d4 to determine what type:</p>
	<p>1 Ferrous Biology - The animal's coloration is now of a dirty, grayish metallic hue. It moves sluggishly but is much stronger and very resistance to physical damage. There is a 25% that its body generates a strong magnetic field.</p>
	<p>2 Plastic Biology - The animal's features are unnaturally smooth and shiny. It moves much quicker as it is unnaturally light. While it is not as strong as normal, it is much more flexible. There is a 33% that it is much more vulnerable to fire and extreme heat.</p>
	<p>3 Silicate Biology - The animal appears to be almost crystalline in nature. Its armor class is increased and it is immune to electrical damage. All critical hits scored on this animal do double damage in addition to the normal effects.</p>

4	<p>Cross Phylum Traits - The creature exhibits features or abilities from two different Phylums (i.e. both mammal and insect traits). Roll 1d5 to determine what additional Phylum the creature belongs to. Reroll if the result is the creature's original Phylum:</p>
	<p>1 Vertebrates - The creature has a complex endoskeletal structure that greatly increases their strength. There is a 60% chance the creature will possess powerful fang, tooth, or claw based attacks.</p>
	<p>2 Invertebrates - The creature's body tissue is abnormally spongy and resilient. All blunt trauma inflicted upon the creature only does half damage. There is a 33% chance that the creature's body is covered in stinging cells. Any physical contact will require a Fort save vs. Paralysis.</p>
	<p>3 Arthropods - The creature body is covered by a chitinous exoskeleton. This make them move slower but massively increases their AC. There is a 40% chance the creature has multiple sets of compound eyes, making sneak attempts against them very difficult.</p>
	<p>4 Molluscs - The creature's limbs are elongated and tentacle-like. This cuts their movement in half but increases their reach by a number of feet equal to twice their body length. All grapple attacks are made at +2 die steps.</p>
	<p>5 Echinoderms - The creature is able to regenerate from almost any wound. It heals 3 hp per round does not suffer shock penalties effects from severed limbs. Severed limbs will regrow in 3d3 turns.</p>





IS ALSO FOR BONUS TABLE!!!

POST-APOCALYPTIC LUCKY ROLL TABLE

This replaces Table 1-2: Luck Score in the DCC rpg, pg. 19.

Roll 1d30

1	Iron Gut: All food based saving throws
2	Eye for Profit: All salvaging checks
3	Motorhead: All driving checks
4	Weird: Understanding alien tech
5	Natural Born Killer: All damage rolls
6	Chicken in Every Pot: All attempts to find or steal food
7	Designer Genes: All saving throws
8	#1 With a Bullet: All ranged attacks
9	Road Rage: All attack and damage rolls made from a moving vehicle
10	Guardian Angel: Armor Class
11	Beefy: Hit points (applies at each level)
12	Gun Bunny: All firearm attack and damage rolls
13	Down with the Glow: All radiation poisoning saves and Mutation rolls
14	I Meant To Do That: All Fumble tables (double normal mod)
15	Anger Issues: All Melee attacks

16	All in the Reflexes: All Reflex saves
17	Abs of Steel: All Fortitude saves
18	Stone Cold: All Will saves
19	Crazy Eyes: All social rolls
20	Whisperer: All animal care or handling checks
21	Iron Chef: Butchering and cooking fresh kills
22	Techie: All technological device use checks
23	Double Tap: All Critical Hit tables (double normal mod)
24	Survivor: Speed when fleeing (each +1/-1 = +10'/-10' speed)
25	Impatient: Initiative
26	Not Dead Yet: All Recovering the Body checks
27	Touched: Corruption and Mutation rolls
28	Robo-Hate: All attack and damage rolls versus Bots, Borgs, and Constructs
29	Tough: All dehydration and starvation saves
30	Tinker: All repair checks

Coming Next Issue!

Monsterplaoza! An all monster issue with adventure hooks for each creature.

In this issue:

* The last half of the Apocalypse Alphabet, Letters A-Z

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CRAWLING UNDER A BROKEN MOON



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CRAWLING UNDER A BROKEN MOON

Welcome to the tenth issue of Crawling Under A Broken Moon!

I love monsters. Some of my first drawings I can remember making were of monsters. I was a monster-crazy kid who learned how to read grownup books in kindergarten so I could read about monsters.

One of the first things that drew me to gaming was seeing a friend's first edition, first printing of the Monster Manual at school and being enamored with it. Not surprising since I was born in Elkhorn, WI, a town next to Lake Geneva.

Of all of the AD&D books, the Fiend Folio is my absolute favorite to this day. The art in it just fires up my imagination.

At one point, I believe I owned almost every monster book for every edition up to 3.5; even the really bad ones.

I am surprised it took me so long to do an all monster issue! I hope you enjoy reading it as much as I enjoyed making it. :)

Reid "Reidzilla" San Filippo

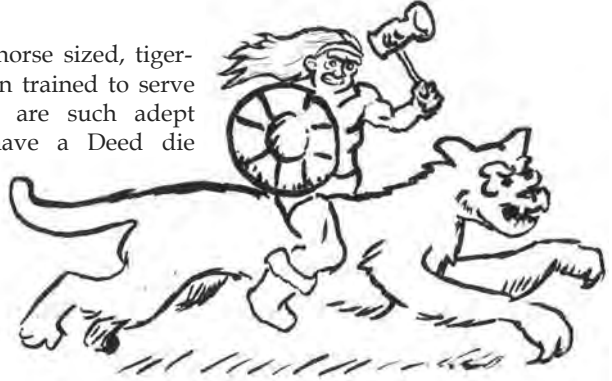
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Aetherian War Cat

Aetherian War Cat: Init +3; Atk bite +1d3+3 melee (1d6+1d3+2 dam), claw +1d3+3 melee (1d4+1d3+2 dam); AC 15 (17 with barding); HD 4d10†; MV 50'; Act 1d20; SP Deed die & Mighty Deeds, Bonding; SV Fort +5, Ref +5, Will +3; AL N.

Aetherian War Cats are horse sized, tiger-like felines that have been trained to serve as battle mounts. They are such adept combatants that they have a Deed die (1d3) as a Warrior that is applied to all attacks and damage. In addition they can employ the following Mighty Deeds: Bind & Strike*, Defensive Fighting*, Pushbacks, and Trips and Throws.



When acting as a mount, they cannot perform any Mighty Deed other than Assist Rider (see below). War Cats are considered to have a human level Intelligence of 6.

If encountered without a rider, they are 80% likely to still be wearing armored barding and a saddle. If still armored, there is an additional 30% chance that there are a few (1d3) sheathed weapons still attached to its harness. The riderless War Cat will be wary if approached but will not attack unless threatened or very hungry.

It is possible for a Warrior, Aetherian Hero, or other character type that employs a Deed die for a class ability to bond with a riderless War Cat. The character attempting this must display how bold, buff, and trustworthy they are to the masterless beast over the period of 1d3 weeks. This must be done at the location where the War Cat was encountered or a Per check (DC 15, -1d6 for bribes of food) per day must be made to get the beast to follow the party at a safe distance. After the requisite weeks of befriending have passed, the character rolls their highest Action Die and their Deed Die plus their Str, Sta, and Per modifiers against a DC 25. Displays of affection, offers of food, and the accomplishment of Mighty Deeds may increase the character's chances, depending on how genuine and worthy they are. Success indicates the War Cat has accepted the character as its new master. Failure results in the War Cat moving on in search of a worthy master. They may continue to make daily Per checks to get it to stick around for another try, but the second mastery attempt will require an additional 2d3 weeks and DC 30 to succeed. The War Cat will not give a character a third chance.

A War Cat cannot have more than one master and if two or more worthy candidates attempt to bond to it at the same time, the War Cat will expect them to duel or compete in tests of strength to determine who is best. Only the winner will have a chance to master the beast.

Once bonded, the War Cat will be completely loyal to its master until death. Also, every time its master levels up, the War Cat will gain +1d6hp and its Deed die will increase one die step. This does not actually adjust its HD total and it will lose these bonuses if its master dies, as they are a direct result of the psychic bond between master and steed.

Assist Rider Mighty Deed

1	The rider's Deed Die is increased by one die step next round if they attempt one of the following Mighty Deeds: Death From Above*, Jousting Attacks*, Rallying Maneuvers, Scare/Intimidate*
2	As previous but both the War Cat and rider gain +1 AC until the War Cat's next action.
3	As previous but rider's Deed die next round is increased by two die steps.
4	As previous but both the War Cat and rider gain +2 AC until the War Cat's next action.
5	As previous but rider's Deed Die next round is increased by three die steps.
6	As previous but both the War Cat and rider gain +3 AC until the War Cat's next action.
7	The War Cat and rider move as one. Both gain a +4 AC until next round and Rider's Deed Die next round is increased by four die steps.

* These Mighty Deeds are from *Steel and Fury* © 2015, Purple Duck Games.

Adventure Hooks

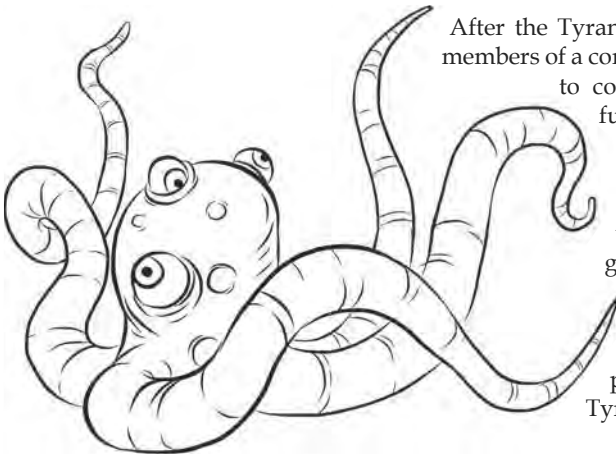
- ▶ As you exit a mountain pass you come across a small but bloody battlefield. It appears that one warrior slew dozens of feral mutants and then died due to many wounds. Next to his corpse lies a large cat-like beast that eyes you warily as you begin to loot the bodies.
- ▶ A local village is up in arms as there is a large beast that is raiding their chicken coops each night. They offer food and lodging if you will hunt the beast down.
- ▶ As you are traveling down an old road you see a strange scene up ahead. A young girl wearing an adult sized battle helm is clinging desperately to the back of a huge, saddled tiger. The unlikely pair are fleeing from a pack of bikers that are trying to catch them with hook & chain. They will most certainly be overwhelmed if no one intervenes.

Bowel Tyrant

Bowel Tyrant: Init -2; Atk bite +1 melee (1 dam + special); AC 8; HD 1d5; MV 10'; Act 1d20; SP Infectious Domination; SV Fort -2, Ref -2, Will +10; AL L.

Bowel Slave: Init +2; Atk fists +2 melee (1d4+2 dam) or by weapon +2 to Atk and Dam; AC 13; HD 2d6; MV 40'; Act 1d20; SP immune to pain, ignore Crit penalties, regenerates 1 hp per turn; SV Fort +4, Ref +2, Will n/a; AL L.

The alien Vithi, commonly known as Bowel Tyrants, are tiny, highly intelligent parasites that attempt to conjoin with a mammalian host bodies in order to accomplish their genetically inherited goals. They will hide themselves in areas that mammals, preferably highly evolved ones, will go to relieve themselves. Stealthily, they will secrete a small amount of numbing toxin on to the victim's anus and attempt to climb through to nest themselves deep in the victim's intestinal tract. Once this is successful, they will begin extending tendrils into the victim's nervous system and spinal cord. After several days, the process will be complete and the Tyrant will begin exerting subtle control over the victim's decision making. This will eventually result in the victim being fully controlled without even knowing it.



After the Tyrants have infected several members of a community, they will begin to coordinate in attempts to further their goals, which are genetically passed down from parent to sporeling. The plans to accomplish these goals can span many generations. Roll 1d7 on the Goals table below to determine what a particular brood of Bowel Tyrants is working on:

1	To gather parts for and eventually build an interdimensional anchor for another race to connect to.
2	To wait, prepare, and plan for the eventual assassination of a sleeping godlike being hiding nearby.
3	To breed an assault force for when the Masters arrive at the planet.

4	To help the rebels defeat the local rulers so a Tyrant dominated puppet can take control.
5	To infiltrate enough road gang members of different allegiances to consolidate all of the gangs into one force ruled by the Tyrants.
6	To collect data on the local activities and experiments of the Cyberhive.
7	To further the aims of a local cybersorcerer that they have allied with.

Bowel Slaves

Anyone who relieves themselves in an area with a hidden Bowel Tyrant will be targeted unless they roll under their current Luck score. If targeted, they must make a Fort save (DC18) or be infected. If the save is made, there is a 33% chance of the Bowel Tyrant being detected.

- ▶ Stage 1 infection - The victim will experience bloating and minor diarrhea for a period of 1d4+1 days, similar to eating a bit of food that was on the verge of going bad. During this time the Victim will suffer 1 point of temporary Sta loss each day.
- ▶ Stage 2 infection - The victim will feel much better, quickly recovering all previous Sta loss and actually gaining a permanent +1d3 to their Sta attribute. All saves versus toxins or spoiled food are made at plus one step to the action die. At this point, the victim will be under the influence of the Tyrant but not fully controlled.
- ▶ Stage 3 infection - Two to three weeks after the initial infection, the conversion to a Bowel Slave is complete; the Tyrant is in full control of the victim. It has complete access to its memories and generally allows the victim to live out its life normally, only adjusting their behavior when necessary to fulfill their greater plans. The victim enjoys further increased health and its feces will contain spores that will grow into mature Bowel Tyrants in 30 days, putting anyone who uses the same place to relieve themselves at risk of infection unless a thorough cleaning job is done with strong detergents.

In combat, Bowel Slaves will have no regard for their personal safety and, since they cannot feel pain, will not react to even the most grievous wounds. Any non-lethal special effects (other than additional damage) imposed by a Critical hit upon them are ignored as their altered biology kicks in.

Should the Bowel Slave be killed or too badly damaged to repair, the Tyrant will cause the slave's bowels to forcefully evacuate so they can quickly escape. If still alive, the slave will expire in 1d5 rounds due to internal hemorrhaging.

Concrete Giant

Cretinous Brutes of the Urban Wastes

- By Kevin Searle

Giant, concrete (8-9' tall, 700 lbs.): Init -3; Atk improvised club +3 melee (1d8+3) or hurled concrete rubble +1 missile fire (1d6+1, range 50'); AC 14; HD 4d8; Mv 30'; Act 1d24; SP Natural camouflage in urban environment (DC 15 to detect if hiding), crit on 20-24; Sv Fort +4, Ref +1 Will +0; AL C.

Cyborg, giant (9-10' tall, 700-800 lbs.): Init -2; Atk improvised club +4 melee (1d8+4) or grenade launcher +2 missile fire (1d6+2, range 50'); AC 15; HD 5d8; Mv 30'; Act 1d24; SP Infravision, crit on 20-24; Sv Fort +4, Ref +2 Will +1; AL C.



These giants stand at least eight feet tall. Completely hairless, their skin is colored a smudgy grey, sometimes with blackened patches. Hardened plates of epidermal tissue cover their bodies that give the appearance they are made of the concrete and asphalt they live among. Rows of bumpy ridges resembling patches of pebbles and broken rock line their muscular forms. Their massive jaws are half-full of broken teeth that resemble cement blocks.

These hulking humanoids lurk among half-fallen office buildings and long-abandoned parking structures. They scavenge the urban wastes during the daylight hours, surviving on large vermin and humanoids and spend their nights eating and hiding in the shadows of their blasted landscape. Roaming alone or, more typically, in groups of three, they are almost always accompanied by pet Giant Rats that feed off the scraps of the Giant's food. They will sometimes be led by a Cybernetically enhanced giant, created by a Techno-Mage, in bands called "wrecking crews".

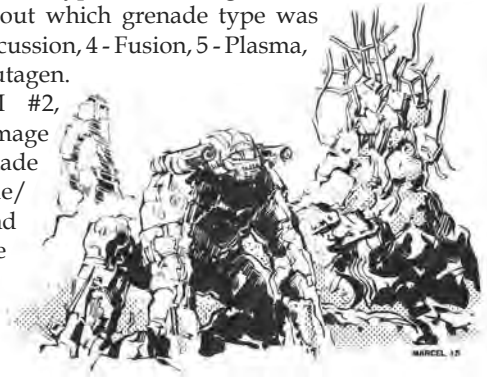
Concrete Giants like to surprise their victims, using their natural camouflage to blend in with walls, decrepit buildings, and overpasses to attack when their prey least expect it. Extremely hostile, they attempt to kill or capture anyone they encounter in order to take them back to their squalid camps and be eaten raw. Not being very intelligent, they use whatever is laying around for weapons - including rusted lamp posts, old parking curbs, rebar and concrete clubs, and other urban debris they find.

Cyborg Concrete Giants

Whether to command troops or to just go on rampages, devastating their enemies, Giant Cyborgs make terrifying opponents. Their appearance is identical to that of their brethren, the Concrete Giant, save for the cybernetic enhancements grafted onto their bodies. Portions of a Giant Cyborg's skull are replaced with enhanced optics and a computer-brain interface that allows for remote control of the hulking mutant, faster reflexes, and a targeting mechanism for the grenade launcher fused to their shoulder. Technically minded characters have a chance of understanding the nature of the Cyborg's cranial enhancement and the implications of it.

The shoulder-mounted grenade launchers of Giant Cyborgs are loaded with a magazine containing a random mix of grenade types. The magazine holds 4d6 grenades and has a range of 150', unlike typical thrown grenades. Each time a volley is launched, roll 1d8 to find out which grenade type was loaded: 1 - Percussion, 2 - Frag, 3 - Concussion, 4 - Fusion, 5 - Plasma, 6 - Mustard gas, 7 - Grapple, 8 - Mutagen.

The Judge can refer to CUaBM #2, pg 12-13 for specifics on grenade damage and effects. When using the grenade launcher, Giant Cyborgs use "Grenade/Thrown Bomb Crit Table III" and "Grenade/Thrown Bomb Fumble Table" from UX01:High Caliber Highjinks.



Adventure Hooks

- ▶ Techno-Mages and their ilk often prey on the dullard giants of the urban hellscape, enslaving them for their own nefarious purposes. Wrecking crews can be sent out on missions with the sole purpose of causing random destruction, instilling fear in the Mage's enemies. They can also be used to soften targets before the onslaught of more powerful forces or the Techno-Mage himself.
- ▶ The ranks of Concrete Giants are forged in the underground laboratories of their masters. Large vats of magically imbued molten asphalt and churning concrete mixtures await those taken captive by the wrecking crews. Preying on lone mutants or the ragged human survivors in the Old City, they are thrown into cages awaiting an uncertain fate. More often than not, the sorcery fails and the potential giants are simply drowned.
- ▶ There have been some rumors that the wrecking crews and road gangs have been working together. It may be that they have some tenuous truce with the giants getting the bodies for food while the gangs scavenge the leftover gear. Another possibility whispered among the Old City is that even the gangs themselves are part of the Techno-Mage's army acting as a sort of cavalry to the giants infantry.

Deathbot

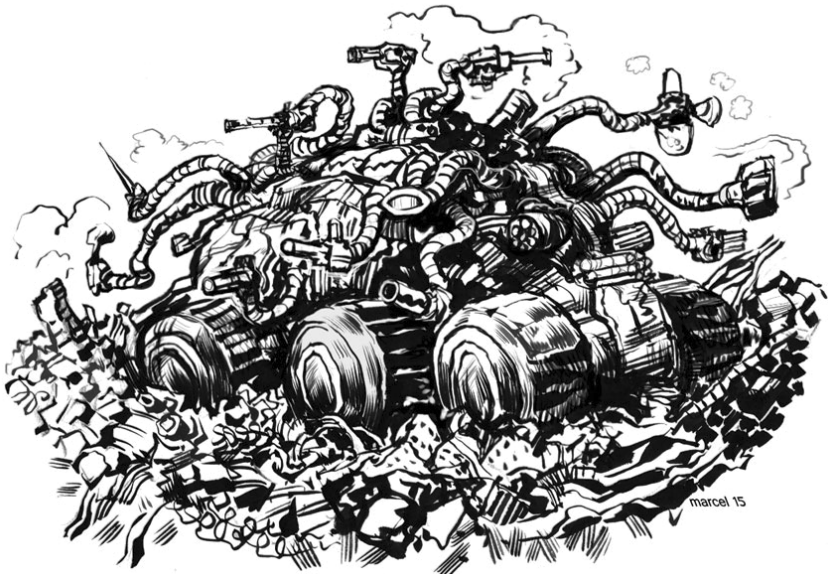
- By Ryan Moore

"The Harvester" A Deathbot: Init +0; Atk tentacle grabbers +12 melee (Entangling), laser defensive array +6 ranged (1d10+3 dam, range 200', 360° firing arc), or main cannon Plasma Blast +12 Cone 20' wide 30' long (Damage equals current hp. DC 25 Ref save for half damage); AC 25; HD 10d8; MV 40', jump 20'; Act 4d20; SP Entangling Tendrils, Cybersorcery Focus; SV Fort +10, Ref +5, Will +10; AL L.

Deathbots were created by the Ancients to fight in the final wars of the Apocalypse. Most were destroyed but a few have survived in hidden underground bunkers and have recently begun to awaken. Cybersorcerers often use Deathbots as personal vehicles or mobile bases.

The Harvester is a mechanical octopus mounted on a frame supported by large ATV balloon tires. It is massive in size, roughly the size of a modern jumbo jet. The machine can release a burst of rocket energy to leap over obstacles.

The Harvester uses its tentacles to entangle and capture prisoners. Anyone hit by a tentacle must make Ref save vs the machine's hit roll or become entangled. One round after entangling a target the tentacle will deliver an electric shock (DC 15 Fort save or be stunned 1d6 rounds). A captive may free itself from a tentacle by making a Str check vs the the Deathbot (Str bonus +10). After successfully stunning a target, the Deathbot will store the captive in one of its internal cells one round later. There are 10 total



cells and usually 1d6 will have captives in them. When the cells are filled, roll on the following chart:

1	The Deathbot emits a keening cry summoning the nearest Cybersorcerer.
2	The life energy of the captives is used to power the main gun. It fires every turn killing two captives each turn until no captives remain.
3	All captives are executed in torrent of gore. The Deathbot is fully healed. If already at full health it gains 1 HD permanently.
4	The Deathbot returns to its base at the earliest opportunity to store the captives for later use by a Cybersorcerer.
5	The Deathbot burns 1d4 captives for fuel gaining an extra action die for each one burned.
6	The Harvester initiates replication mode. The captives are reduced to liquid form and stored in an internal vat for use in building a new Deathbot.

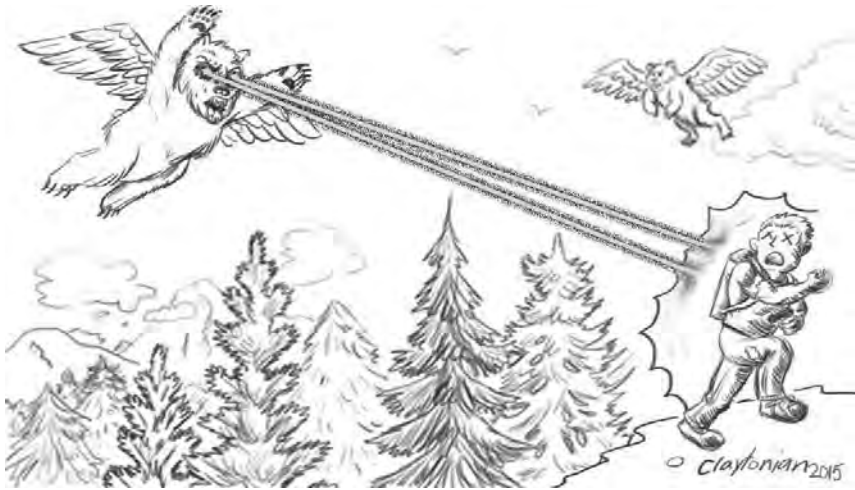
The Deathbots were some of the first ancient tech to employ Cybersorcery technology. A spellcaster who has successfully gained control of this Deathbot can spellburn one of the prisoners in place of their own stats. This provides 1d6 points of spellburn and kills the captive.

The main weapon of the Deathbot is a plasma blast that fires out in a cone shape 20' wide and 30' long. Anyone caught in the beam suffers damage equal to the Deathbot's current hit points. A Ref Save DC 25 halves the damage. Everytime the beam it takes d6 rounds before it can be fired again.

Adventure Hooks

- ▶ A cybersorcerer is using the Deathbot to dominate and enslave the surrounding lands. The Deathbot itself is controlled by the living brain of a small child. The Deathbot often behaves in an erratic and childlike manner. The players may notice the Cybersorcerer "scolding" the Deathbot.
- ▶ A Deathbot has awoken and gone into collection mode. It is gathering both people and technology. The captives are subjected to a battery of tests. Some of the test subjects are rejected and released while others are taken inside the machine and never seen again. The Deathbot operates out of a nearby Ancient base where it stores its technology and captives. The base is a treasure trove of ancient tech.
- ▶ A Cybersorcerer has transferred his consciousness into the Deathbot. The Sorcerer is using his new found power as the basis for a tyrannical empire. The Deathbot is ancient and has a number of weakness that might be exploited. The original AI for the Deathbot was not destroyed but merely suppressed by the Cyber-sorcerer's consciousness and will attempt to make its presence known.

Flying Laser Ursine



Flying Laser Ursine, Adult: Init +1; Atk bite +6 melee (1d7+4), claw +4 melee (1d5+3), or laser eye beam +4 missile (1d5, range 200ft); AC 18; HD 3d8; MV 20' or fly 50'; Act 2d20; SP Laser Hug, energy beam resistance (see below); SV Fort +4, Ref +2, Will +8; AL N.

Flying Laser Ursine, Cub: Init -1; Atk bite +2 melee (1d3+1), claw +1 melee (1d3), or laser eye beam -1 missile (1d3, range 50ft); AC 13; HD 1d8; MV 10' or fly 30'; Act 1d16; SP energy beam resistance (see below); SV Fort +1, Ref 0, Will +4; AL N.

It is unknown whether these vicious creatures are native bears that have been mutated or if they are a naturally occurring species from another dimension. Regardless of their origin, they now hunt with feral abandon in the colder, forested areas of Umerica. Luckily, they are generally solitary in nature and never gather in groups larger than 2-3.

The preferred den of a Flying Laser Ursine is a cave high off the ground accessible only by the air. Outside of this they weave large nests from fallen branches and found objects in the crowns of stout trees. Any such nest has a 25% chance of containing something of value lodged in it.

In addition to their formidable array of attacks, if a Flying Laser Ursine hits the same target with two claw attacks in the same round, it will also deliver a Laser Hug by grappling the victim in a crushing embrace and unleash a torrent of laser beams into their face. This will automatically do an additional 3d4+3 damage to the victim and they must make a Fort save (DC 14) or be permanently blinded.

The fur and feathers of a Flying Laser Ursine is remarkably resistant to energy beams. As such, they ignore 75% of all damage from beam weapons and energy bolt spells (Magic Missile, Bolt from the Blue, etc.). If properly skinned, the pelt can be worked into Hide armor or a cloak with a 2d3x10% (rolled when the item is created) damage resistance against such attacks. The fur apparel may also grant Per bonuses during social interactions with NPCs who are aware of just how dangerous Flying Laser Ursine are.

There is a 30% chance that any solitary Flying Laser Ursine encountered is actually a mother caring for 1d3 cubs. Should the mother feel that her cubs are threatened in any way, she will fly into a rage. All attack and damage rolls are increased by one die step and she will fight to the death. Should a live cub be captured, there is a 40% chance that a skilled animal trainer could domesticate the beast.

Adventure Hooks

- ▶ A mercantile group has suffered damages to several cargo caravans due to a group of Flying Laser Ursines taking roost near an established trade route. They are offering a bounty for each beast slain. Proof of Kill will be required to collect.
- ▶ The warlord that reigns over this area is a tyrant and the people are sick of him. If there is not enough tribute to appease him, he will let his loyal pet Flying Laser Ursine “play” with those who come up short. They are offering a great reward for anyone bold enough to kill him when he comes again to collect his “due”.
- ▶ As you settle down in your campsite and begin to cook up supper, you hear the sound of heavy wings and great snuffling noises coming out of the dense brush. Something wants to join you for dinner...

Fruiti-Slush Ooze



Fruiti-Slush Ooze: Init (always last); Atk icy pseudopod +4 melee (1d5 dam + fruity frostburn); AC 10; HD 1d8 per 5' square; MV 5', climb 5'; Act 1d20 per 5' square; SP ½ damage from slicing and piercing weapons, ½ from fire damage, immune to cold damage; SV Fort +6, Ref -8, Will -6; AL N.

In the ruins of just about every city yet standing there are small buildings with faded posters touting that delicious frozen fruity beverages are available inside. The citizens of the old world must have been obsessed with them considering how many different types and flavors seemed to be offered.

Why these particular beverages were awakened by the multi-dimensional cataclysm that nearly destroyed the planet no one can say. All that is known is that they now have animated into acellular masses of creeping frozen protoplasm that hungers for the moisture of living beings. The rustling whisper of their icy crystalline texture and an unnatural, fruit scented chill in the air are the only warnings that one of these horrors is near.

Anyone struck by a pseudopod or otherwise coming into physical contact with the ooze must make a Fort save (DC 10) or Suffer 1 point of Sta damage and have the moisture from that body area forcefully removed, leaving a brightly colored, freeze-dried scar that smells strongly of artificial fruit. This Sta damage can only be healed by magic or super science. It will not recover naturally.

Roll 1d7 to determine the color and flavor of the wound:

1	Red - roll 1d4: 1 - Generic Berry, 2 - Cherry, 3 - Strawberry, 4 - Raspberry
2	Blue - roll 1d4: 1 - Raspberry, 2 - Blackberry, 3 - Minty, 4 - Unknown Sweet
3	Green - roll 1d4: 1 - Apple, 2 - Sour Apple, 3 - Lime, 4 - Margarita
4	Yellow - roll 1d4: 1 - Lemon, 2 - Unknown Citrus, 3 - Banana, 4 - Pineapple
5	Brown - roll 1d4: 1 - Cola, 2 - Cherry Cola, 3 - Rootbeer, 4 - Cinnamon
6	Orange - roll 1d4: 1 - Orange, 2 - Peach, 3 - Mango, 4 - Tangerine
7	Purple - roll 1d4: 1 - Grape, 2 - Sour Grape, 3 - Mystery, 4 - Unknown Sweet

Should any one target be successfully struck by 2 or more pseudopods within one combat round, they must make Str check (DC 6+3 per pseudopod hit) or be pulled into the ooze’s body mass and engulfed. Once engulfed, they will automatically suffer 1d6 damage and 1 Sta damage per round and must make a Fort save (DC 10) each round or pass out. It will require either a Str check (DC 18) or inflicting a total of 12 points of damage against AC 16 with a small, one handed weapon to escape. Anyone attempting to pull the trapped person free must save versus the fruity frostbite each round that they help. Only one victim can be engulf per 5’ square of the ooze. Any damage done to the 5’ section containing a trapped victim will be split evenly between the ooze and the victim.

Any casualties engulfed within the ooze will be expelled 5d6 hours later as a colorful, freeze-dried corpse. Any equipment that is not especially vulnerable to cold has a 80% chance of being disgorged undamaged.

Adventure Hooks

- ▶ The fruit flavored jerky that can be harvested from corpses of Fruiti-Slush Ooze victims has become a lucrative trade item to a small but wealthy cartel of exotic gastronomes operating out of the Citadel of Scrap. It is said they pay a high price but only if it is fresh.
- ▶ After successfully plumbing the depths of a ruins of an underground facility, with a few spoils for your troubles, you find the village you were staying in abandoned. All sounds of activity are gone and a strange yet tasty fruit scent is prevent in the air.
- ▶ You have been hired, for a nice sum, to stand guard over a cold storage tanker car on a train heading to The Citadel. Your employers seem highly anxious about the trip but are tight lipped as to the source of their concern. While guarding it, you swear you occasionally hear the sounds of movement within the tank...

Jack-O-rang-utan



Jack-O-rang-utan: Init +2; Atk fiery bite +4 melee (1d6+3+burning) or slam +6 melee (dmg 1d6+3) or throw flaming feces +3 missile (dmg 1d4+burning); AC 13; HD 3d8; MV 20' or climb 30'; Act 1d20; SP +10 to hide checks in natural terrain, pass without trace, mind bending chatter, wild healing, sabotage; SV Fort +6, Ref +3, Will +1; AL L.

Whenever people attempt to reclaim areas that have been taken by the wilds, they risk the wrath of Grokk - the god of the twisted Wilds and Wastes. Should anyone dare dishonor the places he considers sacred, they will certainly encounter Grokk's favored children, the Jack-O-rang-utans.

These plant simian hybrids were created by Grokk to guard the wilds and thwart any attempts to tame them. They burn with hatred against any form of organized development of natural places and anything more than elementary cultivation with cause them to act.

They appear as heavy set, ruddy furred simians with pumpkin-like heads. Their faces are like that of a jack-o-lantern, including a wild, fiery blaze burning within their gourd heads. They have the ability to move through natural environments without making any sound or leaving any trace of their passing.

Unless the invaders are obviously hostile, the Jacks will try to scare them off first with an unnerving chatter that quickly unhinges the mind. This torrent of discord will continue for 3d8 hours. Anyone within a half mile of a group of chattering Jacks must make a Will save (DC 10) every hour or suffer 1d3 temporary Int damage. Without soundproofing, it is nigh impossible to get any rest while the cacophony rages on. Anyone reduced to 0 int in this way will run off into the wilds and have a 33% chance of never being seen again. Those that do return do so after 1d4 days have passed with no memory of their excursion.

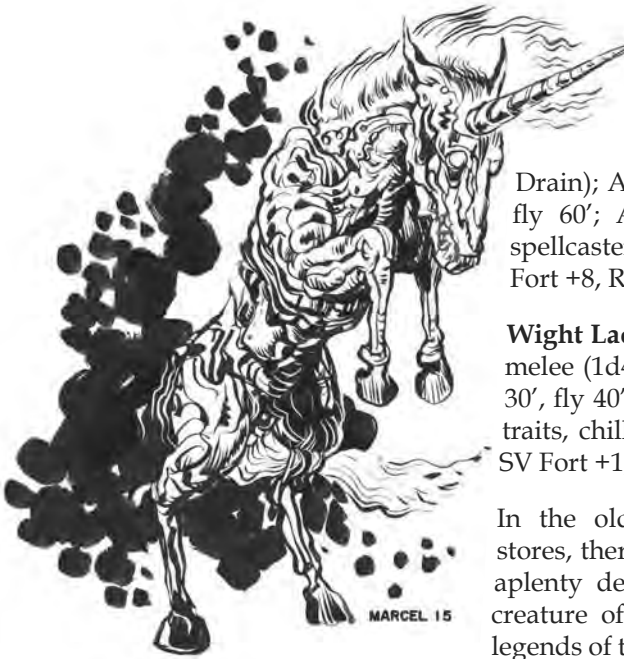
Should the invaders attack or persist in their efforts to tame the wilds, the Jacks will attack from the trees with a barrage of burning feces. In addition to doing damage, anyone hit has a 40% chance of catching fire (DCC RPG, pg 96). Note that any fires started in a wild area by this attack will fizzle out and die unnaturally in 1d3 minutes. As a final resort the jacks will engage in melee combat to clear the invaders from their lands. They will not fight passed losing 50% of their HP and will quickly retreat to fight again later. A Jack-O-rang-utan can recover all lost hp with 8 hours uninterrupted rest in the wilds.

Another favored tactic is to sabotage any construction sites or machines left poorly guarded. They will creep in and attempt to cause as much damage as possible until they are detected. For each hour they have to work they will use their innate understanding of vandalism and mischief to have a 20% chance of utterly ruining a building, machine, or other unholy depiction of development.

Adventure Hooks

- ▶ The Northern Railmasters have had troubles with the new rail line they are attempting to rebuild. They are offering free rail passage tokens for a year to any group willing to assist.
- ▶ You are part of a merchant truck caravan delivering building supplies and workers to a new mining operation. As guards, all you have to do is make sure the stuff gets there and that the construction crew stays safe while they work.
- ▶ As you enter the overgrown ruins of a town just outside of the Wrathwood, you feel you are being watched. A pleasant glow and the resonance of sweet singing seems to be coming from what looks to be the town square. The enticing song of the neo-nymphs leaves you unaware that your unwelcome presence it about to be dealt with.

Necrocornicon



Necrocornicon:

Init +1; Atk cyber-hoof +5 melee (1d6+3), death horn +4 melee (1d8+3 plus Life Drain); AC 16; HD 7d8; MV 60', fly 60'; Act 2d20; SP disguise, spellcaster, infravision 180'; SV Fort +8, Ref +4, Will +8; AL C.

Wight Lady: Init +1; Atk claw +1 melee (1d4); AC 12; HD 2d6; MV 30', fly 40'; Act 1d20; SP un-dead traits, chill aura, infravision 120'; SV Fort +1, Ref +2, Will +0; AL C.

In the old libraries and media stores, there are books and videos aplenty depicting the Unicorn, a creature of purity and light. The legends of these beasts are still told to children and many dream of

meeting one. While a few Unicorns may still wander the forgotten places of Umerica, It is much more likely that a person will encounter a much darker cousin that hails from a dimension of nightmares.

These sinister necromantic cyber-equines know well this world's legends of the Unicorn and exploit them for their profit. At will, they can forgo all of their other powers to appear as a beautiful, shining Unicorn. All spells or other attempts to determine their true intent or nature will fail.

In the guise of a virtuous Unicorn, they lurk at the edge of settlements and entice young ladies to follow them deep in the wilds... to their doom. After a dark and beguiling ritual, such maidens are impaled through their innocent hearts by the Nercocornicon's gleaming ebony horn, extinguishing their life and reanimating them, via nano-necrotech, as Wight Ladies to serve the Nercocornicon for eternity. When encountered, a Nercocornicon will have 1d6 ladies in tow.

Nercocornicons are apt spellcasters and know the following spells, which they can employ with a casting bonus of +5: Color Spray (pg 135), Detect Magic (pg 260), Ventriloquism (pg 158), Mirror image (pg 182), Phantasm (pg 187).

Anyone struck by the Nercocornicon's horn in battle must make a Fort save (DC 10) or be instantly killed. The horn absorbs the victim's life force as a number of spellburn points equal to the victim's HD. These points can be stored for up to 24 hours and the horn cannot hold more than 10 points at any one time. If the victim's body is not properly sanctified and buried, rarely done nowadays, there is a 33% chance of the corpse raising as a zombie. It is rumored that the unholy ebon horn retains much of its power even after being severed from the beast's skull. Being both magical and technological in nature, most Cybersorcerers would offer an attractive price for such a treasure.

Wight Ladies

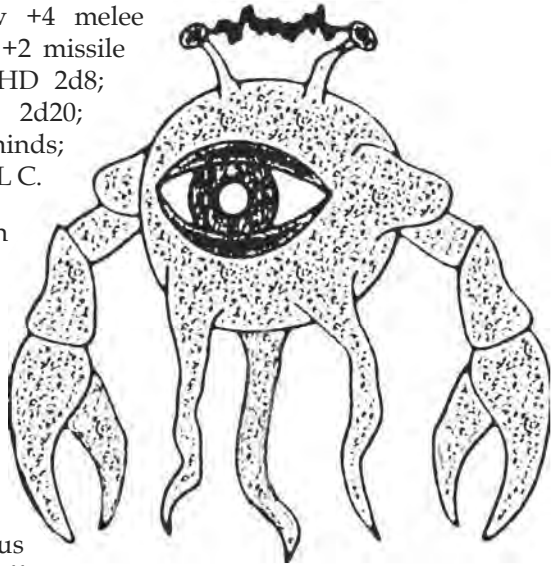
Wight Ladies appear even more beautiful in death than they did in life. Only their cold black eyes and death-scared bosoms mar their allure. They will aimlessly float about the Nercocornicon when not on an errand and will only attack when commanded to or personally imperiled. Each of them will emanate a Chill Aura the moment they feel threatened. All living beings within 100' will suffer 1d4 cold damage immediately and 1 hp per round they remain in the area. If more than one Wight Lady is present, increase the die step of the initial cold damage one step per lady.

Adventure Hooks

- ▶ As the party is traveling down an old highway, a frantic but well dressed person waves you down. Apparently, they are the Assistant Mayor of the nearby town you were going to stop at. Several young women have recently disappeared and they need all of the help they can get to search for them.
- ▶ A breathtakingly beautiful women asks the party to please rescue her sister and her girl friends from a bunch of slavers that have recently raided the area. She hands over a sack full of valuables and asks that you take the freed girls to the edge of the large nearby forest where she will be waiting with further payment and gratitude for your services...
- ▶ One of the Royals of the citadel of Scrap has posted a bounty for a Unicorn sighted in the Wraithwood. A live capture will earn double pay.

Orbus

Orbus: Init +1; Atk claw +4 melee (1d6+2), psychic lightning +2 missile (1d8, range 60'); AC 15; HD 2d8; Mv levitation 30'; Act 2d20; SP cone of control, read minds; Sv Fort +5, Ref +2 Will +4; AL C.



The Orbus, also known as the Eyes of Dominion in some languages, are a scarce alien race of schemers and exploiters. They have come to Oorth to make as much profit as they can without getting their claws dirty.

Master manipulators, Orbus will enter into areas and offer their services to powerful people only to quickly have those people working for them. Then they will begin amassing the wealth they crave without concern of the cost. Roll 1d7 on the Obsession table below to determine what treasures this particular Orbus likes to surround itself with:

1	Carefully organized rows of CDs, cassette tapes, & vinyl records holding every genre and era of music. Several high end stereo systems to play them on as well.
2	Gemstones and rare crystals, all on display with lots of accent lights to make them shine.
3	Technological gadgets of every make and kind. The flashier they are the better.
4	Toys of all sorts, all perfectly clean and displayed.
5	Books of all types from fine literature to trashy romance novels. An eclectic library with no logical organization.
6	large stacks of ancient paper currency arranged in artistic cubical displays based on denomination.
7	Banks of server racks containing petabytes of data. Monitors everywhere displaying the vastness of its info-wealth.

While they have no discernible mouth, they can communicate quite fluently with any intelligent being via telepathy. They understand all spoken and written languages as well, making them renowned sages for those looking to decipher ancient or alien texts. Those who offer them valuable gifts or services will find them rather pleasant to deal with. Those who refuse to honor them either end up charmed or mangled limb from limb.

Their most effective tool is the Cone of Control, an invisible cone shaped effect that emanates from their large eye out to 100 feet and 60 feet wide. Anyone entering into that cone must make a Will save (DC 14) each minute or be charmed (effect level 14 of the Charm Person spell, DCC RPG, pg 131). This is a continuous effect and requires no effort on from Orbus. Those previously affected by the charm know it was the Orbus' doing but not how it happened, thus making them vulnerable to the charm again when they confront it. Anyone that has been charmed three or more times by the same Orbus must make an additional Will save (DC 18) each time they are charmed again or become addicted to the effect.

Even more insidious is the Orbus' ability to read the mind of someone standing within the cone, even if they are not charmed. By focusing its eye the Orbus can cast the ESP spell (DCC RPG, pg 166) against one target with a 2d7+7 casting roll. If a Lost result is rolled, it cannot try casting ESP again for one hour.

If the Orbus is not expecting company, there is a 60% chance that they will be half submerged in a relaxing nutrient bath and attended by 2d4 personal servants that are most likely addicted to its charms, making them loyal to the death. If forced to take action during its bath, the Orbus will suffer a -2 to all actions for 1d3 turns before it overcomes its bathing stupor.

Adventure Hooks

- ▶ Your party has been trying to find a buyer for the haul of old books you discovered so you can replace some much needed equipment. The directions you were given have lead you to a merchant's warehouse with dozens of glazed eyed people that are a little to happy to see you...
- ▶ The Northern Railmasters have suffered several train cargo thefts on the route returning for the Wailing Mine. They have posted a job offering a handsome reward to hunt down the thieves and their ring leader.
- ▶ You come across a disheveled and desperate looking man wearing what was once fine, tailored clothes. He says he is the mayor of a well to do oasis town and that he was recently run out by some alien beast. He offers a very tempting reward if the party agrees to help him retake his town.

Twisted Horrors

In deep, hidden laboratories cruel scientist employ forbidden rites and super advanced alien insight to push the boundaries of science well past what man was meant to know. They attempt to become like gods; splicing genetics, animating the inanimate, and creating new life. These new beings are often distorted abominations driven by pain and hunger. Below are two Twisted Horrors that are the results of such blasphemous experiments. Whether those experiments were successes or failures, only the gods can truly know.

Harpoonnik

Harpoonnik: Init +1; Atk webbed fist +3 melee (1d4+2 dam, can subdue), Harpoon tongue +5 missile or melee (1d7 dam plus 1 Sta per round, range 20ft); AC 13; HD 3d8; MV 25' or leap 60'; Act 1d20; SP Heals 1d3hp per Sta point drained, Sneak & Hide +8; SV Fort +1, Ref +4, Will 0; AL C.

The Harpoonnik is a slimy, frog-like humanoid with a cylindrical mechanism in place of a head. While it is totally blind it can interpret its surroundings with various motion and temperature sensors located around the cylinder.



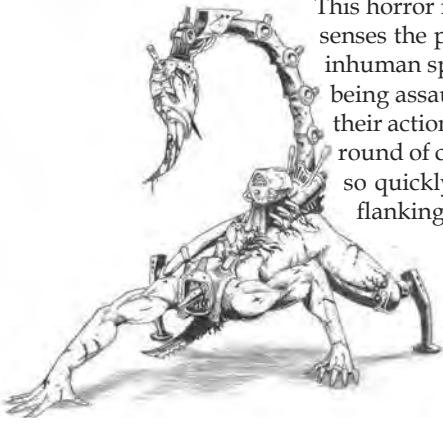
Its preferred method of attack is to wait patiently submerged in liquid or hidden in the rafters as it detects the approach of its victims. It will automatically surprise its prey if no one is being extra cautious. Even then, it can make a Hide check at +8 to still gain surprise. If ambush is successful, it will target the healthiest looking person with its harpoon tongue, at +4 to the attack. Should it hit, it will quickly reel the harpooned victim to it, Str check DC 16 to resist. If it loses surprise, it will leap upon the healthiest looking person, attempting to harpoon them.

Once it has harpooned someone, it will attempt to separate them from the rest of the group. It will employ its bony webbed fists to render the victim unconscious while it sucks them dry or fend off those who would interrupt its feeding.

The tongue tube connected to the harpoon is extremely tough and hard to cut. It will require 20hp of damage to sever it. Alternatively, the harpoon can be ripped out of the victim with a DC 15 Str check. Should the tongue tube be severed or the Harpoonnik suffer more than half its Hp in damage, it will flee deeper into its lair to attempt to ambush the group again later.

Scorpain

Scorpain: Init +2; Atk tail stinger +5 melee (1d6 dam plus poison), torso blade +3 melee (1d5 dam); AC 14; HD 4d8; MV 40'; Act 2d20; SP regenerates 1hp per round, play dead; SV Fort +3, Ref +5, Will 0; AL C.



This horror is disturbingly quick and relentless. Once it senses the presence of intruders it will rush them with inhuman speed. The attack will come so fast that those being assaulted must make a Ref save (DC 13) or have their action dice reduced by 2 die steps during the first round of combat. In addition, it can adjust its position so quickly that no attacker can gain a bonus from a flanking position around it.

Anyone struck by the tail stinger must make Fort save (DC 13) or be paralyzed for 2d3 rounds. Even a successful save leaves a numb feeling in the victim's limbs causing a -1 to all actions next round. Deeds to remove or sever the tail from the Scorpain's

body have 50% chance of failing due to its robust structure.

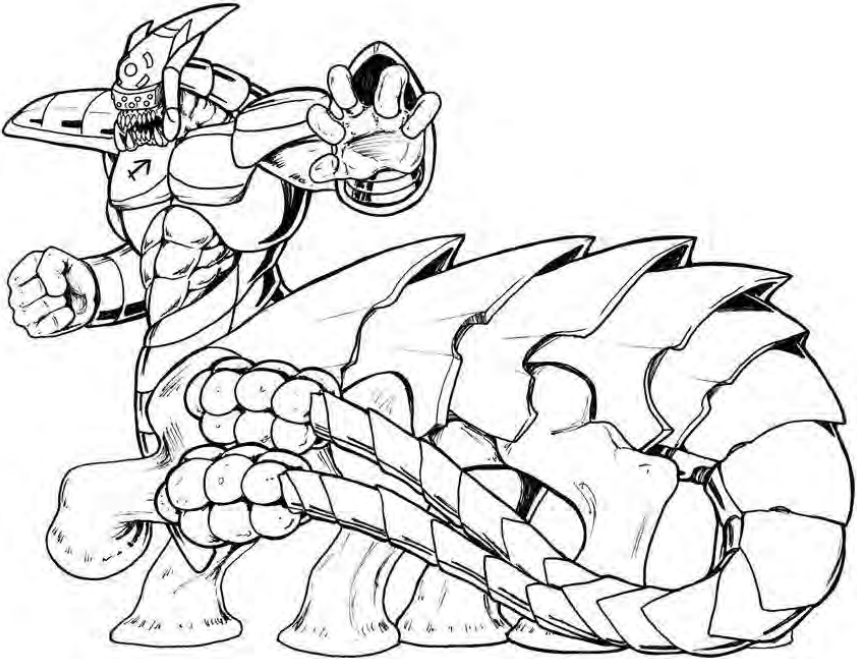
Once the Scorpain has suffered more than 50% of its hit points in damage, it will attempt to feign death. This will comprise of curling up its limbs and twitching in an insect-like fashion while releasing various alchemical bodily fluids. An Int check (DC 16) will be required to see through the deception. If the ruse is successful, it will wait until its hit points are restored and then immediately spring up and attack again. If its attackers are not fooled it will copiously spray oily fluids arounds the area, making it quite slippery. While it will not be affected, everyone else in the area will take all move and attack actions at minus one die step due to the poor footing.

Adventure Hooks

- ▶ A settlement near an old military base ruins recently had a group of raiders the party has been hunting down come through with the intent to plunder the ruins. They went in but they never came out. Since then there have been a lot of strange and disturbing noises coming from the old ruins. The village would be happy to pay the party to go deal with whatever those idiots may have woken up.
- ▶ The party finds a small town where everybody seems to be in perfect health yet the town is dour and fearful due to the near nightly disappearances of townsfolk. While there is a mayor everyone insinuates that the local doctor is actually in charge...
- ▶ Your party has traveled a far distance to find a physician for a deathly ill party member. Now that you have found one, she should have your friend fixed up in a jiffy...

Xenotaur

Xenotaur IncurSION Trooper: Init +1; Atk tail flail +4 melee (2d5+2 dam), blaster gauntlet +5 missile (3d4 dam, subdual or lethal, range 200ft); AC 16; HD 2d10; MV 45'; Act 2d20; SP Force field; SV Fort +4, Ref +1, Will +1; AL L.



No one knows what the true name of the Xenotaurs is as they never answer questions, they only give commands. Those who have encountered them and lived have described them as inconceivably arrogant, without mercy, and very quick for their size. A Xenotaur stands roughly 6 foot at the shoulder and weighs easily half a ton.

These alien despots slip into Umerica through dimensional fissures that they force open, usually in groups of 2-8. After setting up a base camp, they begin capturing locals to use as a work force. Anyone who opposes them is dealt with publicly and swiftly. They have been known to make deals with powerful local governments but only when it fits within the parameters of their mission.

Each Xenotaur is equipped with a gauntlet capable of firing stunning or lethal energy beams. They also have a personal force field that absorbs the first 1d4 points of damage from all missile attacks. In addition, each Xenotaur encountered may be equipped with one of the following, roll 1d4:

1	Power Lash: Atk +4 melee (reach 15 ft), 1d5 dam plus Ref save (DC 10) or entangled. Entangled targets take 1d3 damage per round until freed. Only on target can be entangled at a time. Damage can be set to subdual or lethal.
2	Catch Grenades: Range 50ft, targets with 10 ft of the blast must make a Ref save (DC 12) or be encased in a exopolymer bubble. The bubble will withstand 30hp of damage before breaking. The Xenotaur will have 2d3 grenades.
3	Stasis Grenades: Range 50ft: target with 10 ft of the blast must make a Fort save (DC 12) or be time locked, unable to move or be affected, for 1d4+1 rounds. The Xenotaur will have 2d3 grenades.
4	Plasma Glave: Atk +5 melee (reach 5ft) (2d7 dam) or +4 missile (2d10 dam, requires 3 rounds to recharge).

Any items removed from a slain Xenotaur have a 20% chance of self destructing, destroying the item and causing 2d4 damage to everyone with 5 feet. Items safely removed from the corpse can be used after proper study and training.

Xenotaurs are always encountered on a mission. Roll 1d10 on the table below to determine what their objective is:

1	Capture all mutant specimens within 1d3 miles for study. Set up temporary lab and await the science team.
2	Locate all magical objects within 5d6 miles. Acquire them and return ASAP.
3	Set up a covert outpost for future use. Negotiation with local forces that may be exploited is authorized. The recruitment of a slave labor workforce is also authorized.
4	Infiltrate and observe the area with 3d10 miles. Remain hidden and kill all who compromise your presence.
5	Locate and acquire magically talented locals who are not tainted with corruption. Assets are to be kept in good health.
6	Locate and acquire as many healthy slaves as possible with a 5d10 hour period and prepare them for service to the empire.
7	Deliver a secure holo-crystal message to the nearest Patron class being within 5d100 miles. Use of lethal force is authorized against any who would bar your way.
8	Setup dimensional distortion mines around the technological ruins nearest to the fissure. Wait for further orders.
9	Clear all life from a 5 mile radius of the fissure. Authorization to employ Bio-melt paste weaponry is granted.
10	Create a safe exit point for an allied extra-dimensional entity. Remain in place until its departure is confirmed.

Zilla

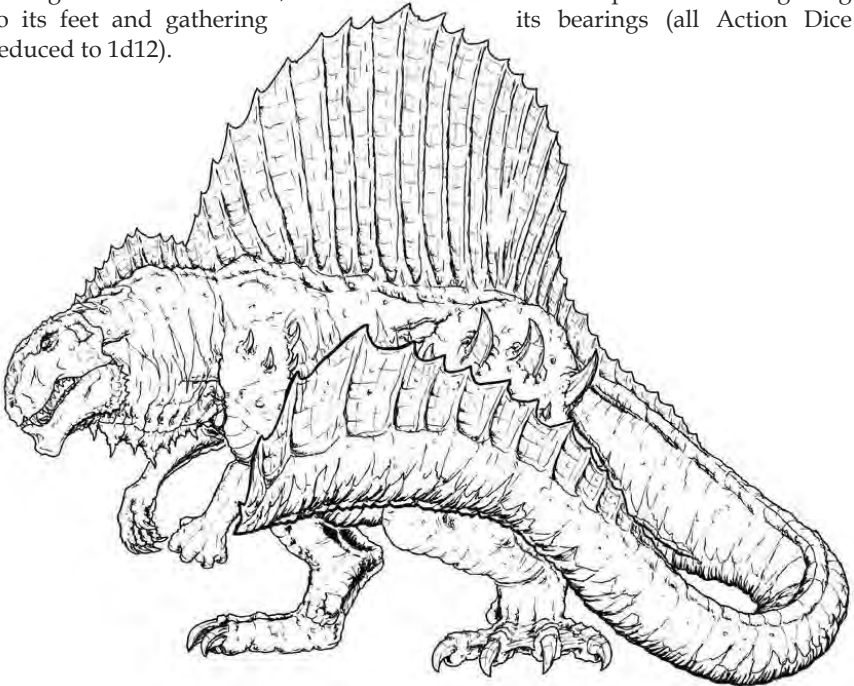
Zilla: Init -3; Atk tail swipe +16 melee (2d14+9 dam), Stomp +12 (3d14+9 dam), bite +14 melee (4d10+9 dam); AC 24; HD 12d16+30; MV 120'; Act 4d20; SP Damage Resistance 1d3+1 points of dam/attack, Gifts of the Glow; SV Fort +12, Ref -1, Will +8; AL C.

These colossal terrors are the stuff of legends and nightmares. Reputedly the creation of the gods for some twisted form of entertainment, these immense beasts are semi-bipedal, reptilian giants standing 25 to 40 feet at the hip. The features and appearance of each Zilla are unique and typically garish in coloration.

Thankfully, these beasts are very rare and completely solitary to the point that if they become aware of the existence of another of their kind, they fly into a rage and rush to fight it to the death. Woe to the community that is anywhere near the spot that two of these walking engines of destruction meet.

Each Zilla displays one or more special powers (roll d%): 1-85 one roll on the Gifts of the Glow table; 86+ two rolls on the Gifts of the Glow table, ignore duplicate results. Also, due to their gigantic size, they ignore the first 1d3+1 points of damage from every attack made on them.

When encountered, there is a 60% chance that they will be sleeping and will remain so for up to 1d100 years if left undisturbed. Any attacks that cause 15 or more total damage will wake the beast, which will spend one Turn getting to its feet and gathering its bearings (all Action Dice reduced to 1d12).



Gifts of the Glow table

Roll 1d7

1	Radioactive Hellfire Breath Weapon: Generates a cone up to 100ft long and 35ft wide. All targets within the area of effect suffer 3d20 damage, Ref save (DC 15) for half damage. Requires 2d3 rounds to recharge.
2	Unstoppable: The beast regenerates 1d4 per round, even after being reduced to 0 hp. Can only be permanently killed by (roll 1d5): 1 - an inferno, 2 - a large amount of acid, 3 - being frozen to below 0°, 4 - being chopped into tiny bits, 5 - being electrocuted by a minimum of 10d10 Gigawatts.
3	Devastating Roar: When unleashed, all targets within 100ft suffer 2d8 damage and must make two Fort saves (both DC 15); one to avoid being permanently deafened and one to avoid being both knocked back 2d8 feet and then knocked prone. Delicate materials within the area, like glass, will automatically be destroyed.
4	Caustic Contamination: Anything coming in contact with the beast suffers 1d5 points of damage per round. Anything in extended contact, one turn or more, must make a Fort save (DC 15) or be permanently contaminated (may cause permanent sickness or mutation).
5	Energy Eater: All energy based attacks against this beast heal half of the damage that they normal cause. Being near large energy sources (like reactors or volcanos) allows the beast to regenerate one HD per Turn.
6	Icy Aura: The beast radiates an aura of blistering cold 30ft in every direction. Anything within the aura suffers 1d3 points of damage per round and must make a Fort save (DC 10) or suffer 1 temporary Sta as well. Any area the beast has spent one full Turn in will be frozen and reduce all movement by half due to iciness (the Zilla is uneffected).
7	Infested: When attacked, in the first round of combat and every 2d5 rounds thereafter 1d10-4 (0-6) parasitic insects will drop from the Zilla's body and attack anyone within 100ft. Each will have stats equivalent to a Ant, giant (worker); DCC rpg, pg 394. No more than 2d12+6 total insects will drop during any one battle.

Adventure Hooks

- ▶ During the raiding and looting of the ruins of a large military complex, the party discovers an immense vault with many warning signs posted on it. Any tampering with the controls will open it and awake a Zilla from its long slumber.
- ▶ While traveling down the remnants of an interstate highway, you see hundreds of people fleeing at a hurried pace from the opposite direction. If asked, they will speak of a lizard god that awoke near their walled town and destroyed it.
- ▶ The Three Royals have posted notices throughout the Citadel of Scrap and many nearby settlements that a Zilla has been sighted in the deep wastes. Any group that can capture or kill it and bring it back to the Citadel will be rewarded with riches and immortality.

Zmooph

Zmooph Farmer swarm: Init +2; Atk tiny farming tools +2 melee (1d3 dam); AC 11; HD 1-6d6; MV 20'; Act 1d16 per HD; SP knock prone, immune to poison; SV Fort -1, Ref +1, Will +2; AL C.

Zmooph Sporechucker swarm: Init +2; Atk spore bombs +2 missiles (1d3-1 dam + 1 point of temp Int damage); AC 11; HD 1-3d6; MV 20'; Act 1d16 per HD; SP immune to poison; SV Fort -1, Ref +1, Will +2; AL C.



Patriarch Zmooph: Init +1; Atk eldritch bolts +2 missile (1d6); AC 13; HD 2d6; MV 20'; Act 1d20; SP spells as 3th level wizard, sacrifice, direct, immune to poison; SV Fort -1, Ref +1, Will +6; AL C.

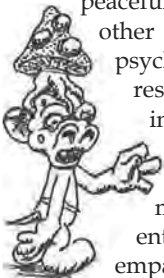


Zmoophs are tiny purplish humanoids roughly three grenades tall. The most distinctive physical feature of a Zmooph is that nearly $\frac{1}{4}$ of their total height is comprised of a large, speckled cap mushroom that seems to be blooming directly from their skull.

These odd creatures live in harmony with nature in the twisted and isolated wilds they call home. Most Zmooph villages will comprise of hundreds of inhabitants (usually 3d8 HD worth) living in small huts made from petrified wood and fungus.

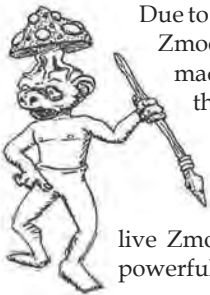
The village will be ruled by an elder referred to as the Patriarch Zmooph that all of the other Zmoophs revere in an almost worshipful fashion. Surrounding their village will be large fields, some reaching half an acre in size, of psychoactive berries and fungi that they harvest for food and rituals. There is a 30% chance that a Zmooph village will have used part of their harvest to domesticate 4d4 HD worth of local wildlife to use for labor and protection.

When left alone these little creatures are quite peaceful, but when confronted by any other sentient species they become psychotically xenophobic, usually resulting in them attacking with intent to kill. Once one Zmooph has entered into a xenophobic rage, all other Zmoophs within a mile will run to join them as the entire village is connected by an empathic bond.



Anytime a target is subject to three or more successful Farmer swarm attacks in one round, there is a 10% per successful attack chance that they are knocked prone. If a Farmer swarm scores three or more successful attacks on a prone target, they have been partially bound to the ground with ropes. This lowers all of the trapped target's action dice by -2 steps. Once a target's action dice are lowered to 0, they are completely bound.

The Patriarch Zmooph is a highly intelligent spellcaster with all of the abilities of a 3rd level Wizard. He will lead all Zmooph swarms within hearing distance with sound tactical advice. As an action, the Patriarch Zmooph can direct all nearby Zmoophs to take on a specific task, including attacking a specific individual. All Zmooph swarms so directed gain +3 to all Action rolls related to the task, including attack rolls.



Due to the Zmoophs fanatical devotion to their leader, when the Patriarch Zmooph is near to any Zmooph swarm, there is a 66% that any attack made against him will be foiled by a loyal Zmooph sacrificing themselves. This does not have any effect on the nearby swarm.

The berries and fungi grown by the Zmoophs are quite potent and worth a large sum to those who deal in hallucinogenic materials. In addition, there are scientists that would pay handsomely for live Zmoophs or even fresh corpses as they are reputed to have many powerful alchemical properties.

Adventure Hooks

- ▶ One of the Royals of the Citadel of Scrap did you a "favor" in the past and now they are calling in the debt. They want some live specimens from a settlement of tiny beings living deep in the Wraithwood, a few days south of the Citadel. They gave you a map and a few bird cages for the specimens.
- ▶ A local trade road was washed out during a recent burning mud storm. You have been hired to blaze a new path for the road construction crew to pave. With nothing but acres of tall field grass before you, what could go wrong?
- ▶ A young village girl has not returned after she headed off into the forests to collect food. The local have hired you to find her.

Coming Next Issue!

Worship, Umerica style - A treatise on the faiths of Umerica and their clergy.

Racial Recast - New takes on the standard fantasy races via a post apocalyptic lens

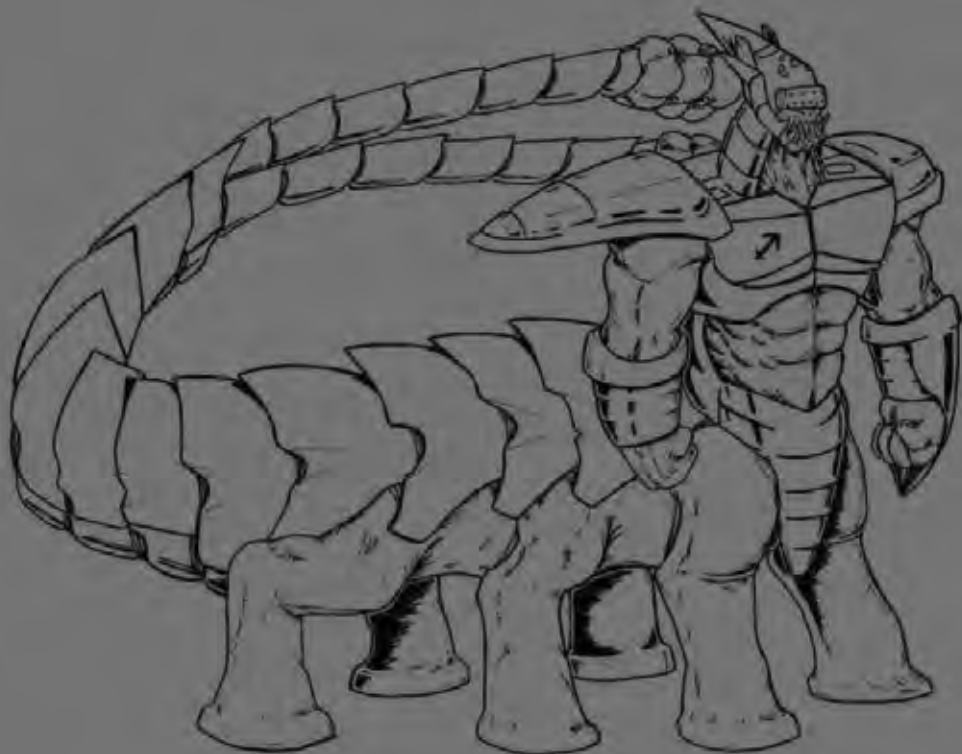
Weapons of the Wastelands - Post apocalyptic armor and new gear



In this issue:

Monsterpalooza!

* 13 new creatures with Adventure hooks to drop them into your campaign.



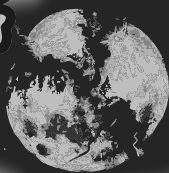
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CRAWLING UNDER A BROKEN MOON



Issue No. 11

Jan 2015

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When it's your
turn in the
riddle contest,
don't ask her
what's in your
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TOMB of SHMELERAK

Coming soon from the dude that brought you
the Wizardarium of Calabraxis



CRAWLING UNDER A BROKEN MOON

Welcome to the eleventh issue of *Crawling Under A Broken Moon*!

This issue we delve into; the clerics of 14 different American faiths and the differences between them, a new class as a possible replacement for the Halfling for the weird world of America, a slew of post-apocalyptic armor and weapons, new rules for buying really cheap equipment, another new class where you can get your sprite on, and finally an arachnid mercenary suitable to harass any band of wasteland wanderers.

All in all, another fine mess of articles to further immerse you into the wild, weird world of America, enjoy!

Reid "Reidzilla" San Filippo

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Worship, Umerjica Gyfe!

By Tim Bruns & Reid San Filippo

A treatise on the faiths of Umerica and their clergy.

Classica

The goddess of Rhythm and Order, she binds all things together through music, rhythm, and focus. Worshipers of Classica often appear refined, orderly, and approach life with a natural flow and grace. While not agitators, worshippers will often shun those they feel are unrefined or attempt to educate or refine them. Followers are often artistic types, interested in the creation and spreading of art and culture. While there is a distinct rivalry between worshipers of Classica, Kizz, and Technos Discos, Classica worshipers view Kizz followers as often uncouth and unrefined, and Technos Discos followers as uncreative and unassertive.



Special Rules

Worshippers gain +1 to skill rolls involving focus or concentration. They also gain a +1 die step when discussing culture or when being creative.

Weapons of Choice

The Bow is Classica's primary favored weapon, reminiscent to many of the stringed instruments she favors. Other weapons used by followers tend to be refined ones, weapons favored by high society, or weapons that are well maintained and kept in good condition.

Unholy Creatures

Undead, Demons, Chaos Primes, Chaotic Extraplanar creatures, Chaotic humanoids, and uncultured savages.

Keep it Classy

Worshippers tend to sacrifice items of high quality or artistic/expressive significance, created by Classica worshipers or otherwise.



Santa

As representatives of the jolly avatar of giving, hope and joy, Santa followers bring hope and joy anywhere they go. They are welcomed in most communities as bringers of good faith, fortune, and fellowship. Santa is most heavily worshiped on his holiday, Black Friday, where traders often provide generous trades as precursors to a gift exchange. Followers are encouraged to help instill the spirit of giving in those around them.

Special Rules

Should a thoughtful exchange of gifts take place beforehand, subsequent lay on hands attempts gain a +1d4 to the attempt.

Weapons of Choice

Any weapon given to a cleric of Santa is a weapon of choice, but Santa's followers tend to prefer weapons that use ammo, as the act of firing them is in some way an act of giving.

Unholy Creatures

Demons, Devils, Chaos Primes, Dragons, Greedy people, Thieves, Undead, and the Naughty.

The Gift That Keeps On Giving

Priests of Santa are encouraged to give gifts and services to others. Meanwhile, many people will often give gifts to the priest, either in return as part of an exchange, or simply out of gratitude for the hope and joy the priests bring wherever they go.

Thoughtful gifts to others may be considered a sacrifices if of significant value. Santa is also partial to sweets, baked goods, and a complimentary beverage.

S'aganoid

S'aganoid worshipers seek both knowledge, and the truth behind it. They seek to understand why things work as much as how things work. They also seek to find the truth behind facts and people as well. As crusaders for truth, they are usually welcomed or shunned in the wastelands, with rarely a reaction in between.

Special Rules

+1 to see through falsehoods, -1 to lie. +1 die step when dealing with science and research.

Weapons of Choice

S'aganoid priests prefer to use weapons that require some training and understanding, such as flails, swords, or rifles.

Using weapons that revolve around deception, such as saps or garottes may increase the Cleric's disapproval range for the day by 1-3, based on the infraction.



Unholy Creatures

Demons, Devils, Chaos Primes, Perversions of Nature, Liars, Politicians, and the Undead.

The Truth is out there

Destroying or exposing falsehoods is considered a sacrifice to the god, as is sending knowledge or truth to the god. The priest must clarify which is which during the sacrifice.

The Lords of Light

The crusader gods, The Lords of Light appreciate reckless, selfless actions for the benefit of a lawful cause. They promote swift and deliberate action. Often worshipers are known for their bravado and machismo. Often warriors or persons of action, worshipers are loath to stand around when there are causes to pursue. Beyond action, freedom highly valued by the Lords of Light, and is the biggest unifying cause of the priesthood. Aetherian heroes and honorable barbarians often follow the Lords of Light.

Special Rules

Reckless actions taken for the benefit of others gain +1 die step.

Weapons of Choice

Lords of Light are not subtle and prefer large, two handed weapons such as great swords, great axes, great clubs, oversized firearms, or the like.

Small subtle weapons such as knives or pistols may increase the Cleric's disapproval range for the day by 1-3, based on the infraction.

Unholy Creatures

Demons, Devils, Chaos Primes, Dragons, the Lazy or Indifferent, Oppressors or Slavers, and the Undead.

Light Up the Darkness

Self sacrifice is considered a holy act and such actions followed by clerical actions can gain bonuses equal to sacrifice. Clerics may also burn mental attribute points like wizards.

\$

While many have said “May fortune favor you,” \$ (pronounced Cash) is impartial and favors no man. The impartial goddess of barter and wealth, her priests are often called upon to mediate in trade negotiations and disputes. \$ worshipers get along well with Santa worshipers, as often rituals of Santa are preceded with worships to \$ though trade. Followers of \$ are not necessarily greedy, but are prudent with money and trade, understanding it’s role in society and their part in it. Like Santa, \$ worshipers most holy day is Black Friday, but their worship simply involves facilitating the purchasing of gifts.

Special Rules

Priests gain +1 to resist being swayed by forms of non-magical or magical persuasion, as well as +1 to appraise the value of a product or service. However, priests tend to resist persuasion even when they wish to be persuaded.

Weapons of Choice

The Staff and the Sword tend to be favored by \$, whereas weapons that consume ammo tend to be frowned upon as uneconomical unless that ammo can be recovered later.

Unholy Creatures

Mundane Animals, Thieves, Perversions of Nature, Wasteful Creatures, The Undead.

True Value

Worshipers of \$ may perform trade in worship of their god, but any sacrifice made by the priest is valued at what it is worth. Fortunately, \$ understands the local markets, so items may be more valuable to \$ in markets where such an item would fetch a higher price.



Grokk



Followers of Grokk seek to be one with nature and the universe, and view those who threaten their peace and serenity as dangerous radicals who must be stopped or destroyed. Followers are generally pacifistic unless their peace, tranquility, and nature is threatened. When such is threatened, there is no line most followers won't cross to keep the intrusion at bay.

Special Rules

Grokk priests are considered trained in the ways of survival in the wastes and wilds, and thus roll a d24 on survival related checks in the wastes and wilds rather than the untrained d10.

Grokk priests may cast *Summon Animal* as a cleric spell, and may select it as one of their spells.

Weapons of Choice

Weapons made from natural materials are preferred, such as staves, clubs, spears, or bows and arrows.

Unholy Creatures

Devils, Parasitic creatures, The Undead, and Lycanthropes.

Perversions of Nature and Mundane animals can be controlled rather than turned, as per the *Word of Command* spell (DCC rulebook, pg 268) at the result level of 20.

Call of the Wilds

Sacrifices are valued more when made within the natural cycle of the area as to not disrupt it and are considered twice as valuable.

Kizz

Kizz takes center stage as a god who both unites and divides the other gods. Some stories have Kizz and Classica fathering Technos Discos, but many of the god's parentage is to be called into question when Kizz is involved. Kizz's worshipers live life loudly and awesomely in their search to attain "Enlightened Awesomeness".

Special Rules

Worshipers of Kizz gain +1 on all casting roles when using amplified musical equipment.

Weapons of Choice

The ax is the most holy of all weapons in the eyes of Kizz, but the use of any loud or flashy weapon is also smiled upon by the god. It is very often a case of not what you're using, but how you're using it.

Unholy Creatures

The deaf, shadow creatures, parasitic creatures, electrical creatures, mundane animals, air and water elementals.

Enlightened Awesomeness

In the search for "Enlightened Awesomeness", worshipers of Kizz are encouraged to make anything and everything a spectacle worth watching. The adoration of fans may be used to assist in calling on the god for spells and favors. Instruments, audio equipment, pyrotechnics, and amplifiers are favored as a sacrifice, as is memorabilia. Memorabilia blessed (IE, personalized) by the worshiper is considered especially valuable.



Petrolerx

The worship of Petrolerx is the worship of petroleum and its products, the source of the god. Fuel is love, fuel is life, fuel is freedom. Many petrolheads pay heed to the god's ways in fear of disfavor, even if they don't worship it outright. Many of its worshipers still care for and maintain refineries, which is where most of the priesthood originates. Clerics of Petrolerx are welcomed in any settlement that relies heavily on vehicles.

Special Rules

When casting Feast of the Gods, clerics of Petrolex may substitute 1 person fed to instead conjure 1 point of fuel (see CUaBM issue #6, pg 11). All other rules still apply, including it lasting only 24 hours. Using this ability wastefully or repeatedly can earn the cleric 1d4 or more points of disapproval per casting.

Weapons of Choice

Anything that revolves around being on fire or explosives, such as flaming arrows, torches, flamethrowers, or traditional firearms.

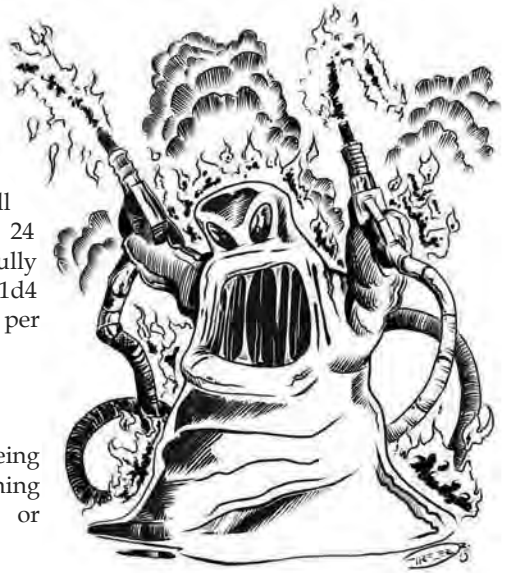
Unholy Creatures

Aquatic Creatures, Water Elementals, Beasts of Burden, Electrical Creatures and Robots.

Fire elementals may be controlled rather than turned.

Burn Stuff

Sacrifices made by lighting the items on fire are favored by Petrolex.



Nuka

The Mother of Mutants is followed by many mutants, as well as those who live with radiation daily. Radiation is believed to be the holy touch of the goddess leaking into our world and guarding her followers, while blessing the chosen few with her gifts. Followers embrace radiation rather than run from it, though they treat it with respect knowing the power of their goddess's touch.

Special Rules

Priests of Nuka gain a bonus equal to their level to resist radiation. If a priest of Nuka gains a random mutation, they may roll twice and pick

the mutation of their choice from the two rolls.

Weapons of Choice

Unusual or exotic weapons, irradiated weapons, or weapons that use depleted uranium rounds.

Unholy Creatures

Mundane Animals, Non-Mutant supremacists, Law primes, elementals, and Angels.

A Healthy Glow

Irradiated items or items used in handling radiation are worth double their normal value.

Theszolokomodra

Theszolokomodra is usually a neutral god, but he has so many heads that many can manifest as lawful or chaotic, thus his worshipers can be of any alignment. Followers are entrusted to seek out knowledge and experience. Being blessed by a Servitor Worm is not a requirement of clerics of Theszolokomodra, nor does being blessed require a cleric to follow Theszolokomodra, but many of the faithful have been blessed, or find a way to become blessed.

Special Rules

Clerics of Theszolokomodra may be gifted with his Patron Spell(s). These gifts are granted only if Theszolokomodra favors the cleric, and do not count against known spells for the cleric. Clerics ignore patron taint, and instead gather disapproval as normal. However, for every spell learned in such a way, add 1 to the Deity Disapproval table rolls when made, as Theszolokomodra does not like being bothered by those he has deigned to bless.



Weapons of Choice

Theszolokomodra prefers his clerics to use weapons with complex or multiple moving parts, weapons that generally require knowledge and skill to use rather than being simple and easy.

Flails (His most preferred weapon), Guns, Crossbows, Whips, Exotic Polearms, swords.

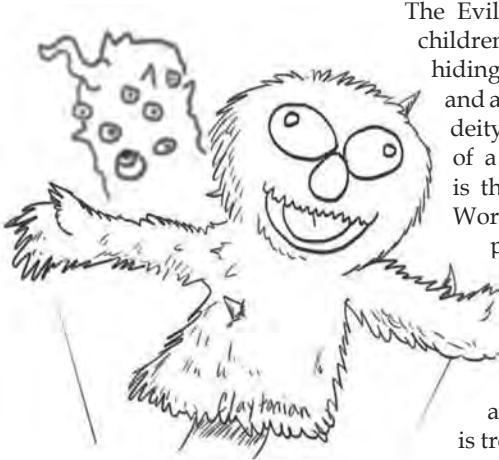
Unholy Creatures

Mundane animals, un-dead, demons, devils, dumb humanoids (INT of 5 or less), lycanthropes, monsters (e.g., basilisk or medusa)

The Search For Knowledge

Clerics of Theszolokomodra are seekers of knowledge, and may (and usually do) substitute study for prayer. Sacrificing objects of knowledge to Theszolokomodra can appease him as much as sacrifices of other things.

Elmos



The Evil Puppet Master and corrupter of children, Elmo's is a master manipulator, hiding evil intent behind a pleasant smile and a friendly demeanor. Legend has the deity himself being a corrupted version of a once good ideal, but now Elmos is the epitome of corruption and evil. Worshipers often become involved in politics or child care, usually behind the scenes.

Special Rules

Priest of Elmos get Charm Person as one of their cleric spells. The spell is treated like a normal cleric spell in all aspects.

Weapons of Choice

Preferring to stay behind the scenes, clerics prefer range weapons or small, easy to hide weapons.

Unholy Creatures

Law primes, angels, uncorrupted politicians, and creatures immune to charm effects (if temporary, turning simply removes this immunity).

Corruption of the Young

Priest of Elmos are interested in manipulation and control, and it works best when they start young. Sacrificing young kids toys, or simply enthralling young kids

can be a sacrifice to their god. Sacrificing a young child to the god to become one of his demonic puppet minions is also a high sacrifice, and surely one child here or there won't be missed. Convincing others to make willing, painful sacrifices is just as good as the priest making it themselves.

Silk

Followers of the Golden Lord of Lies are apt at lying and misdirection. So much so in fact that the truth is hard to flow from their lips. Followers enjoy everything from spreading falsehoods to simply watching people react when missing part of the truth. The goal is deception. Sometimes for deception's sake, sometimes for an end goal. Silks followers are also known for their vanity, maintaining their appearance at all times, perhaps as another lie.

Special Rules

Despite being known as liars, Priests of Silk are effective in lies and gain +1 per level to convince others of their version of the truth when lying. However, priest often have trouble telling the truth convincingly and suffer a -2 penalty when telling others the whole truth. As a result, very little a priest of Silk says to an outsider is the whole truth, though how much is a lie is hard to tell.

Weapons of Choice

Smaller, concealable weapons are favored such as pistols, knives, or the like. Also, weapons of high value or embellishment for ornamental purposes may be used.

Unholy Creatures

Law keepers, Reporters, Law Primes, Angels, Mundane Animals, and Ugly things.

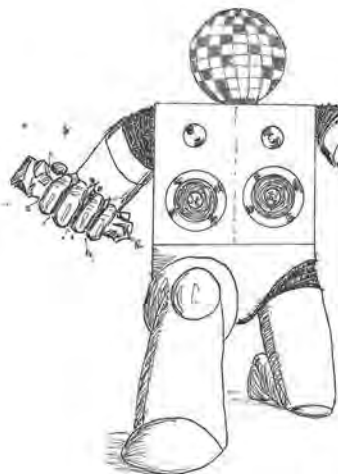
A Matter of Perspective

Deception can be a form of sacrifice. Ornamental trinkets of little actual value are valued more by the god. Sacrifices are worth what the cleric has convinced others they are worth.

Technos Discos

Technos Discos is the chaos god of music, also known as the terrible bringer of beats. His followers tend to be young, wandering souls who bring beats to places where there were none. Preferably to places where prohibited.

Special Rules



Holy grounds for the clerics generally consist of illegal or abandoned locations not owned by the priesthood. Such holy grounds being used for the glory of Technos Discos can give an extra bonus for clerics attempting to call on their god's favor at such locations. However, such favors are harder to get from the same location a second time (a penalty equal to any bonus gained).



Technos Discos attracts followers twice as easily as other gods, as people are drawn to the hypnotic lights

and beats of the god's worship. However, they also fall away twice as fast, as they can quite easily be distracted, and the entrancement doesn't last for most.

Weapons of Choice

Technos Discos prefers his clerics to use weapons that involve swinging, whirling, rhythm, or that simply light up.

Nunchucks (His most preferred weapon), staves, loud firearms, or any weapon that lights up in the dark.

Unholy Creatures

Angels, Law Keepers, Law Primes, Classical musicians, the Deaf, and the Elderly.

Ready to Party

Clerics of Technos Discos are in it for the party and the noise, and may participate in or throw parties rather than pray. Sacrificing objects of the party, such as things that glow, sound equipment and music, recreational drugs (drugs that "enhance" the party) which may be taken by the priest at double the effect, or other party fixtures.

Yyaallaayy

The outer dimensional lord of madness and creature of chaos. Few understand if only the mad seek to worship Yyaallaayy, or if those that seek to worship him go mad. Worshipers are usually in chaos, often changing from one day to the next, embracing randomness and chaos in life.

Special Rules

Priests of Yyaallaayy are in eternal chaos, much like their incomprehensible master. Each day, they roll a d6 for a random blessing, and a random taboo or curse.

Roll	Blessings	Curse / Taboo
1	May sacrifice a cleric spell to gain a wizard spell of equal level	Must speak in Rhyme or earn disfavor. -1 die step all to tasks involving speech.
2	Physically blessed, +1 die step to any physical tasks.	Amnesty - May not make turn attempts today.
3	Out of Phase, damage taken is reduced by 1d4-1	Irritable god, disapproval is earned at 1d3 per point earned.
4	Random stat modifier is increased by 1 for the day. Luck is permanently increased by 1d2 instead.	Random stat modifier is reduced by 1 for the day (can go negative). Luck is permanently decreased by 1 instead.
5	Intolerance - +1 die step to all turn attempts. If Amnesty is rolled, neither is in effect.	Vengeful God - Disapproval manifests as HP damage instead of normally.
6	Great healer - Lay Hands heals at one die step greater than normal for all dice rolled (a D6 HD rolls a D7)	Diminished healer - Lay hands heals at one die step less than normal. (A d6 HD rolls a D5)

Due to their ability to understand extremely inhuman concepts, such as alien or extra-dimensional concepts, they gain +1d4 when dealing with them and their sanity does not suffer any more than it already has worshipping Yyaallaayy.

Weapons of Choice

Worshippers usually carry multiple weapons on them and randomly pick one when entering combat. If a cleric does not have at least 3 weapons (barehanded can be considered a weapon), he is not considered to be carrying a "favored weapon" and may increase the Cleric's disapproval range for the day by 1-3, based on the infraction.

Unholy Creatures

Creatures of pure Order and Law are considered unholy. Creatures of Pure Chaos are considered holy. For all other creatures, there is a 50% chance creatures of that type are considered unholy for the day. This chance can be adjusted based on a particular creature's leanings towards order or chaos as the GM sees fit.

Total Chaos

Yyallaayy best accepts random sacrifices. Some priests simply gather odds and ends in a random collection, others leave sacrifices up to pure chance (random belongings are sacrificed) and are blessed. Structured sacrifices are considered less valuable to the god.

Racial Recast By David VC



New takes on the standard fantasy races via a post-apocalyptic lens

FERAL URCHIN An alternative for Halflings in CUaBM.

No one is sure why some human children run away and genuinely never grow up - some blame mutation, others blame an obscure Patron that lives "past the second star to the right and straight on 'til morning." But indeed they do, and there are enough of them to form tribes that are as naive as they are barbaric. Feral Urchin tribes tend to split off in groups by gender. There's usually a sportsmanlike rivalry between nearby boy and girl tribes, but when two tribes of the same gender get too close, it can lead to vicious teasing between girl tribes or bare-knuckle brawling between boys.

Hit Points: Feral Urchins gain 1d6 hit points each level.

Weapon Training: Feral Urchins learn to be proficient in boomerang, blowgun, chain, club, dagger, garrote, grenade, handaxe, javelin, shortbow, short sword, sling, slingshot, spear, shuriken, and staff. They will wear whatever scraps they can find if it makes decent armor, as long as the Fumble die is not greater than d8.

Alignment: There are three distinct factions of Feral Urchins based on natural talents and their choice of Alignment. Wildchildren tend to be Chaotic in alignment. Slingers tend to be Neutral in alignment. Nerds tend to be Lawful in alignment.

Small Size: A Feral Urchin is otherwise indistinguishable from a normal human child, though they usually have far more piercings, tattoos, and battle scars than one would expect.

Slow: A Feral Urchin has a base move of 20'.

Stealth: Feral Urchins add their Sneak die to all stealthy actions.

Survival: Feral Urchins have an unexplainable knack for surviving. Grown humans and even some humanoid tribes have been known to keep a Feral Urchin around for good luck.

“NO you can't help me! Get out of my laboratory”:

Feral Urchins roll a Luck Die whenever they spend luck and multiply that total to the amount they spent to determine the bonus. However, there is a side effect: one item belonging to the person who benefited from the luck breaks or is lost permanently. It can be a weapon, piece of armor (-1AC) or other valuable item of the urchin's choosing. If the person has no items left, a piece of a vehicle or piece of nearby scenery falls apart. After eight hours of sleep the Urchin regains one point of Luck.

Table FU-1: Feral Urchin

Level	Attack	Crit Die/ Table	Action Dice	Sneak Die	Luck Die	Ref	Fort	Will
1	+1	1d8/III	1d20	d3	d3	+1	+1	+1
2	+2	1d8/III	1d20	d4	d4	+1	+1	+1
3	+2	1d10/III	1d20	d5	d5	+2	+1	+2
4	+3	1d10/III	1d20	d6	d6	+2	+2	+2
5	+4	1d12/III	1d20	d7	d7	+3	+2	+3
6	+5	1d12/III	1d20+1d14	d8	d8	+4	+2	+4
7	+5	1d14/III	1d20+1d16	d10	d10	+4	+3	+4
8	+6	1d14/III	1d20+1d20	d12	d12	+5	+3	+5
9	+7	1d16/III	1d20+1d20	d14	d14	+5	+3	+5
10	+8	1d16/III	1d20+1d20	d16	d16	+6	+4	+6

Wildchild: Feral Urchin Wildchildren invoke their Patron (Zendakk) to fly into a berserk rage they call the Wild Rumpus for one combat encounter per level each day. During the Wild Rumpus, the urchin transforms into a child-sized Beast with an assortment of features from various predators. The Beast's fur/feathers/scales are often garishly hued.

The Beast has glowing eyes that can see in the dark without penalty. Their claws cannot wield weapons, but their natural attacks are fierce and swift. The Feral Urchin adds its Beast Die to attack, damage, and Skill checks involving movement. The Urchin cannot use their Luck Die when in Beast form.

Table FU-2: The Wild Rumpus

Level	Base Move	Beast Die	Crit Die/ Table	Action Dice	Dmg	Ref	Fort	Will
1	25"	+d3	1d12/III	1d20	d4	+1	+1	+0
2	30"	+d4	1d14/III	1d20+1d14	d4/d4	+1	+1	+0
3	30"	+d5	1d16/III	1d20+1d14	d6/d4	+1	+2	+1
4	35"	+d6	1d20/IV	1d20+1d14	d6/d6	+2	+2	+1
5	35"	+d7	1d24/IV	1d20+1d16	d8/d6	+2	+3	+1
6	40"	+d8	1d30/IV	1d20+1d16	d8/d8	+2	+4	+2
7	40"	+d10	1d20/IV	2d20	d10/d8	+3	+4	+2
8	45"	+d10+1	2d20/IV	2d20	d10/ d10	+3	+5	+2
9	45"	+d10+2	2d20/IV	2d20+1d14	d10/d10/d6	+3	+5	+3
10	50"	+d10+3	2d20/IV	2d20+1d14	d12/d12/d6	+4	+6	+3

Slingers: Feral Urchin Slingers are deadly shots. When throwing or hurling any weapon (including slings, slingshots, and blowgun darts) they make an attack roll twice for each missile and take the best result. Furthermore, any roll of 18 or above is a Critical Hit.

Nerds: The Nerds are beloved of their Patron, a sentient algorithm named (Ur) K3L. Nerds often wear thick glasses and clashing prints. They maintain whatever artifacts the tribe finds. Due to the knowledge they gain from hoarding books and functioning computers they are the closest thing they have to a "tribal elder."

Nerds gain proficiencies in pistols and rifles of all eras. A Weapon Tinkering roll (DC8+) may be needed to modify a large weapon so the Nerd can wield it.

Languages: The Nerd gains one additional language for every point of Int modifier.

Nerd	1	2	3	4	5	6	7	8	9	10
Weapon Tinkering	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Bot Repair	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Computer Use	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Vehicle Repair	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
General Tech	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13

Dust For All My Lost Boys: With a special rite, an Urchin that reaches 10th level (Tribe Leader) can invoke the Eternal Pann to whisk himself and all his assembled tribe members into the night sky on a predetermined flight path. The length of the flight lasts from sunset to sunrise. If there is no safe place to land they instead land on the island of their Patron's pocket dimension.

WEAPONS OF THE WASTELAND

Common Armor Types

Protective Sports Gear - Several of the professional sports enjoyed during the pre-apocalypse required the use of heavily padded protective gear. Much of this has survived the centuries since and is now worn as armor. Most armor of this type found will have the attributes of Padded armor but rare finds may have a protective value of Hide armor.

Biker Jacket - These jackets are more than just fashionable apparel. They are usually reinforced with protective skid plates and were designed to take a beating. They give the same protection level as Leather Armor. Jackets created for stylish reasons instead of protection might function as Padded armor at best.

Retread Armor - Made from tire treads attached to heavy clothing, this is one of the most common types of true armor found in the wastelands. It has all of the same attributes as Studded Leather armor

Ballistic Body Armor - Also known as bullet proof vests, these armors grant the protection as Hide armor but the damage from ballistic attacks (bullets, arrows, sling stones, etc.) is halved.

Scrap Mail - An upgrade from Retread armor, this armor incorporates metal plating, chains, spikes, and other enhancements to make it much more protective. This armor has the same values as Scale mail.

Riot Armor - an upgraded, full body version of Ballistic Body armor, this provides the protection of Chain Mail and all damage from ballistic attacks (bullets, arrows, sling stones, etc.) is halved.

Xenochitin Mail - Many of the creatures that have crossed over from strange dimensions into Umerica have left corpses littered across the land. Their dried chitinous plates are highly prized by the armorers who know how to utilize them, and armor made from this chitin has the same attributes as Banded Mail. There is a 5% chance that any armor of this type will have natural extradimensional properties as well.

Robohusk Armor - From across all of time and space, robots are now common enough that more people have encountered at least one in their lifetime. For every functioning bot there are dozens laying dormant or destroyed. From these wrecks many enterprising tinkers have created suits of incredible armor. The



most common form of armor made robotic salvage has the attributes of Halfplate armor. It is rumored that Robohusk suits with the protection value of Full Plate have been seen as well. Since this type of armor requires technological know-how to make, There is a 5% chance that any suit encountered will have some additional built in gadgets or abilities that the maker installed.

Motorcycle Helmets - These bulky helmets will increase the wearer's AC by 1 but reduce the action dice for any Perception tests by two die steps. Also, the wearer has either a Fumble die of d8 or their current Fumble die is increased by one die step. Any critical hit specifically targeting the head taken by the wearer has a 50% chance of being ignored but will always destroy the helmet.

Rare Armor Types



Silver Suits - These jumpsuits are made of a thin, light metallic substance that makes no sound when it moves. The wearer of such a treasure will gain a +5AC, with only a -2 check penalty and a Fumble Die of d8. In addition, the alien nature of the material grants a +2 to all saves versus magical effects. Also, any punctures or damage the suit suffers will self repair in a matter of minutes.

If combined with a Bubble Helm, the wearer is protected from suffocation or vacuum for up to 24 hours at a time.

Bubble Helm - This appears to be a fish bowl like dome with a metallic rim. When placed over the head, the rim closes snugly about the wearer's neck and begins to filter all air exchange. This grants a +4 to save versus all inhaled toxins or vapors. It will also allow the user to breathe underwater or in other airless conditions for up to 24 hours at a time. If combined with a Silver Suit, even the effects of a total vacuum can be survived. The wearer gains +1AC and has either a Fumble die of d8 or their current Fumble die is increased by one die step. Any damage the helm suffers will self repair in a matter of minutes.

Force Field Belt - This high tech looking belt has a single activation button and an energy gauge on the buckle. When activated, it increases the wearer's AC by +3 and absorbs $\frac{1}{2}$ of all damage inflicted upon the wearer. Once it has absorbed 30 total points of damage, it burns out and will not function again for 3d16 hours. In addition, the field is airtight and only holds 4d4 minutes worth of air each time it is activated. If left on after the air is used up, the wearer begins to suffocate (see Drowning in UX01, pg 3).

Power Armor - The most coveted of advanced armors, this armor incorporates servos to offset its heavy weight and enhance the wearer's might. It has an AC bonus of +9 with only a Check penalty of +5 and a Fumble die of d12. In addition,

the wearer's Str Mod is increased by +1 and their move is increased by 5. Many power armors will have additional built in weapons or gadgets. There is a 50% chance of 1d3 such features being incorporated in any suit found.

Heavier power armor suits do exist but are rarer. They have an AC bonus of +10 with only a Check penalty of +6 and a Fumble die of d14. In addition, the wearer's Str Mod is increased by +2 and his or her move is increased by 10. There is a 66% chance of 1d3+1 built in weapons or gadgets being incorporated in any suit found.

All power armors require some sort of energy to run. Most have a generator of some type but others require battery cells that need recharging. Cells generally will run the armor for 12 hours and require 2d3 hours to recharge. A spare cell can be used to keep the power armor in constant use. Heavy power armor requires 2 cells to function for 12 hours. Moving in a power armor suit that is unpowered is nigh impossible, Str check DC 20 per round.

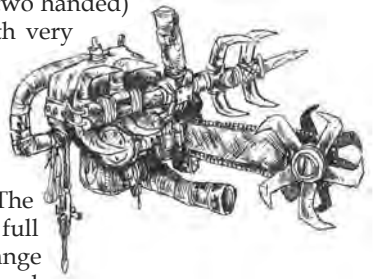
Common Homemade Weapons

Can Grenade - (Era 2 - (1d5/10ft), see CUaBM #2, pg 12) Take an old can fill it with various nails and shrapnel then give it an explosive center with a fuse and you have a genuine Can Grenade. Some have pins to pull and others a fuse to light but they all go boom... most of the time. Due to its DIY nature, this grenade has a fumble range of 1-3. Cost : 8gp

Chainsaw - (2d7 damage, Crit range 18-20 or +2, two handed)

These tools are ready made killing machines with very few adjustments necessary, mostly just removing the safety features. Filling the gas tank will require 0.5 points of fuel (see CUaBM #6, pg 11) and 2d3 rounds. This will allow the saw to run for 40+1d20 rounds. Due to their unwieldy nature, the wielder's Fumble die is increased by +1 die step. The chain requires 2d5 minutes of maintenance for each full tank of fuel used. If this is skipped, the Fumble range increases by +1 for each maintenance session skipped.

Also, If the wielder suffers more than 5 points fire damage in one round, there is a 3% per point of damage chance of the fuel tank igniting and exploding, causing 4d4 damage to the wielder and 2d4 damage to anyone within 10 feet. Cost: 80gp



Compound Bow - (1d8 damage, range 80/160/240) This bow uses a system of cables and pulleys to increase the pull strength and stability of the bow compared to a standard longbow. The drawback to the complex system is that on a fumble the archer must roll under their Luck or the pulley system is damaged and will need 2d14 minutes of maintenance before it will fire again, in addition to any other fumble effects. Cost: 60gp

Grill Tank Bomb - (Era 3 - (1d10/15ft), see CUaBM #2, pg 12) These weaponized propane tanks deliver a big bang. While not technically a throwable weapon, a person with a Str of 15 or greater can attempt to throw it at a -1 die step penalty to the action die. Due to its DIY nature, this grenade has a fumble range of 1-3. Cost: 15gp

Pipe Gun - (damage varies by ammo type but is one die type less than normal, Range is 25% of normal) These guns are simple pipe and thrust rod devices that can fire normal ammunition. The shell is loaded in the butt end of the barrel and the barrel is inserted into another tight fitting cylinder with a nail mounted inside. To fire, the barrel is slapped forcefully into the cylinder, striking the primer against the nail. Due to its DIY nature, this firearm has a fumble range of 1-3 and cannot benefit from an aim action. Anytime a natural 1 is rolled when firing a Pipe Gun the gun will be damaged beyond repair, in addition to any other fumble effects. Cost: 30sp

Pneumatic Bow - (1d7 damage, range 40/80/160) These guns utilize pressurized air to launch bolts at high speed. They are generally employed from facilities that can generate high amounts of pressurized air, such as factories or large vehicles. Otherwise, canisters of compressed air must be used as propellant. A rifle butt sized canister would hold enough air for 10 shots. A scuba tank sized canister would hold roughly 50 shots.

It is common for such weapons to have multiple barrels and fire volleys of bolts at a time. In such case, only 1 attack roll is made. On a successful hit a die is rolled equal to the number of barrels to determine how many bolts hit (i.e. for three barrels, a 1d3 is rolled). Unless some autofeed mechanism is employed, reloading takes one round per bolt. Cost: varies

Saw Blade Slinger - (1d6 damage, Crit range 19-20 or +1, range 20/40/60) This club-like sling bar can be used to launch circular saw blades with lethal speeds. Like a thrown weapon, the wielder can add his or her Str bonus to all damage. In addition, if wielded two-handedly the damage is increased by +2 but the attack action die is reduced by one step. The sling bar itself can be used as a club (1d4 damage). Cost: 10gp

Circular saw blades thrown by hand do 1d3 damage, range 10/20/30 and do full damage to the thrower on a fumble, in addition to any other fumble effects. Each time a blade is thrown or slung roll 1d7. On a 1 it is damaged and cannot be used again. Cost: 3sp

Scrap Gun - (3d3 damage, range 30/60/-) A more modern version of the blunderbuss, this rudimentary shotgun is usually made from scavenged industrial pipes and such. It is a single shot weapon where packages of explosive propellant and metal scraps are muzzle-loaded, taking 1d3 rounds per shot to be ready to fire. The firing mechanisms range from battery powered touch points to percussion caps. Due to its DIY nature, this firearm has a fumble range of 1-3 and cannot benefit from an aim action. Anytime a natural 1 is rolled when firing a Scrap Gun, there is a 10% chance that the gun will be damaged beyond repair, in addition to any other fumble effects. Making ammo requires one hour and the proper scavenged materials. A successful Int check (DC 10) will produce 2d3 loads. Cost: 20gp

Slingshot - (1d5 damage, range 40/80/160) Commonly called wrist rockets in the pre-apocalyptic days, these weapons can be found throughout Umerica. Like the slings of old, any small, weighty, and balanced object can be used as ammunition for a slingshot. If a wrist brace is attached, they can be aimed gaining +1 die step to the action die next round. Cost: 15sp / 30sp with brace

Cheap, A.K.A. damaged, goods

Many times a character will be down on their luck and unable to afford a shiny new weapon or armor. Now they can buy used and bruised equipment for only a fraction of the cost! Most of the time, it works just like new!

There are three categories of cheap gear: Not Bad, Bad, and Total Crap. It is possible to repair or upgrade Not Bad equipment to normal. This would require an Int check (DC 13) and parts equal to 50% of the normal value of the item. Bad and Total Crap equipment can never be made as good as new again.

Not Bad equipment is usually poorly made or slightly damaged and has its fumble range increased to 1-2. Also, any fumble rolled has a 33% of the item breaking in addition to any other fumble results. If the item is used and no action roll is required, roll 1d20 and the item fails to function on a 1-2. The good news is the price of the item is reduced by 33% so at least it is a bargain.

Bad equipment is usually very poorly made or damaged and has its fumble range increased to 1-3. Also, any fumble rolled has a 50% of the item breaking in addition to any other fumble results. If the item is used and no roll is required, roll 1d20 and the item fails to function on a 1-3. The good news is the price of the item is reduced by 66% so at least you didn't pay much for it.

Total Crap equipment is generally considered unsafe to use and is usually heavily damaged or made from faulty materials. It has its fumble range increased to 1-5. Also, any fumble rolled has a 66% of the item breaking in addition to any other fumble results. If the item is used and no action roll is required, roll 1d20 and the item fails to function on a 1-5. The good news is the price of the item is reduced by 85%, which means you get what you pay for.

Quick Fixes

Sometimes your weapon or armor breaks and you do not have time to fix it right. In order to get it working again, you will need to apply a quick fix. Each quick fix usually requires several feet of duct tape, instant epoxy, or other fast patching materials. The quick fix takes 1d3 rounds and has a base DC of 8 but can be modified by the situation. This is especially true if the fix is attempted in the middle of combat!



Due to its hasty application, the quick fix is only temporary. It will only last 2d14 rounds or until a fumble is rolled. After this the equipment is broken again. Each additional quick fix applied to an item increases the DC by +1d3. This penalty is also applied to any later attempts to properly fix the item.

The Hologram

By David VC

A new class that is virtually the best.

A Hologram is an AI contained in a data disc the size of a Frisbee, laced with glowing circuitry and emblazoned with a symbol indicating the AI's original programming as seen in table HO-1, below. The disc projects an avatar of solid light that carries its housing around and interacts with its surroundings. In Ancient times these discs were stacked in machines called "servers" and connected through cables to a dimension called Cyberspace, where they performed tasks for their human creators. The Apocalypse all but destroyed Cyberspace, turning their digital universe into isolated hellscape of corrupted data. The surviving Holograms continued their assignments as best they could in their twisted microworlds, and over the centuries they gained sentience and devised ways to escape to the Fleshspace to find a better way of life.



Hit Points: Holograms gain 1d6 Hit Points each level.

Weapon Training: The data disc itself counts as a weapon and shield, propelling itself in conjunction with its projection to make it appear like it's being used to cut, parry, or thrown as a missile. When thrown it has a range of 10/20/30 and will always ricochet back to its wielder except on a Fumble. On a Hologram's turn it can choose to use its disc as an attack or defense. If the Hologram gets two actions that round, it can opt for one attack plus its defense bonus instead of two attacks.

Holograms may use other weapons as well, but only when they are fitted with the proper circuitry to interface with their holographic projections. This will take a Weapon Tech roll at DC 15 and 100gp worth of salvaged electronics to do correctly.

Appearance: Most Holograms resemble their Human creators from the last age, though some were built to be walking advertisements or resemble characters from the games they played. The Ancients forbade Holograms from masquerading as their creators, so all Holograms have glowing circuitry patterns covering their bodies that glow equivalent to torchlight. Corrupted Holograms will have a distorted, flickering, or staticky appearance.

Energy Dependant: Holograms do not need food, drink, or air. Instead they feed directly from energy sources. A disc can absorb six hours of sunlight during the day. If there is no sunlight it can be placed next to a battery or power grid to recharge for six hours while it enters sleep mode. If it goes 24 hours without a recharge it loses one die step on all rolls it makes. The Hologram continues degrading like this for every 24 hours afterwards. It can go one day without a recharge for every level

it has. After that the Hologram blinks out and the disc goes dormant (possibly for centuries!) until someone recharges it for a full 24 hours.

They are immune to poison. Radiation can corrupt their programming - they roll Data Corruption instead of Mutation.

Killing a Hologram: A disc projection can be disrupted by physical objects and energy weapons. They are extremely vulnerable to magnetic attacks and magical darkness. A magnetic attack has a chance of Corrupting the avatar (treat as a mutation attack). Contact with magical darkness will short out the hologram if it fails a Fort save, requiring a reboot. When a hologram reaches zero hit points, it flickers out and its data disc falls to the ground, inert. Any items it carried (wired for Hologram use or just carried) fall to the ground. A Rolling Over the Body roll can be made to reboot the disk. A tech-savvy PC can add their Computer Use bonus to the roll.

Full Immersion: At a DC 25 Difficulty on a Computer Tech roll the Hologram fully links itself to the system its hacking and transfers its projection into Cyberspace. The computer's network is now a pocket dimension for the Hologram to explore. For each round spent in Cyberspace, only one millisecond passes in Meatspace.

Corrupted Disc! - Roll Data Corruption Table. The Referee chooses the effect based on the roll.

- 1 Faulty (any action roll of "0" shuts hologram down for 1d3 rounds)
- 2 Blinky (Hologram's light aura radius fluctuates +/- 1d4x10ft every hour)
- 3 Distortion (shrunk or lengthened)
- 4 Desaturation (upside-down, negative color pattern, black and white, green and black, 16 colors)
- 5 Deresolution (blurry, made of one-inch blocks, transparent and can't hold objects)
- 6 Audio (feedback, staticky, mute, overamplified, squeaky, wrong language, garbled speech, backwards speech)
- 7 Short Circuit (touch creates sparks automatically causing 1 HP damage and Hologram takes 1d4 damage per round itself if contacts water, a hologram, or organism)
- 8 Clocking Error (twice movement speed but speaks too fast to be understood, or slowed to half speed)
- 9 Programming Error (mental instability determined by Referee)

Destroying a Disc: A critical hit on a Hologram will damage the disc instead of the avatar. If the Hologram is brought to zero HP in this way the disc is destroyed - the technology to repair it is forever lost. Many holograms create a Backup Disc for this very reason.

Backup Disc: At 5th level, if a Hologram finds a blank data disk (such as from a destroyed hologram) it can imprint its programming on the second disk. The Hologram can use both disks in tandem, but does not gain any extra attacks or defense bonuses. If the hologram is brought down to zero HP or one disc is destroyed, the Hologram switches operations to the backup, regaining full hit points.

Table HO-1: Hologram Occupations

Designation	Disc Symbol	Purpose	Appearance	Tools
DotGAME	Smiley Face	Video Game character	Varies	Speed x2 or D8 weapon or D4 energy bolts
DotBIZ	Corporate Logo	Business/Financial	3-piece suit	Briefcase, treat PER as 18 for all negotiations
DotLRN	Apple with happy worm	Educational	Sweater & Glasses	Yardstick (d6)
DotMED	Caduceus	Medical	White Coat	Medkit (syringe d4)
DotLAW	Scales	Judicial	Black Robe & Wig	Gavel (warhammer)
DotCOP	Badge	Law Enforcement	Uniform	Zipway (double speed)
DotFIX	Wrench & Pliers	Repairs	Jumpsuit	Toolkit (various d6 weapons)
DotDCC	Castle	Historical Reenactment	Varies	(Roll Occupation in DCC Book)
DotSPY	Black disc	Intelligence Gathering	Trenchcoat, Shades, Fedora	Silent Light Pistol
DotWAR	Military Insignia	Combat	Combat Uniform	Pulse Rifle
DotME	Person's face	Human mind stored as a Hologram!	Varies	Roll some other table
DotHCK	Counterfeit symbol	Criminal	As cover	As cover
DotBOD	Undescribed	Pleasure Unit	Undescribed	Undescribed Object d6

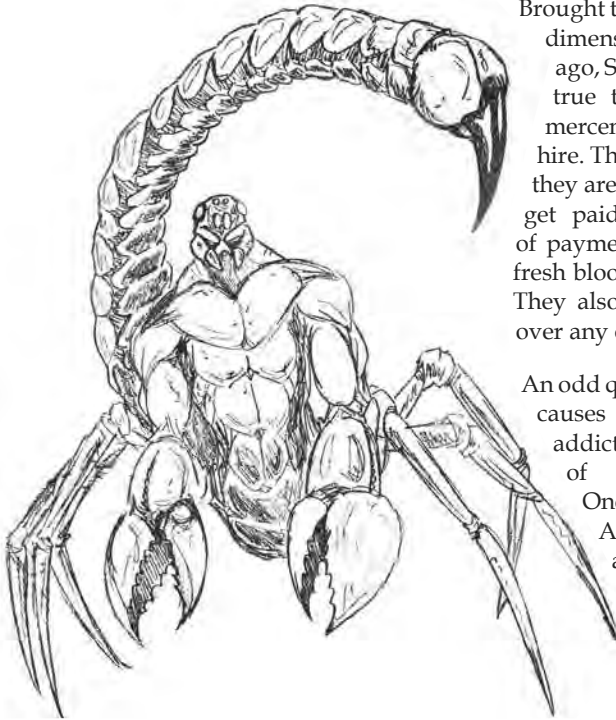
Table HO-2: Hologram

Level	Attack	Crit Die/ Table	Action Dice	Disc Dam	Disc AC	Computer Tech	Ref	Fort	Will
Value									
////////////////////////////////////									
1	+1	1d10/III	1d20	d4	+1	+3	+1	+1	+1
2	+2	1d12/III	1d20	d5	+2	+5	+1	+1	+1
3	+2	1d14/III	1d20	d6	+3	+7	+2	+1	+2
4	+3	1d16/IV	1d20	d7	+4	+8	+2	+2	+2
5	+4	1d20/IV	1d20	d8	+5	+9	+3	+2	+3
6	+5	1d24/V	1d20+1d14	d10	+6	+11	+4	+2	+4
7	+5	1d30/V	1d20+1d16	d12	+7	+12	+4	+3	+4
8	+6	1d30/V	1d20+1d20	d14	+8	+13	+5	+3	+5
9	+7	1d30/V	1d20+1d20	d16	+9	+14	+5	+3	+5
10	+8	2d20/V	1d20+1d20	d20	+10	+15	+6	+4	+6

TWISTED MENAGERIE

Scorpionoid

Scorpionoid: Init +3; Atk tail sting +4 melee (1d5+4 plus poison) or claw +3 melee (1d7+4); AC 14; HD 2d8; MV 25'; Act 1d20; SP Hide/sneak +6, backstab; SV Fort +2, Ref +3, Will +2; AL N.



Brought to Umerica by a failed extra-dimensional invasion centuries ago, Scorpioniods have remained true to their nature as greedy mercenaries and assassins for hire. They do not care who or what they are fighting for as long as they get paid; their preferred method of payment being large amounts of fresh blood and raw sugar or honey. They also love copper and favor it over any other precious metal.

An odd quirk of scorpioniod biology causes them to become easily addicted to soda pop, especially of the caffeinated variety. Once addicted, they will do ANYTHING to get more and shift their alignment to Chaos. Several warlords have used this fact to create hit squads of very loyal cola-addicted scorpioniod assassins.

Soda junky scorpioniods

increase their Init and Ref saves to +5 but suffer -8 to Will saves versus being tricked or bargained with when soda pop is involved.

By nature, scorpioniods move quietly over just about any surface. They use this to their advantage when they can to make surprise backstab attacks (as a thief, DCC rulebook, pg 34) with their tail stings.

The poison delivered on a successful tail sting attack causes the victim to make a Fort save (DC 12) or have all action dice lowered by one step and suffer -5 feet to movement due to paralysis. These effects last for 3d8 rounds. Additional poisonings have a cumulative effects and any victim that has all of their action dice reduced to d10 will die of heart failure. The poison of a soda junky scorpioniod is much more potent and the paralysis effects lasts for 1 turn instead of 3d8 rounds.

BY THE WAY...

WHEN DEITIES CALL IN A FAVOR

Many times clerics are played with the idea that their gods are just power batteries to be accessed with only the occasional consequence of Disapproval. Since clerics are supposed to be paragons of faith that are granted special powers by their deity, it only makes sense that those deities would like a return on their investment from time to time. When that happens, the following table can be consulted to determine what the deity in question may want. Use the alignment column most appropriate to the deity.

Failure to comply could result in rolling $1d3+1/2$ caster level times on the disapproval table at (caster level)d4 with any duplicate results being compounded in durations of weeks instead of days. In addition, $1d3+1$ Luck points may be stripped from them as well.

Those who take up their task with exuberance and zeal may be rewarded with points of Luck, wealth, artifacts of power, or a nice fruit basket. This assumes, of course, that the cleric is successful in their appointed task. Any of the cleric's allies that choose to also join the holy quest will most likely be rewarded as well.

Table DR-1: Deific Requests

Roll 1d10 on the column of the Deity's alignment

	Law	Neutral	Chaos
1	Travel d100 miles to admonish a fellow Cleric who has strayed in their faith. This must be done within the next 1d5 days.	Travel d100 miles to aid a fellow Cleric in need. This must be done within the next 1d5 days.	Travel d100 miles to kill a fellow Cleric who has failed one too many times. This must be done within the next 1d5 days.
2	Re-consecrate a previously sacred place. Teleportation to the location happens in 5d30 minutes.	To protect a sacred place from being desecrated. Teleportation to the location happens in 5d30 minutes.	To desecrate a location involved in the deity's grand plan. Teleportation to the location happens in 5d30 minutes.
3	Travel 2d20 miles to convert a settlement to worship the deity. This must be done in the next 3d8+8 hours.	Travel 2d20 miles to protect a settlement important to the deity. This must be done in the next 3d8+8 hours.	Travel 2d20 miles to punish a settlement that has angered the deity. This must be done in the next 3d8+8 hours.
4	Escort the yearly contribution to the nearest (4d20 miles away) temple. You have one day to prepare.	Escort a great tribute to the nearest (4d20 miles away) shrine. You have one day to prepare.	Escort a special living sacrifice to the nearest (4d20 miles away) sacred site. You have one day to prepare.

5	Travel to specific, desolate place (3d100 miles away) and erect an altar there at least 3d10 feet in height.	Travel to specific, desolate place (3d100 miles away) and meditate with the other priests there for 3d10 days.	Travel to specific, desolate place (3d100 miles away) and ritually destroy what you find there over the course of 3d10 days.
6	Go to the nearest large city and find a specific person. They must be converted to worship the deity within the next 2d14 days.	Go to the nearest large city and find a specific person. They must be convinced of the error of their ways within the next 2d14 days.	Go to the nearest large city and find a specific person. They must be ritually killed for crimes against the deity within the next 2d14 days.
7	Travel 4d12 miles to the campsite of a great army. Preach peace to them to prevent the coming war over the next 2d3 weeks.	Travel 4d12 miles to the campsite of a great army. Aid them in whatever non-combative way you can for the next 2d3 weeks.	Travel 4d12 miles to the campsite of a great army. Infiltrate them and cause discord and mutiny over the next 2d3 weeks.
8	In a settlement 2d16 miles away, there is a plague. Go there and spend the next 1d5 weeks healing any who will repent and convert.	In a settlement 2d16 miles away, there is a plague. Go there covertly and spend the next 1d5 weeks healing any who ask you for help.	In a settlement 2d16 miles away, there is a plague. Go there covertly and spend the next 1d5 weeks healing any who will pay the right price to the temple.
9	Go to the nearest large city. There you will find an abomination seeking power. Stay there for 3d8 days and assist those seeking to publicly expose it and destroy it.	Go to the nearest large city. There you will find an abomination seeking power. Stay there for 3d8 days and aid those who are caught in the conflict but do not take sides.	Go to the nearest large city. There you will find an abomination seeking power. Stay there for 3d8 days and assist it in overthrowing the local authority and securing control.
10	Travel (random direction) for 1d7 days and enter the settlement you find. restore the small chapel there and serve the community until you have 3d3 faithful members.	Travel (random direction) for 1d7 days and enter the settlement you find. Build a small temple there and preach until you have 3d3 faithful members.	Travel (random direction) for 1d7 days and enter the settlement you find. Take over the derelict shrine there and domineer the community until you have 3d3 "faithful" members.

Coming Next Issue!

The lore of Buddy O'Burger, the beneficent burger god of feasting, customer service, and cannibalism.

- ▶ Full deity and patron information including patron spells
- ▶ Cult organization and restaurant data.
- ▶ A new class for those blessed by the gloved hand of Buddy.
- ▶ Descriptions of Buddy's hench-creatures and servants.
- ▶ And much, much more!

In this issue:

- * A treatise on the Faiths of Umerica and their clergy
- * New post-apocalyptic take on the Halfling class
- * Post-apocalyptic armor and new gear
- * The Hologram: A new class that is virtually the best



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CRAWLING UNDER A BROKEN MOON



Issue No. 12

April 2015

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When it's your
turn in the
riddle contest,
don't ask her
what's in your
pocket.

TOMB of SHMELERAK

Coming soon from the dude that brought you
the Wizardarium of Calabraxis



CRAWLING UNDER A BROKEN MOON

Welcome to the Twelfth issue of *Crawling Under A Broken Moon*!

What happens when you put a clown, cannibalism, and cosmic power into a blender? A colorful new patron that is a fresh taste sensation that is sweeping the post-apocalyptic nation of Umerica! In every juicy bite of this issue you will find new tasty material to spice up your campaign and raise the weirdness meter way past 11.

Get ready to get your feast on, people! This issue is hot, fresh, and definitely bad for your adventuring party's health.

Reid "Reidzilla" San Filippo

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The Origin of Buddy O'Burger

In the days before the cataclysm, there was a fast food restaurant named O'Burger. It was the most prolific restaurant in nearly every country. For almost a century people flocked to the big golden "O" signs for quick, tasty food. Generations grew up devoted to O' Burger, enjoying the antics of the beloved franchise's mascot Buddy O'Burger, a colorful and clever clown.

At first Buddy was just an advertising gimmick but soon the mascot was indispensable as the public adored him so much. As their love grew so did Buddy. Eventually everyone knew his name... and then came the apocalypse.

Centuries later, an abundance of the well constructed O'Burger restaurant buildings were still standing and had been repurposed many times. Few people actually remembered what the big "O" signs meant. They were just a remnant of a bygone era and the name of Buddy O'Burger had lost all significance.

It was but a few decades ago the original O'Burger was discovered after having been buried deep in the ashes of the cataclysm. Not much is known about the discovery except that there were three warring factions present and they fought a bloody conflict over the valuable find until one lone person was left.

Mortally wounded, the "winner" of the battle collapsed before a worn but still colorful statue of Buddy O'Burger, the first one ever made. As he lay dying he prayed to whoever would listen for help, even this goofy looking Buddy person immortalized in front of him. Then he heard a voice, cheerful yet powerful, call to him *"What is my name?"* The dying man jumped up in shock and looked at the nameplate at the base of the statue again. "You are the great Buddy O' Burger! Please help me, I do not want to die!" He called out. *"Eat the fallen and be renewed"* Buddy told him. *"Through the feasting of flesh I will anoint you to remind the world of who I am."* The man immediately fell upon the corpses of his fallen comrades and feasted. As he fed his body was miraculously healed and with that, the cult of Buddy O' Burger began.



The Second Coming of O'Burger

Over the following decades the old name of O'Burger began to spread across Umerica again as some of the old restaurants were rebuilt and new locations were opened. Some rumors say that a few of the locations literally appeared outside of communities over night where nothing had been before, cult employees and all.

They offered fresh and tasty food, served up by happy clowns, in return for a small donation and some passing attentiveness as a cult leader would preach the humor-filled gospel of Buddy O'Burger, the beneficent Burger god. Some locals would be moved by the messages and join the cult, leaving behind all family and friends, to move into one of the O'Burger locations, as all cult employees live within the restaurants.

Generally, the communities that have been "blessed" with an O'Burger restaurant church all feel fondly towards the cult and consider them to be good neighbors. In fact, communities with O'Burger restaurant churches seem to thrive better than other settlements by a significant margin.

Heretics and Food Critics

It is a rare individual that does not like the food served by O'Burger or that flat out refuses to ever eat at an O'Burger establishment. Those few that publicly oppose O'Burger tend to disappear mysteriously, along with other people that the community feel are "undesirable". Surprisingly, the increase in missing objectionable persons does not really strike these communities as an issue to be concerned about.

However, not everyone is completely at ease with the seemingly innocent beneficence of O'Burger and so they do what they can to find out the real motivations driving the cult. Though many of them are never heard from again, a few claim to have discovered the awful truth of O'Burger. Now they fearfully tell their tale to all who will listen as they flee across Umerica, always looking over their shoulder.

Here are a few of their rumors, roll 1d10:

- 1 The being Buddy O'Burger is an alien demon here to destroy us.
- 2 All of the fresh meat served by O'Burger is people!
- 3 Everyone who eats the food served at O'Burger is cursed!
- 4 All the clowns in O'Burger are not people underneath the makeup.
- 5 Buddy O'Burger is just an imaginary being. The faith is just a lie.
- 6 O'Burger will send killer clowns after you if you publicly say anything bad about the food or the cult.
- 7 The food at O'Burger is all toxic. No one who eats there will live very long.
- 8 All of the O'Burger restaurants are connected by magic.
- 9 If you join the O'Burger clown cult you will lose your soul.
- 10 At night, the cultists of O'Burger hunt down all the stragglers they can find for meat.

The Cannibal Clown Cult of Buddy O'Burger

"Harvest the flesh, my children, for the people of this world hunger for my bounty and I for their love" - the words of Buddy to his clown disciples

Buddy O'Burger is a god, albeit a minor one, who has dominion over feasting, customer service, and cannibalism. Yes,

the majority of meat served at O'Burger is harvested from people, just not usually the people where the restaurants are located. Much of it comes from the wastes and small communities that Buddy has deemed unfit to love him. On occasion a non-believer will come too close to the truth and become part of the value menu the next day but Buddy does not like culling from his "beloved" communities.



A large number of his worshipers are just good people, dressed up as clowns, who believe in Buddy's call to feed the masses and bring happiness. They know nothing about where the fresh meat comes from as it seems to just "arrive" each day. In truth, much of the food, besides the meat, is spontaneously generated each day by Buddy's divine power. It is a known fact that the more worshipers a particular restaurant has, the bigger and better their menu selection will be.

Senior members of the cult are another matter entirely. They know that it is Buddy's will that only his chosen communities are special and that other people must be sacrificed for the good of the elect. While most of the other food appears anew each day, the fresh meat is sent via a magic gate from the main Burger Temple to each restaurant.

It is also true that not all of the cultist are wearing makeup. A few of the faithful have been touched by Buddy's divine gloved hand and are now permanently changed to appear as clowns with the stark white skin, colorful markings and crazy hair being their actual self. In addition, these "blessed ones" have a few other enhancements that make them capable of defending their restaurant homes and the faithful in times of need.

The cult is quite generous to those who aid them, especially adventurous individuals that can help them deal with problems that the cult would not like to be publicly associated with. In addition to offering free food as payment, they often reward exceptional service to the cult with JollyMeals, boxed meals that never spoil and contain some sort of random prize.

O'Burger Adventure Value Menu

A tasty selection of adventure hooks to add O'Burger into your campaign

A Tasteful Rescue - rescue a warlord's children that have been harvested for the O'Burger value menu. Requires following the truck to the nearest O'Burger restaurant and using the delivery gate to enter the High Burger Temple meat processing and distribution sanctuary. Once there, find the kids and get out before it is too late.

All You Can Eat - The party is approached by a O'Burger cult representative with an offer of free food for three months, redeemable at any O'Burger location, if they will deal with a few "problems" that are troubling the cult. These problems consist of another god's followers interfering with Buddy's plans in this part of Umerica.

To Serve Man - Players are approached by a cultist caravan transporting food to a nearby O'Burger restaurant. After a savage attack by nomads, the security of the caravan is at stake. Cultists of O'Burger feed the party and offer to hire them to escort the caravan the remainder of the journey. Delicious food and great coin make the job hard to refuse, but when one of the party members discover the cargo to actually be humans being taken to slaughter hard choices must be made...

Raiders of the Lost Buddy - Players are hired by the O'Burger cult to find and deliver an ancient artifact recently revealed to exist in a dangerous part of the wasteland. The artifact is a statue of Buddy O'Burger standing 10' tall. In ancient days the statue was used as a communication device for drive thru ordering, but now the statue is a direct link to the Patron of the O'Burger cult. Players must find a way to retrieve the statue, now being guarded by a band of primitive mutant cows-who see the artifact as an object of inherent evil. If the party is successful, they must resist the temptation to convert to the O'Burger cult as "Buddy" begins whispering to them through the device.

Just a Quick Bite - Players are taking a short rest from a recent excavation of local ruins in a small outpost. The short rest is interrupted when the outpost is assaulted by an O'Burger hit squad determined to cull the herd and stock up on meat. Players must use the small town to strategic advantage to fight the large contingent of O'Burger baddies.

The Quest for Frosties - Players are approached by a high ranking burger priest and asked to take on a perilous mission. The local O'Burger restaurants wish to offer a wider selection of ice cold beverages and treats. A map is presented leading "under-earth" to a legendary dimensional rift. The rift is rumored to be a gate to a frosty land of ice cream and snow cones. Players are hired to take a small artifact to this mythic land and set it up in a secure place. Once activated, the local O'Burger chain will have the ability to gate in unlimited frozen treats. A long and dangerous journey unfolds through under-earth, and once they enter the rift the group will find a tasty, icy tundra complete with its native creatures.

The Clownight

A new character class

Once you were human but now you have put on a happy face...

These disciples of Buddy O'Burger - god of feasting, customer service, and cannibalism - appear as humans wearing clown makeup except all of the garish coloration, bulbous nose, and outlandish hair are their actual body and facial features. They were once normal people that have been transmogrified after pledging their lives to Buddy. Although some that have been "blessed" become near-mindless drones for the church, known as Clownugs, the few who retain their wits join the elite ranks of the Clownights.

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

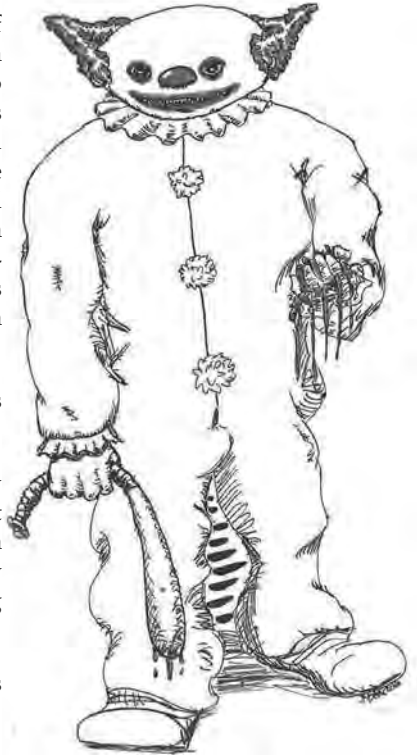
Weapon Training: Clownights can use any melee weapons or thrown weapons but generally avoid ranged weapons other than pistols and shotguns. They may employ any shields but never use armor, instead relying on their innate toughness.

Alignment: All Clownights are Lawful, as dictated by their god Buddy O'Burger.

Rubbery Hide: The skin of a Clownight is extremely tough and rubbery, granting them an AC bonus based on level, per Table CLWN-1.

Jaws that Bite: Clownights have been gifted with multiple rows of ever sharpening, flesh rending teeth and multi-hinged jaws. They can employ these in combat without suffering any penalties for attacking unarmed against foes armed with melee weapons. A successful bite causes damage based on level, per Table CLWN-1.

Gorge: Due to their unique physiology, Clownights can rapidly devour large amounts of fresh flesh (no more than an hour dead) and then immediately turn it into usable energy, which they can utilize to enter into a hyperactive state. It will take one minute to consume each 1 HD of flesh and a Clownight cannot eat more than twice its level in HD at any one time. After they have eaten their fill, they must utilize their meal within 1 turn (10 minutes) or it will pass too deep into their digestive system for immediate use.



If the flesh that was devoured was toxic or poisonous, a Fort save must still be made to avoid ill effects but at double the Clownight's class Fort save bonus.

Foodrage: After filling their belly, a Clownight can alchemically convert the flesh into pure fury. During this time they are considered to be in a state of Battle Rage (DCC RPG, pg 82) and gains the bonuses listed on Table FR-1. Once the Clownight no longer gains a bonus to attack the Foodrage is over. Then they enter a state of stupor and are dazed (suffering -1 die step to all action dice) for a number of rounds equal to half of the HD they consumed.

Well Fed: if a Clownight consumes a number of HD equal to twice their level throughout the day and allows it to digest normally, they will heal one 1d3+lvl hp with a good night's rest instead of 1hp.

Privilege: As long the Clownight is in the "good" graces of Buddy O'Burger, they may ask for lodging and healing at any O'Burger restaurant. Should the Clownight wish to extend this privilege to any non-O'Burgerite or Chaotic companions, they will need to offer some sort of restitution or service for the requested aid.

Disfavor: Similar to how a Cleric gains Disapproval for acts against their faith, Clownights must hold themselves to the tenets of Buddy or they will suffer.

- ▶ Feed and protect the chosen - A Clownight can tell if a person is amongst Buddy's chosen by observing them for at least one minute. These persons should be protected from harm and fed without any compensation, although gifts for service may be accepted.
- ▶ Spread my glory to the world - Never forget to bring the joyful word of Buddy to place that has not been deemed unworthy. This is often done by throwing a feast in Buddy's name or otherwise serving the community.
- ▶ Harvest the heathen - Those that would harm the chosen or blaspheme the name of Buddy should not be tolerated. Rending and consumption shall be their fate.

Should a Clownight fail to live up to these tenets, they will gain between 1-3 points of Disfavor based on the severity of the transgression. For every 10 points of Disfavor the Clownight accumulates they suffer a +1 die step penalty to all action dice.

Disfavor does not dissipate over time. It can only be removed by making proper sacrifices or going on a holy quest. Sacrifices are usually done in 25gp increments of valuables that are donated to a local O'Burger restaurant church or shrine stand. Should one of these locations not be within 20 miles, the Clownight can hold a 24 hour vigil during which time the valuables will be collected by happy Burgerbims and taken away. For every 25gp offered up the Clownight's Disfavor is reduced by 1. A holy quest must be prayed for over the course of eight hours instead of sleeping. If the Clownight passes a Luck check then Buddy will have revealed a quest to him during the vigil. Once completed, the successful quest will lower the Clownight's Disfavor by 5-10, depending on the difficulty of the task.

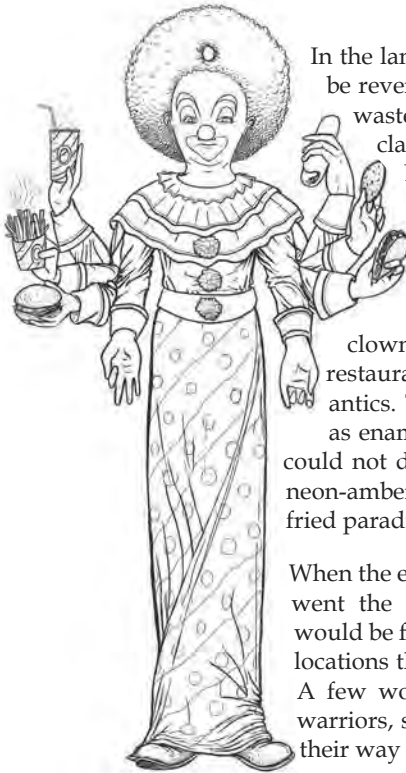
Table FR-1: FoodRage Effects

# of HD Eaten	Attack bonus die	Bonus Action Dice	# of HD Eaten	Attack and Damage bonus die	Bonus Action Dice
1	+1d3 for 1 round	1d12	11	+1d7 for 2 rounds, then -1 die step every round	1d20+1d14
2	+1d3 for 1 round, then 1d2 for 2 rounds	1d12	12	+1d8 for 1 round, then -1 die step every round	1d20+1d16
3	+1d3 for 2 rounds, then 1d2 for 2 rounds	1d12	13	+1d8 for 2 rounds, then -1 die step every round	1d20+1d16
4	+1d4 for 1 round, then -1 die step every round	1d14	14	+1d10 for 1 round, then -1 die step every round	2d20
5	+1d4 for 2 rounds, then -1 die step every round	1d14	15	+1d10 for 2 rounds, then -1 die step every round	2d20
6	+1d5 for 1 round, then -1 die step every round	1d16	16	+1d12 for 1 round, then -1 die step every round	2d20+1d14
7	+1d5 for 2 rounds, then -1 die step every round	1d16	17	+1d12 for 2 rounds, then -1 die step every round	2d20+1d14
8	+1d6 for 1 round, then -1 die step every round	1d20	18	+1d14 for 1 round, then -1 die step every round	2d20+1d16
9	+1d6 for 2 rounds, then -1 die step every round	1d20	19	+1d14 for 2 rounds, then -1 die step every round	2d20+1d16
10	+1d7 for 1 round, then -1 die step every round	1d20+1d14	20	+1d16 for 1 round, then -1 die step every round	3d20

Table CLWN-1: Clownight

Level	Attack	Crit Die /Table	Action Dice	Ref	Fort	Will	Bite Dam	AC Bonus
1	+1	1d10/III	1d20	+0	+1	+0	1d5	+2
2	+2	1d12/III	1d20	+0	+1	+0	1d6	+2
3	+2	1d14/III	1d20	+1	+2	+1	1d6	+3
4	+3	1d14/III	1d20	+1	+2	+1	1d7	+4
5	+4	1d16/III	1d20+1d14	+1	+3	+1	1d7	+4
6	+4	1d16/III	1d20+1d16	+2	+4	+2	1d8	+5
7	+5	1d20/III	1d20+1d20	+2	+4	+2	1d8	+6
8	+6	1d20/III	1d20+1d20	+2	+5	+2	1d10	+6
9	+6	1d24/III	1d20+1d20	+3	+5	+3	1d10	+7
10	+7	1d30/III	1d20+1d20	+3	+6	+3	1d12	+8

Buddy O'Burger: the godclown patron



In the lands of Umerica, several powers have come to be revered by the scattered survivors of the scabbed wastelands of the new world, but none can lay claim to filling empty bellies like the ever smiling Buddy O'Burger.

Before the end, O'Burger was a restaurant chain that had the world wrapped around its pie-filled finger. The O'Burger Empire could be challenged by no other. The fun loving clown that represented it only served to anchor the restaurant in every child's heart, through fun loving antics. The chain also ensured that adults were just as enamored, by delicious food served quickly. One could not drive three blocks without finding one of the neon-amber "O's" welcoming them to a 24 hour deep-fried paradise.

When the end came the majority of O'Burger restaurants went the way of the dinosaur. The remaining food would be fought over and subsequently devoured in the locations that remained standing through the bombing. A few would be used as shelter by sojourning road warriors, seeking cover from the glow-storms while on their way to the next scavenge.

One location in Umerica survived the holocaust mostly unscathed. The walls always seem untouched from the constant swirl of dust devils, as does the towering stoic statue that once symbolized the world's most beloved clown. The statue still shimmers oddly, as if it had been dipped in the most toxic of radiated lakes. Truth be known, Buddy was "Aware" and simply waiting and growing stronger during the early years of Umerica. Scattered survivors still loved and dreamed of the delicious fried delights they once only had to drive a short distance to enjoy. Dreams of Triple Piggy Stacks topped with Buddique Sauce often caused the empty stomach of many a lost soul to awaken its host and cause taste buds to yearn for the lost delights.

It would be during a violent clash between rival clans that Buddy would manifest and begin a new campaign against hunger. The clans all sought the unscathed O'Burger restaurant as a perfect bastion for shelter between raids. The battle would prove to get the worst of both clans, with only one survivor remaining and bleeding out. Half delirious, and desperate, the dying man looked skyward. The towering statue of the O'Burger clown glimmered in the setting sun. Believing the statue to be a savior of sorts, the man prayed to the monument in hopes it would

stave off Death's embrace. The wastelander's prayer would be answered this night as a voice spoke to the dying man. "Through the feasting of flesh you will be renewed. I will anoint you so you will be able to remind the world of who I am."

This would night would mark the rebirthing of the O'Burger legacy. The survivor would become the first Apostle of the O'Burger cult, and began a pilgrimage to feed the hungry while recruiting those who were deemed worthy of enlightenment. The way to a man's heart is through his stomach, and soon droves of survivors flocked to the burger-priests for nourishment and guidance in the harsh warscape of Umerica. The hungry masses soon began to resettle in communities around the O'Burger restaurants that began to appear almost overnight in the furthest most inhospitable lands of Umerica. Here, food is served to the faithful daily while Burger priests deliver positive sermons claimed to be delivered overnight in a "Happy Meal" straight from the God-clown's mouth.

The growing cult is for the most part what it claims to be. Buddy truly loves to feed the masses of the wasteland, but there is a price to be paid. With belief comes power, and that power fuels the Patron's wondrous abilities. Being able to raise restaurants practically overnight is one minor cantrip the godclown is capable of, but with the expenditure of these energies comes the need to "feed" for even a Patron must feed, and it is the power of belief that fills the belly of Buddy O'Burger. To properly keep his ever expanding flock well supplied in deep fried morsels the Burger priests are charged with spreading the "meaty word" all across the lands. Additional converts are needed to fuel the fires of expansion, and those that stand in the way must be erased from the glowing sands of Umerica.

Enemies abound in the lost lands, and not everyone is deemed burger-worthy by the Patron's apostles. Those on the wrong side of the bun often meet grisly fates. Each burger temple that manifests is magically charged by Buddy to provide nourishment, save for one needed component- that being meat. The meat provided to the faithful comes directly from those who would stand in the way of expansion, or who are judged unworthy of salvation.

There is no shortage of those condemned to the fry vats, and Buddy ensures a steady supply of meat by taking those most worthy of his meat stained glove, and gifting them with a deep fried taste of divine. Those gifted are transformed into a likeness of the clown himself, often with predatory upgrades to help them dole out justice - O'Burger style - to those chosen to "Go to the pasture" and feed the true believers.

Creed of the Burger Disciple

Followers of Buddy O'Burger are expected to adhere to the tenants of the Bargain Menu. Bringing a smile to the face of an empty stomach through a tasty nourishing meal while performing a trick, or reciting a humorous quip comes first and foremost. Those that oppose the path to the stomach are to be dealt with and used to feed the masses.

Invoke Patron check results:

- 12-13 Buddy is preoccupied, but sends a spark of the divine through the invoker allowing them to vomit a stream of skin melting fry grease at one unlucky target within 20' for 2d4 damage (Reflex DC 13 for half)
- 14-17 Buddy sends a plague of miniature versions of himself to harass the enemies of the invoker. The swarm arrives in 1d3 rounds and covers a 20x20 area. The tiny cackling clowns attack any enemy of the invoker and Buddy with tiny vicious bites for 1d6+CL rounds. Each target will need to make a Ref save (DC 13) each round or suffer 1d4 damage.
- 18-19 Giant gloved hands manifest and proceed to attack the enemies of the invoker and Buddy for 1d6+CL rounds. The gloved fists try to pummel the unbelievers into patty sized paste and act independent of the invoker.
- Gloved fists of Buddy:** Init +2; Atk punch +5 melee (dmg 1d12); AC 11; HP 30 (Each fist); MV flight 20'; Act 2d20 ; SV Fort +4, Ref +2, Will +0; AL L.
- 20-23 The earth beneath the chosen target opens up, transformed into a giant fry vat. Target takes 1d12 from grease burns on round one and must pass a DC 15 Reflex save or continue to burn in the vat for an additional 1d12 each round.
- 24-27 Buddy sends two Clownugs to dole out meaty justice to the enemy of the invoker or Buddy. The Clownugs will vanish after 4d4+CL rounds.
- 28-29 A swarm of meaty nugget-bats cover a 50x50 area blinding those in the area and taking tiny nibbles of flesh from enemies of the invoker and Buddy. Each target will need to make a Ref save (DC 13) each round or suffer 1d6 damage. The swarm also causes blindness to those within and those within the swarm act at -1d on the chain. The swarm will disperse after 4d4+CL rounds.
- 30-31 An avatar of Buddy appears in-between the invoker and its enemies. The towering clown stands 30' and will attack with two slamming fists before vanishing again with a throaty chortle. Each fist can be directed at one target, or two separate unfortunates. Each fist strike causes 5d6 damage, Ref save (DC 16) for half damage.
- 32+ 1d4+CL targets must immediately make Will saves (DC 15) or instantly be polymorphed into piles of edible food but still conscious and aware (Buddy burgers, mounds of nuggets, etc.) In addition, all enemies within 100 feet of the invoker must also make Will saves (DC 15) or immediately be overcome with ravenous hunger. Those who fail the save drop anything in their hands and immediately begin feeding. Those polymorphed remain in this state for one minute, helpless while they're eaten alive. Should a polymorphed target somehow survive, they will regain their normal form covered in bites and bleeding from the wounds they've suffered from the feed.

Patron taint:

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

- 1 Caster develops a strong odor of fast food (Burgers and fry grease) for 1d6 hours. While in effect the chance for random encounters are doubled for the duration. During times of stress when the caster would sweat, all within 20' of the caster must make a DC 10 Will save or be distracted by hunger suffering -1d on the die chain. If the result is rolled a second time, The duration is 1d6 days. If the result is rolled a third time, the caster permanently carries the unsettling mouth watering scent.
- 2 The caster will now smile all of the time, even when inappropriate to do so. If the result is rolled a second time, the caster's mouth grows disproportionately large and he speaks in a more sing song like voice that unsettles any person not a member of the burger cult (-1d on any Personality based checks). If the result is rolled a third time, the caster will begin loudly singing fragments of the O'Burger Two All Beast Patties Special Sauce song at inopportune times, Will save (DC 18) to avoid or stop singing.
- 3 Caster loses all body hair with the exception of strange tufts in bright colors on the head. If the result is rolled a second time, the caster also develops a pale alabaster-like skin color. If the result is rolled a third time, strange clown-like markings will appear on the caster's skin while the caster's nose is replaced by a squeaking bulbous object, effectively making him a clown. The caster will be attacked on sight by enemies of the cult but all who follow Buddy will welcome him with open arms.
- 4 The caster will begin hearing one of the O'Burger jingles playing in thin air at random times, just loud enough to be mildly distracting. If the result is rolled a second time, the caster will hear a jingle playing more often and it will be loud enough to cause a -1 to all of their action rolls unless they make a Will save (DC 10) each time the jingle starts up. If the result is rolled a third time, When other people speak to the caster, the caster will hear random bits of the conversation as an O'Burger jingle sung by the speaker. They must make an Int check (DC 12) during every conversation to fully understand what was spoken to them.
- 5 The caster has an increase in their appetite and requires 50% more food each day than a normal person to feel full, unless all they eat is O'Burger food. If the result is rolled a second time, the hunger increases and they must eat double a normal person's intake to feel satiated. Should the proper amount of food not be eaten, the caster will suffer a -1 die step to all actions until satisfied and their stomach will growl loudly. At this point even eating all O'Burger food will still require 50% more each day than a normal. If the result is rolled a third time, at this point the caster is always ravenous and must consume three times a normal person's intake to curb the hunger. If enough food is not consumed, the caster will suffer a -1 die step to all actions and a -5 move penalty. In addition the growling of their stomach will be so vociferous that it will double the chances encountering wandering monsters. Eating only O'Burger food will lower this to only double the normal food required.



What is the prize in that JOLLYMeal BOX?

Pocket Compass - The big hand always points north. The small hand always points towards the nearest O'Burger restaurant.



Jingle Whistle - a complex looking kazoo that will play a random O'Burger jingle when you blow into it.



Grampus Ball - Shake it and ask it a question. It will answer yes, no, or maybe with a 80% chance of being accurate.



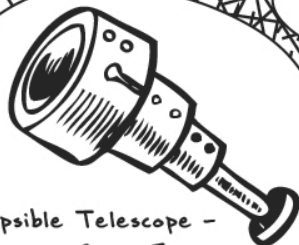
O'Burgerang - A throwing object that will bounce off walls and always return to the thrower (dam 1 hp).



Collectable Buddy action figure - Allows the owner to regain 1 point of Luck each week that they eat at least once at a O'Burger restaurant.



Collapsible Telescope - Acts as a x2 - x5 magnification scope.



* note that all JollyMeal prizes are constructed from cheap plastics and other flimsy materials used before it breaks. Also, anytime a prize is subject to trauma such as being dropped

Dr. Dippinstein's Famous Fizzy Tablets - a container with several cells containing one tablet each. When the cell is broken open and the tablet is dropped into a container of water no larger than a gallon, it is instantly purified and converted into a random flavor of soda pop.

24
hour
Luck
bonus!



Collectable O'Krazy Kar toy - Allows the owner to reroll one failed vehicle control check each week that they eat at least once at a O'Burger restaurant.



O'Float Boat toy - when thrown into a body of water, it will transform into a full sized large rowboat for a number of hours.

Fry Spyz Intruder Detector - When set it will sound an alarm if it detects any movement within 30 feet.



Fry Spyz Goggles - gives the owner perfect night sight at a 20 foot range.



Fry Spyz Periscope - This twisty scope allows the owner to peer around corners without being seen.

Fryrate Treasure Map - Leads to a real treasure.

The value of the treasure and the dangers involved are based on the die roll.



materials. The number on the die (set by the GM) determines how many times it can be used, submerged in water, or rough use the owner must pass a Luck check or it is broken.

- 6 All food that the caster eats will seem dull and tasteless except O'Burger food and fresh humanoid flesh, which will taste amazing. If the result is rolled a second time, The caster will suffer moderate indigestion anytime they eat anything that is not O'Burger food or fresh humanoid flesh. If the result is rolled a third time, The caster will always regurgitate anything eaten that is not O'Burger food or fresh humanoid flesh.

Patron Spells

The Crave

Level: 1 Range: 60' Duration: varies Casting time: 1 round Save: Will

General: Buddy instills a ravenous, debilitating hunger within each of the targets.

Manifestation: (d6) 1-2 An O'Burger jingle beings playing from thin air loquaciously depicting the finest edibles from the value menu, 3-4 a tiny clown appears out of thin air and strikes the target's gut with a hammer creating the sound of a resounding gong, 5-6 loud ferocious growling erupts from the target's gut as their midsection writhes and churns.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-13 One target must save or be struck with hunger, causing a -1 die step to all actions for 1d5+CL rounds. The effect can be negated by spending 1d3 rounds doing nothing but eating.

14-17 As above but 1d3+CL targets are affected.

18-19 As above but 1d5+CL targets are affected and the effect lasts for 2d4+CL rounds.

20-23 As above but 2d4+CL targets are affected and the effect lasts for 2d6+CL rounds.

24-27 As above but the hunger is so great that it causes a -2 die step to all actions and an additional Will save (DC 14) must be made each round to avoid eating whatever food is within sight. The effect can be negated by spending 1d4+3 rounds doing nothing but eating.

28-29 As above but 2d8+CL targets are affected and the effect lasts for 2d8+CL rounds.

30-31 As above but 2d14+CL targets are affected and the effect lasts for 2d12+CL rounds.

32+ As above but the hunger is so crippling that it causes a -3 die step to all actions and an additional Will save (DC 16) must be made each round to avoid eating anyone or thing within reach. If no food sources can be found, the target will begin to consume themselves. The effect can be negated by spending 1d10+6 rounds doing nothing but eating.

Healing Feast

Level: 2 Range: 30' Duration: 2 hours Casting time: 1 turn Save: NA

General: A bounty of O'Burger edibles is summoned that not only fills the belly but restores health as well. Once the spell duration expires, the food will instantly vanish but any lasting effects will remain for their full duration.

Manifestation: (d6) 1-2 two giant gloved hands descend from above carrying the feast, 3-4 A burst of technicolor smoke erupts from the ground and dissipates to reveal the feast, 5-6 A small O'Burger stand materializes from thin air and a clown chef serves the feast up to order with a smile.

- 1 Lost, failure, and patron taint.
- 2-13 Lost. Failure.
- 14-17 Creates 3+CL super sized portions of tasty food, each portion will heal 1d3+CL points of damage as well.
- 18-19 As above but 6+CL portions are created.
- 20-23 As above but 9+CL portions are created and they each heal 1d6+CL hp.
- 24-27 As above but 12+CL portions are created.
- 28-29 As above but each portion also restores 1d3 points of temporary ability damage or cure one of the following conditions: paralysed, diseased, or poisoned.
- 30-31 As above but 18+CL portions are created and they each heal 1d8+CL hp.
- 32-33 As above but each portion also restores 1d5 points of temporary ability damage. In addition, each portion increases the consumer's action dice by one step for one hour.
- 34+ The Blessings of Buddy flow freely and a garishly colored, glowing font of feasting appears that serves up 6+CL super sized portions of tasty food every hour for the next 3d8+CL hours.

Meat Harvest

Level: 3 Range: 50'/CL Duration: varies Casting time: 1d4 rounds Save: Ref

General: A portal from the High Burger Temple meat processing and distribution sanctuary opens and several giant gloved hands reach forth to gather the caster's enemies for processing.

Restriction: This spell can only be safely cast once per week. Any castings beyond that have a cumulative 20+CL% chance of incurring Buddy's wraith, causing the caster to suffer 1d3 points of temporary attribute damage to each attribute.

- 1 Lost, failure, and patron taint.
- 2-14 Lost. Failure.
- 15-19 For ½ CL rounds the hands will grab CL Hit Dice of targets and attempt to toss them into the portal. Each target must make a Ref save or vanish through the portal, never to be seen again.
- 20-23 As above but the spell duration increases to CL rounds.
- 24-27 As above but the number of HD grabbed each round is now CL x1.5
- 28-29 As above but the number of HD grabbed each round is now CL x2
- 30-31 As above but the spell duration increases to CL x2 rounds.

32-34 As above but the number of HD grabbed each round is now CL x3

35+ A 30 foot tall avatar of Buddy O'Burger himself steps out of the portal wielding a giant scoop net. He cheerfully sings the finest of the O'Burger jingles as he scoops up CL x4 HD worth of the caster's enemies each round for CL x3 rounds before stepping back through the portal with a cheery wink and a smile.

Spellburn

When a caster utilizes spellburn, roll 1d4 and consult the table below or build off the suggestions to create an event specific to your home campaign.

- 1 Buddy favors spellburners who offer up meat to help feed the needy, either from a willing follower of Buddy or the caster's own body is used (Expressed as ability loss should caster use his own form, or a "volunteer" who also worships Buddy).
- 2 Feed the maw. Expended ability points need not be immediately suffered. Caster may expend up to his normal amount, but if he can prepare and feed the hungry while preaching the virtues of Buddy the expenditure will be absorbed, at the rate of 1 point of spellburn for each family fed. If caster is unable to perform the selfless act within 24 hours the spellburned ability points will be lost from a random attribute.
- 3 Jingle and a joke. The caster may expend the normal amount of ability points but if it is followed by an O'Burger jingle and a joke the point loss will be offset by an amount based on how entertaining the jingle and joke was. Judges are encouraged to have the player actually come up with a catchy jingle and set of jokes. If the resulting performance really gets the fellow players laughing, consider giving a +1d on the chain for the next action in addition to offsetting the spellburn! Those who are too shy to perform can be asked to make a DC 12 Personality check to see how well the performance goes.
- 4 The caster must imbibe a poisonous concoction that weakens the body (expressed as attribute point loss) and forces the caster to suffer from Risus Sardonicus (a.k.a. a rictus grin) until the attribute point lost are healed.



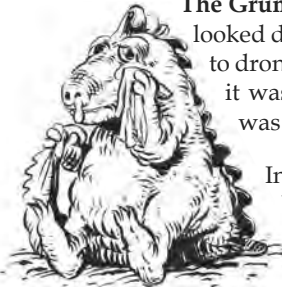
The Circus of Friends

The pantheon of the immortal servants of Buddy O'Burger

In the beginning Buddy was O'Burger's only mascot but soon the advertising department had created a group of friends for Buddy to pal around with, known eventually as the Circus of Friends. While none of the other characters gained anywhere near the popularity or adoration that Buddy did they still were loved enough to take on a life of their own.

When the Cult of O'Burger began to grow in power, Buddy reintroduced his friends to his post apocalyptic patrons and thus the jolly pantheon grew. Now these beings serve as Buddy's agents, helping promote that faith of O'Burger and protect its interests.

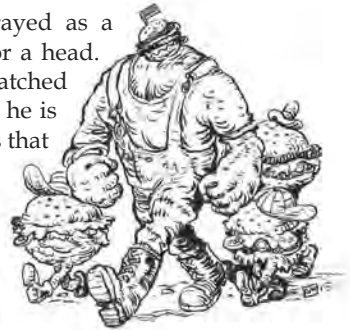
The Grumpus: A purplish, hippopotamus-like creature that always looked down in the dumps. The legends say that he had a tendency to drone out pragmatic prophecies that tended to come true. Also, it was said that the only thing that ever brought him true joy was a frosty O'Burger milkshake.



In reality, Buddy keeps the Grumpus locked in the High Burger Temple, surrounded by clown scribes that record every mutter he makes. Grumpus gets rewarded with milkshakes when his prophecies come true. Unknown to Buddy, Grumpus is not as apathetic or sedentary as he

seems. The Grumpus' psychic awareness has reached far out into Umerica and secretly aids those attempting to thwart Buddy's darker plans.

Big Beef and the Burger Boys: Big Beef is portrayed as a muscular man with an anthropomorphized burger for a head. He always is wearing a brightly colored pair of well patched overalls. While not the sharpest knife in the drawer, he is the leader of the Burger Boys, a rowdy gang of beings that look like smaller versions of Big Beef. The legends say that Big Beef and his Boys would often act foolishly. Just when things were about to go very badly, Buddy would show up in the nick of time to help them out of the mess they made and deliver a cleverly worded life lesson to them.



In reality, these cruel thugs are sent to deal with problems too daunting for Buddy's clown cult to deal with. They face all problems and opposition with the same solution: brutal violence with a cheery smile.



The Fry Filcher: This shady cloaked figure would lurk in the shadows and steal fresh and crispy french fries when no one was looking. Legends say that only Buddy O'Burger was clever enough to catch the Fry Filcher and thwart his nefarious plans to purloin his coveted crunchables.

In reality, the Fry Filcher is employed by Buddy as his spy. The filcher can assume any number of humanoid forms and speaks all languages. He does what he can to stretch Buddy's awareness and influence into areas Buddy cannot breach himself.

Nugg-a-saurus Rex: An enormous orange dinosaur-like being that was constantly on the hunt to fill its belly with hot and delicious O'Nuggets. Only these crispy and juicy tidbits, in large quantities, could assuage its voracious hunger. Legends say that the Nugg-a-saurus Rex was a slave to its hunger and Buddy O'Burger mastered the beast by satisfying its gluttonous cravings.



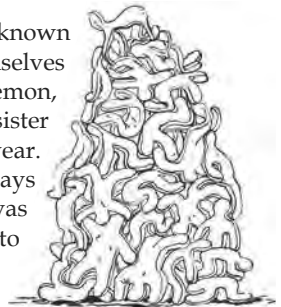
In reality, this beast is nearly feral and is only passingly loyal to Buddy because he provides it with food to satisfy its endless hunger. Buddy has it positioned as the guardian of the High Burger Temple but Rex will only leave its feeding area if the regular guard cannot handle the intruders. Buddy would like to rid himself of the beast but has not found a way to permanently kill it yet.



Doctor Dippinstein: A crazy-haired scientist that wore a neon green lab coat and was the master of creating new, magically delicious dipping sauces for O'Nuggets and fries. Legend says that of all of his friends, it was the good Doctor that Buddy trusted the most.

In reality, the Doctor is a font of esoteric and scientific knowledge that Buddy utilizes on a regular basis. He also creates wonderful and terrifying powerful magical foodstuffs that Buddy gifts to those that perform great deeds in his name.

The Pie Guys: These anthropomorphized pastry-men were known for their over-the-top acrobatic antics. Each referred to themselves in the third person by the names of their fillings: Cherry, Lemon, Apple, & Fudge. Legend says the Guys also had a little sister named Pumpkin Spice that only showed up a few times a year. She tried to keep up with her big brothers but was always getting in trouble due to her clumsiness. Buddy always was there to comfort her when she failed and encourage her to keep trying.



In reality, these clueless minions do not realize anything of the scope of Buddy's plans. They simply live to entertain and spread the "good will" of Buddy. Only their little sister Pumpkin Spice sees what Buddy has truly become and aids the Grumpus when she can.

The Delicious Artifacts of Doctor Dippinstein

The Double Death Deluxe Burger - This depravedly scrumptious sandwich is wrapped in an enchanted platinum foil that will keep the burger hot and fresh indefinitely. The burger itself crowned with a dark pretzel bun pocked with tiny skulls carved from dead sea salt. The double meat patties and strange condiments exude such a pungently delicious aroma that all beings within 200 feet capable of smelling can sense when the burger is removed from its arcane wrapper. They can follow the scent unerringly to its source.



Each bite taken from the burger will instantly kill 2d6 random 1HD creatures located within one mile of the consumer. Should the required number of 1HD creatures not be present within one mile, the remainder of the HD will be drained from the creature, or creatures, with the lowest HD in the area. The consumer may make a Will save (DC 13) to exclude a number of beings from the random death effect equal to their Intelligence score. The consumer will be acutely aware of the beings that died from the burger's death effect. Depending on one's faith, this may cause mental trauma and/or an alignment shift.

Each bite eaten permanently grants +1 point of Stamina and Luck to the consumer. They also heal all hit point damage, any diseases, and any poisonings they were suffering from plus they will need no further food or water for 1d3 days.

There are a total of 1d4+6 hot and juicy bites in a newly crafted Double Death Deluxe Burger. The remained of the burger can be safely re-wrapped up in its arcane wrapper for future consumption.

The Endless Soda Cup - This seemingly ordinary extra large soda cup has a tiny portal in the bottom of the cup that is connected to the Fountain of Endless Soda at the High Burger Temple. Anytime it is more than half empty, it will refill itself with the same flavor of soda it contained before. The soda in the cup will always be ice cold and fresh. The owner can make a Will save (DC 12) to change the flavor up to once per day.

The cup and lid are much more durable than their cheap plastic appearance lets on. Even if a straw is inserted into the lid, the cup will not spill or leak when tipped over. It is possible for the owner to remove the lid. If the cup is lidless and tipped over soda will freely pour out, at the rate of one gallon per round (~10 gallons per minute), until the lid is replaced on the cup. There is a chance that the lid will come loose if the owner suffers a major inertial event, such as a fall or vehicular collision. If such event occurs, the owner must roll under their Luck to prevent the lid from coming loose.



With the lid removed, the owner can make a Will save (DC 12) attempt to make the soda burst out of the cup like a fire hose producing a 20-foot-long, 1-foot-wide stream at 30 gallons per round. The bubbling soda geyser causes considerable back pressure,

requiring the holder to make a Strength check (DC 10) to avoid being knocked down. The force of the geyser can be used as a weapon (1d3 damage per round plus Strength check (DC 14) or be knocked down) but can only affect one target per round. An additional Will save (DC 12) is required to reduce the flow of soda to its normal rate.

If the cup is placed into another extra dimensional container, such as a bag of holding, there is a 50% chance it will explode and cause a rift to form for 1d4 turns. Anyone within 50 feet of the rift must make a Strength check (DC 14) to hold on to something or they will be sucked in. The same chance of rupture can occur the cup is taken through a dimensional gateway. Anyone pulled into the rift will usually end up deposited into one of the many pools of the Fountain of Endless Soda at the High Burger Temple where they will suffer the wrath of the many Soda Pop Elementals that dwell there.

The Pie Heart - This deep fried pastry is roughly heart-shaped and smells strongly of cinnamon. The owner of the Pie Heart will immediately know not to eat it. After it has been kept on the owner's person for at least seven straight days, the owner will automatically pass any Recovering the Body Luck checks (DCC rulebook, pg 93) they have to make, as long that the pie is still in their possession. They also do not suffer any permanent injuries as a result of being "nearly dead". The pie itself is quite durable and will remain flaky and delicious no matter what happens to the owner.

Should anyone or thing eat the Heart Pie after it has bonded to an owner, the owner must immediately make a Fort save (DC 18) or die. Should they make the save, they will still permanently lose 1d4 hit points and all Recovering the Body Luck checks are now made on a d24.

The O'Frosty Wand - Legend has it that the frosty wand actually belonged to a Buddy O'Burger statue in the days before Umerica. At some point, the statue was destroyed, except for the frosty wand. Those that survived the apocalypse often day dreamed about their favorite milk shakes and Dippin'stein harnessed the power of these desires to charge the ancient wand with incredible power.

The wand can be used to fill any container with a delicious treat resembling milk shakes of the ancients. The treat is not only delicious, but will heal those who have suffered wounds. A normal heal check must be made on 1d20. Cross reference the result with the alignment chart found in the DCC rulebook. The wand is Lawful in nature, and responds better to those of the same alignment. If a cultist of Buddy O'Burger is using the wand add any Personality modifiers in addition to a +1 for each CL or HD.

The wand can also be used once per day to emit a cone of cold for 4d6 damage (Reflex save DC 12 for half damage) and if a cultist of the O'Burger cult uses this power the effect is increased to 4d10.

The Psychic Spud - Easily mistaken for a normal, albeit large, potato, it is only upon close inspection that the owner will see a small opening on one side of the potato. The opening is circular and sealed in a clear crystal while the spud is hollow and filled with a mystic fry grease. Once per day the spud oracle can be asked a question about anything while being shook vigorously. If the crystal is viewed after being asked, a small message will appear with an answer to the question. Once the question is asked, make a secret roll using 1d20 plus the questioner's Luck Mod and consult the spell table for Second Sight (DCC rulebook, pg 267). The answer may be false, or even cryptic depending on the roll and nature of the question. Once the psychic spud has been used it must be buried in the earth for eight hours to be used again.

TWISTED MENAGERIE

Clownug



Clownug: Init +2; Atk bite +4 melee (1d7+3), fist +3 melee (1d4+3, subdual or lethal), or by weapon +2; AC 13; HD 2d10; MV 45'; Act 1d20; SP FEED!; SV Fort +4, Ref +2, Will +0; AL L.

Even in the weird world of post apocalyptic Umerica many people have an instinctual disquiet about clowns. Clownugs are one of the reasons why this is true. They are the "blessed" hench-beasts of Buddy O'Burger - god of feasting, customer service, and cannibalism.

While at first glance, these creatures appear just like "normal" clowns, their prodigious jaws filled with shark-like teeth quickly dispel any sense of safety. When encountered

outside of an O'Burger restaurant or temple their goal is usually to harvest "unworthy" people for processing or to deal with a threat to their faith. Within an O'Burger restaurant it is very difficult to distinguish them from a person dressed in a clown outfit (Int check, DC 15).

When harvesting, they generally strike with their disproportionately large hands to subdue their prey as it is best to keep the captured livestock intact so as to insure the freshness of each day's scared meat delivery. If they experience any significant threat, they will indulge their ravenous appetites upon the resistance. Anyone caught will be placed in dumpster-like containers and wheeled into the vehicles or teleportation gates by which the Clownugs arrived.

Once a Clownug has slain a foe, There is a 50% chance it will immediately distend its jaws and begin to rapidly feed upon it in horrendous display of gore. Anyone witnessing this must make a Will save (DC 10) or flee in terror for 2d10 rounds. The feasting will take 1 round per HD the creature had. Upon finishing its meal, the Clownug will then receive +2 to all attacks and damage plus an additional 1d20 action die for a number of rounds equal to the number of HD it consumed.

Once they have completed their mission, the Clownugs will do an exceptional job of cleaning up after themselves. This makes investigating the captures and murders they commit very difficult (Int check, DC 15). Also, any "beloved" community members witnessing a Clownug's true nature must make a Will save (DC15) or they will only see a normal person in a clown suit instead of a monster.

Unless directly ordered by a superior or the sanctity of the restaurant is threatened, a Clownug will not attack a member of a community the Buddy O'Burgers has deemed "beloved". In fact, members of a "beloved" community can count on any

Clownnugs in the area to assist them in case of an attack or other emergencies. The cult of Buddy O'Burger does not deal lightly regarding threats against his "beloved" folk.

Clownnauts

Clownnauts (Giant Clownnug): Init -2; Atk bite +13 melee (2d8+6), fist +13 melee (2d6+6), or hurled object +6 missile fire (1d8+6, range 100'); AC 16; HD 8d10; MV 60'; Act 1d24; SP crit on 20-24, FEED!; SV Fort +10, Ref +5, Will +3; AL L.

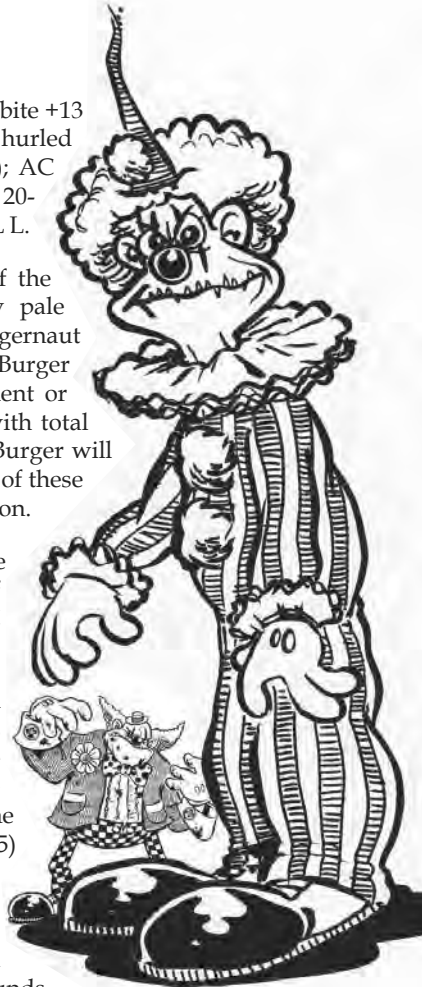
While the Clownnugs are the majority of the Cult of Buddy O'Burger's might, they pale in comparison to the outlandish juggernaut guardians that dwell in the High Burger Temple. Should an O'Burger establishment or a "beloved" community be threatened with total annihilation it is possible that Buddy O'Burger will deem it necessary to unleash one or more of these giants to deal with the impertinent situation.

As other Giant types, Clownnauts cause critical hits on any natural attack roll of 20-24 that also exceeds the target's AC and use the Giants crit table.

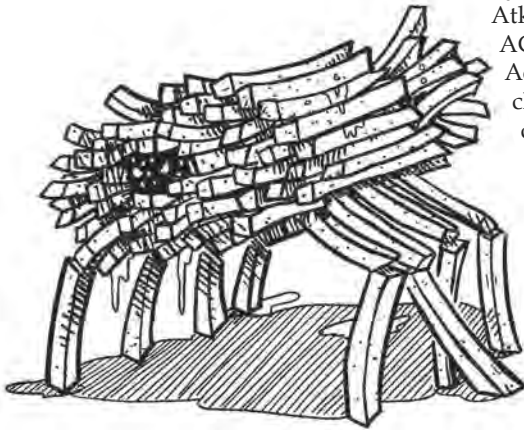
Once a Clownnaut has critically hit a human sized living foe with a fist attack, There is a 50% chance it will forgo rolling on the Giant crit table and immediately pop them into its huge, toothy maw to consume them. The victim gets a Ref save (DC 15) to avoid their grisly fate. If the save is failed, they immediately take damage from a bite attack and are swallowed. Anyone witnessing this must make a Will save (DC 12) or flee in terror for 2d10 rounds.

The Clownnaut will then receive +2 to all attacks and damage as a morale bonus for a number of rounds equal to the number of HD it has consumed. Additional noshing will extend the duration of this effect but not increase the bonus.

Should the swallowed victim survive its consumption, it is now trapped in the Clownnauts stomach where it takes damage each round thereafter equal to 1d8 acid and 1d8 constriction. A trapped victim can try to cut its way out with a small weapon (such as a dagger) by inflicting 15 points of damage against AC 22. If a victim does manage to cut its way free, the Clownnaut must make a Fort Save (DC 25) or spend the next 4d4 rounds clutching the exit wound and bellowing until they recover.



Fryder



Fryder (large potato arachnid): Init +2; Atk bite +2 melee (1d4+burning oil); AC 12; HD 1d8; MV 30' or jump 20'; Act 1d20; SP hot body, +3 to grapple checks, half damage from fire, double damage from cold; SV Fort +1, Ref +2, Will +1; AL C.

While Doctor Dippinstein has successfully created many wonderful and terrible things, even more horrendous and disastrous are his failures. The dread Fryder is one of them. It is unknown what the original intent was when the first Fryder was spawned but what emerged from the arcane fry vat was a being full of hate and starch.

Fryders are large dog-sized spider-like beings that seem to be constructs made from huge french fries. Contrary to their appearance, they are living, intelligent creatures that hate humanoids and enjoy feeding on them. They often wait in ambush until their prey is close enough to pounce on. Most of the time they will lair alone but in some cases (20% chance) a brood or 2-6 Fryders will nest together. The scent of freshly fried food is the only give-a-way that most victims will have before an attack.

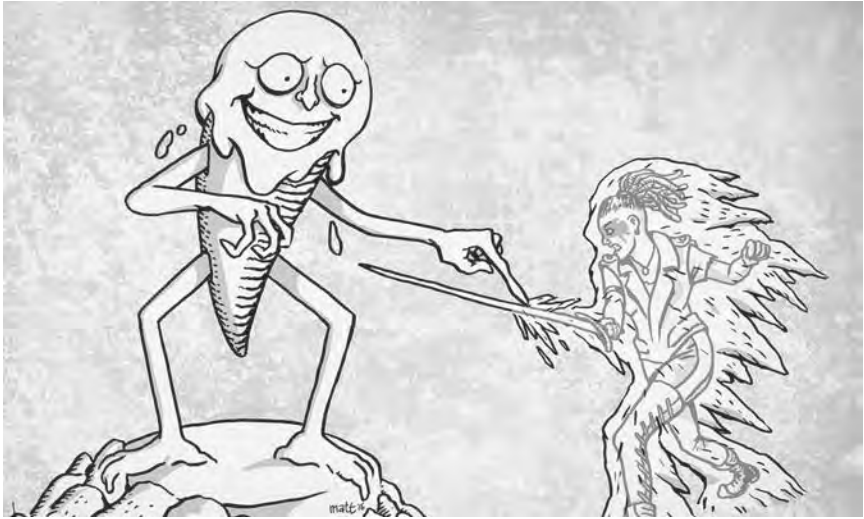
The body of a Fryder is searing hot, as if it had just emerged from a deep fryer. Anyone coming into contact with one will suffer 1d3 damage per round of contact. Fryders are aware of their burning advantage and will usually (80% of the time) attempt to grapple an opponent before biting them. If a Fryder is able to jump onto a target, it will gain an additional +3 to its grapple check that round.

The bite of a Fryder is extremely painful as in addition to the base damage they inject hot fry oil into their victims to cook them from the inside. Bite victims must make a Fort save (DC 11) or suffer -1 die step to all of their actions for 2d10 rounds due to searing pain. If anyone is bitten 3 or more times in a turn they must also make an additional Fort save (DC 11) or suffer 1d3 Sta damage from internal burns. This additional save must be made for every 3 bites the victim suffers within the turn.

Once dead, the Fryder's body will rapidly cool and can be eaten, providing enough food for 3d3 people. The corpse must be eaten within an hour. After that the remains become hard and tasteless.

Avatar Golems

The tools of the lesser mascot gods



While Buddy O'Burger may have been the one of the most well known mascots of the pre-cataclysm world, there were thousands more that dotted the landscape and fought for the populous' attention. While the majority have faded from existence in the current post-apocalyptic world there are those who have awakened as Buddy has and hunger for worship. Of these lesser mascot gods, few have come close to achieving any measure of power comparable with Buddy. In fact, most of them are only able to physically manifest in this world through the large mascot statues dedicated to them that have survived. These are generally known as Avatar Golems.

When creating an Avatar Golem for an encounter or campaign, start by considering the general appearance of the mascot, and notable traits, and its fictional history, if it has one. This will help create the look and possible abilities of the lesser mascot god.

As an ongoing example, we will create a mascot for the Taste-E-Cone ice cream parlor franchise.

Back in the day, there was a statue of Coney outside of every Taste-E-Cone location. He was an anthropomorphic ice cream cone with spindly arms and legs, a wide smile, and large blue eyes full of mirth. Humorous advertisements had him showing up amongst groups of people run down from the heat of summer and summoning up large quantities of ice cream treats to cheer them up.

With the basic concept of the mascot created, consider how these elements could manifest as abilities and powers it can use to further its goals. The scope of these powers should only be able to effect the area within a few miles of the

Avatar Golem's location at most, similar to other tutelary deities or local gods of mythology.

Coney is directly opposed to oppressive heat and will aid those who are suffering from heat exposure if properly venerated. He can summon huge quantities of flavored ices and ice cream either as a curative or as an attack. The area near his shrine are much colder than normal and frost may cover the ground year round near the shrine itself. Those who disrespect him or oppose his will are frozen alive and converted into Chilly Men, his frosty servitors.

The basic stat block of an Avatar Golem is as follows -

Avatar Golem: Init +3; Atk slam +7 melee (1d10+4); AC 15; HD 6d10; MV 20'; Act 3d20; SP ignore the first 1d3 points of damage from any attack, regenerate 2 hp per round; SV Fort +9, Ref +5, Will +11; AL varies.

This can then be modified by the elements specific to the mascot. Additional attack types base on its appearance or traits, magical powers, spellcasting abilities, etc.

Coney: Init +3; Atk slam +7 melee (1d10+4) or ice cream vomit +7 missile (1d8 plus an additional 1hp cold dam per round until cleaned off); AC 15; HD 6d10; HP: 33; MV 20'; Act 3d20; SP ignore 1d3 points of dam / attack; regen 2 hp/ round, Spellcasting (immune to corruption); SV Fort +9, Ref +5, Will +11; AL N.

Coney can cast the following spells at will:

Bless (DCC rpg, pg 255) - Casting roll 1d16+6. Manifests as a delicious sundae for the recipient to eat. Cast on Ally only.

Chill Touch (DCC rpg, pg 133) - Casting roll 1d24+6. Manifests as a sparkling glow around Coney's hands.

Food of the Gods (DCC rpg, pg 262) - Casting roll 1d16+6. Manifests as a feast of frozen treats.

Resist Cold and Heat (DCC rpg, pg 266) - Casting roll 1d20+6. Manifests as a sparkling glow around the subject. Resist Heat only.

Should those attacking Coney pose a significant threat, he will summon 2d3 Chilly Men to aid him. They will appear next to him on the round after they were summoned. This can be done once every 12 hours.

When this avatar of Coney is destroyed, its corpse will transform into a large pile of magical ice cream will heal 2d6 hp of anyone who eats it., up to 20 individuals. All consumers must make a Fort save (DC 14) or suffer a -2 to all actions for the next hour due to brain freeze. The magical ice cream will vanish in 1d3 turns.

Next, the followers or minions of the lesser mascot god must be considered. Cultists will most likely be 0-level commoners or Acolytes (DCC rpg, pg 432). For other beings pick a basic monster that can easily be adapted to suit the minion. As the power of these minor deities is quite limited, the number of minions it can call upon is usually no more than a dozen.

For the Chilly Men, the stat block of a Ghoul (DCC rpg, pg 414) will work as a start.

Chilly Men: Init +1; Atk claw +3 melee (1d4 plus paralyzation); AC 12; HD 2d6; MV 30'; Act 1d20; SP un-dead traits, paralyzation, chill aura; SV Fort +1, Ref +0, Will +0; AL N.

Chill aura (all within 100' take 1d4 damage; immune to fire spells).

Anyone struck by a Chilly Man's claws must make a DC 12 Will save or be paralyzed by cold, unable to move or take any physical action for 1d3 hours. When a Chilly Man has no opponents to attack or is ordered by Coney to retreat they will pick up any paralyzed victims for conversion into Chilly Men. Up to 2 victims can be carried at a time, per Chilly Man.

Finally, the goals of this Avatar Golem of the lesser mascot god must be established. Since their area of influence is limited to a few miles their goals will likely be based on locations, objects, or communities nearby.

Here are some possible goals the Avatar Golem is trying to achieve:

Roll 1d14 to determine the goal randomly or pick one.

1	To establish themselves as the main authority figure in the region.
2	To recruit worshipers in order to increase its power base.
3	To destroy a local temple that is interfering with its greater plans.
4	To gather materials to make a significantly more powerful avatar.
5	To destroy all intruders in its domain.
6	To exploit a hidden dimensional rift for more power on this plane of existence.
7	To gather enough people for sacrificial ritual that will allow it to ascend to a higher level of existence.
8	To "benevolently" guide the local populace to a greater level of civilization.
9	To destroy another lesser mascot god nearby.
10	To break into an ancient cryo-vault and awaken its sleeping flock.
11	To create a vessel that will allow the Avatar to travel freely without losing power.
12	To open a portal to escape from this ruined dimension and make a fresh start
13	To rebuild its franchise by any means necessary
14	Roll two times on this table, ignoring this result. Combine both goals

Coming Next Issue!

- ▶ the Fantastic Post-Apocalyptic Adventure Idea Generator
- ▶ An Interesting Place to Die: *The Rail Tunnels of the Delphia Beast*
- ▶ Racial Recast: *An alternative Elf class*
- ▶ A Death Bots creation guide



In this issue:

- * The lore of Buddy O' Burger, the beneficent burger god of Feasting, Customer Service, and Cannibalism.
- * Full deity and patron information including patron spells
- * Cult organization and restaurant data.
- * A new class for those blessed by the gloved hand of Buddy.
- * Descriptions of Buddy's hench-creatures and servants.
- * And much, much more!

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CRAWLING UNDER A BROKEN MOON



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CRAWLING UNDER A BROKEN MOON

Welcome to the thirteenth issue of *Crawling Under A Broken Moon*!

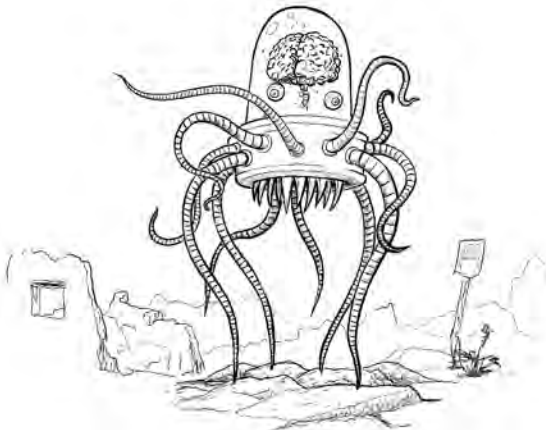
Lucky number 13! When I first started writing the first *Crawling Under a Broken Moon* issue, I never imagined I would still be publishing it over two years later. Regardless, here we are with the first issue of year 3 of this weird, wonderful zine.

Now for your reading pleasure, here is another slew of slightly radioactive articles to plunge you deeper into the wild, weird world of Umerica, enjoy!

Reid "Reidzilla" San Filippo

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fantastic post-apocalyptic adventure idea generator

By Diogo Nogueira

This series of tables was created with the intention of sparking ideas for adventures set in a fantastic post-apocalyptic setting with robots, mutants, sorcerers, alien technology, cyborgs, and everything else you can imagine. This won't give you a fully playable adventure ready for your table, but instead it will give you elements that you can put together to create your own scenarios.

how to use this

There are a number of ways you can use the Adventure Idea Generator depending on how you want to generate the results and the amount of elements you want. There are six element categories (Goals, Locations, Antagonists, Supporting Cast, Complications, and Rewards), each with 36 different possibilities, forming a wide range of combinations and a variety of paths. You can vary even further by choosing the same element twice (e.g., inserting 2 complications in your adventure or having 2 important locations).

The default way to use this is rolling two six-sided dice of different colors for each element of the adventure. One color will indicate the subcategory and the other one will indicate the specific element in the subcategory. For example, if I am generating a Goal for my adventure and roll a 6 in the subcategory die and a 2 on the element die, I would end up with "Goal: Survive/Escape from - Enemy Cult/Faction".

But there are other ways to do this. You could, obviously, simply choose whatever you want without the use of dice. Another method would be a more collaborative and dynamic process. Using 2 dice for each element desired and rolling them all at once. Then, in turn, each player would choose either one subcategory or element within an already established subcategory. If the subcategory was chosen with a die of one color, the element has to be chosen with a die from the other color.

goal

This indicates what the characters are trying to do in the adventure or what they are trying to achieve. They probably need a good reason to risk their lives to do this thing.

1 - Attack/Kill/Destroy

1. A cataclysm survivor
2. A threatening organization/cult/tribe
3. A renegade robot
4. An artifact of the Last Age
5. A bloodthirsty mutant monster
6. An extra-planar technological entity

2 - Find/Retrieve

1. An important/useful/dear person
2. Food and water (consumable)
3. A place/ruin/building
4. A lost/stolen object
5. A technological artifact from the Last Age
6. An ingredient/medicine/part

3 - Steal/Kidnap

1. A vehicle/means of transportation
2. A technological artifact from the Last Age
3. Supplies from another group/faction
4. An important/useful person
5. Tools/weapons/medicine
6. A map/book/information

4 - Protect

1. A community/group
2. A place/ruin/building
3. An important/useful/dear person
4. A technological artifact from the Last Age
5. A secret from a rival faction
6. An autonomous, intelligent supercomputer

5 - Explore/Discover

1. An unexplored region
2. The origin of a strange phenomena
3. A ruin from the Last Age
4. How an ancient artifact works
5. The location of an important place
6. The truth about a legend

6 - Survive/Escape

1. From a radioactive/natural disaster
2. From the hideout of an enemy cult/faction
3. From bloodthirsty mutant beasts
4. From the rage of a technological extra-planar being
5. From the attack of a rival group/faction
6. From a parallel dimension they got into

location

This element establishes the main location the adventure takes place.. It's here where the action is going to unfold, and where the characters will face their challenges and reap their rewards.

1 - Ruins

1. Of a giant skyscraper
2. Of an enormous factory
3. Of a military base
4. Of the subway network
5. Of a sunken ship
6. Of a nuclear power plant

2 - Isolated Place

1. Lost exotic island
2. Radioactive fog-covered swamp
3. A vale forbidden because of taboo or fear
4. An ancient battleground of killer robots
5. On the top of an perilous mountain range
6. Cavern in the center of the world

3 - Ruined City

1. The port district
2. Palace of a forgotten dictator
3. An old park that grew to become a jungle
4. In a technology museum
5. In the old slums, full of toxic waste
6. Underground sewers

4 - Technological

1. An intelligent robot factory
2. A missile launch station
3. Inside a gigantic living computer
4. In an artificial forest made of cables and circuits
5. On a concentration camp for humans maintained by robots
6. In the crazy scientist's lab

5 - Wilderness

1. Cannibal infested jungle
2. Desert with mutant raiders
3. Deformed-beast infested swamp
4. The forest of the pure-strain humans
5. The hills of the mole-men
6. The radioactive psychotic frog-men

6 - Weird Place

1. In the parallel dimension of the Oniric Overlord
2. Stellar crystal caves
3. In the supercomputer virtual reality
4. Lost spaceship
5. In the fortress of the God-Machine
6. The tower of the feared Android Sorcerer

antagonists

These are the main opponents that the player characters are going to face in the adventure. They will probably have to deal with them in order to get to their goal.

1 - Powerful Person

1. Warlock/Sorcerer/Witch
2. Insane cult leader
3. Savage and barbaric mutant leader
4. Psychotic pure-strain human
5. Psychic mutant with a thirst for power
6. Crazy scientist

2 - Magical/Technological Artifact

1. A murderous robot
2. A technologically preserved brain of a powerful sorcerer
3. A megalomaniac supercomputer
4. A floating black orb with alien intelligence
5. A deadly weapon that became alive on its own
6. A sentient crystal that came from the stars

3 - Organization

1. An apocalyptic cult
2. Cannibal biker gang
3. A pure-strain racist cult
4. An robotic/android supremacy cult
5. A hostile savage mutant tribe
6. A secret society from the Last Age

4 - Monster/Mutants

1. Sentient, living toxic waste
2. An all-devouring enormous mutant beast
3. A scientist/sorcerer experiment that went horribly wrong
4. A half-machine, half-beast that is controlled by technology/sorcery
5. Primitive bestial humanoids
6. Dinosaurs with lasers

5 - Intelligent Being

1. An animal with a overdeveloped brain
2. A cyborg demon
3. A ruthless alien from beyond the cosmos
4. Serpent-men
5. Liquid-metal being that can take any shape
6. A ancestral race of man with access to super technology

6 - Supernatural Entity

1. A forgotten deity reborn
2. Artificial intelligence that escaped its confinements
3. The God-Machine
4. An avatar of the primordial Chaos
5. An uncaring Immortal
6. Sentient, living pure energy

supporting cast

These are the individuals that can be part of the story but are not the main actors in it. Depending on the way the player characters interact with them, they can become allies, informants, or enemies.

1 - Survivors/Mutants

1. A storytelling wanderer
2. A rat-man trickster
3. A drunkard mercenary/barbarian
4. The priest of a benign cult
5. A strange sorcerer with a bionic eye
6. A mechanic with four arms and roach antennae

2 - Powerful People

1. The leader of a rival faction
2. The local elder
3. A mysterious hermit
4. The Android Warlock
5. The frogmen king
6. The Android Lord

3 - Organization

1. Wandering mutant tribe
2. Religious order/sect
3. Mutant biker gang
4. Secret society from the Last Age
5. Local community
6. Android tribe

4 - Monstrous Mutants

1. Deformed mutant with good intentions
2. Curious alien
3. Ancestral race of man believed to be extinct
4. Caring mutant beast
5. Intelligent animal with psychic powers
6. Undead cyborg

5 - Entities

1. Forgotten god reborn
2. Being from another dimension
3. Artificial Intelligence freed from its computer
4. A caring Immortal
5. Ghosts from the Last Age
6. Sentient, living pure energy

6 - Artifact

1. Magic light sword
2. A helmet that communicates with its wearer
3. Alien technology
4. Sentient crystal formation
5. Technologically advanced armor that is sentient
6. A floating silver orb with alien intelligence

complications

These are situations that can happen during the adventure, leaving the player characters in a bigger mess than they were before. They insert new challenges that are not necessarily connected to the main goal.

1 - Resources

1. An ancient artifact in risk of being destroyed
2. Food and water are scarce
3. The enemy possesses Last Age technology
4. The weapons used by the group have no effect against the antagonist
5. Something is interfering with magic/technology
6. The group is mugged by robot monkeys

2 - Victims

1. A great number of innocents are affected
2. Loved/useful person is in danger
3. Affected rival calls for help
4. Neutral faction needs help
5. Innocent robot
6. Supernatural being that doesn't understand what's going on

3 - Danger

1. Furious radioactive storm
2. Mutant monster on a rampage
3. Meteor shower
4. Cosmic/magical disaster
5. Carnivorous, sentient mutant plants
6. Unstable nuclear weapons

4 - Factions

1. Rival group of survivors after the same goal
2. A cult that seeks to maintain the status quo
3. A group of cyborg mercenaries seeking employment
4. Fatalistic cult seeking to spread chaos
5. Allies asking for help in the worst moment
6. An antagonist's enemy wanting to take his place

5 - Supernatural/Technological

1. A curse set upon the characters
2. A location that takes people to other planes/dimensions
3. The victims are turned into cyborg zombies
4. The location is considered holy for a cult/sect
5. Functional and deadly security system from the Last Age
6. A lost alien

6 - Twists

1. Victims are not what they seem
2. The antagonist is not what they seem
3. Group is betrayed
4. An occult enemy is revealed
5. An enemy is revealed to be an ally
6. Something came from the past/future

Rewards

These are the tangible and intangible things the characters can get during the adventure either as a reward, stealing it from someone, or finding it somewhere.

1 - Resources

1. A great amount of consumable
2. A precious giant gem
3. Priceless equipment from the Last Age
4. Advanced weapons
5. Fuel for vehicles
6. Magical/technological ingredients

2 - Magical/Technological Artifact

1. A magic sword made of light
2. Ancient spellbook from another world
3. Alien artifact
4. Technological machine from a previous Age
5. Cybernetic implant
6. Crystal of power that came from the stars

3 - Power

1. Ancient and forgotten spell
2. Control over a creature
3. Immortality by becoming an android
4. Mysterious alien power
5. Command over a group/faction
6. A favor from a powerful/influential individual

4 - Knowledge

1. The truth about a legend
2. The whereabouts of an artifact from the Last Age
3. The location of the "Promised Land"
4. How a machine from the Last Age works
5. The weakness of a powerful enemy
6. Secrets of a rival faction

5 - Influence

1. In a city of robots
2. Over an influential organization in the region
3. Over a secret society
4. Over a powerful sentient computer
5. With a supernatural entity
6. Over a tribe of savage mutants

6 - Glory/Fame

1. Among an allied community
2. Name and deed spread by wandering skalds
3. Respect from an allied faction
4. Feared by a rival faction
5. Among sentient machines
6. Among beings from another plane

An Interesting Place to Die

The Rail Tunnels of the Delphia Beast *by Reid San Filippo*

Rumors abound in the northern parts of the east coast of Umerica that under the nearly flattened ruins of old Delphia city lies a catacomb of tunnels lined with rail tracks. It is said that in these tunnels, a hideous Beast guards a fabulous cache of valuable salvage. None who have ventured there have ever returned, so everyone says...

The Ruins of Delphia



Even following old maps, the city is not easy to find. The best way is to locate the remnants of the old Hwy 95 that runs alongside the Delawa River and follow it until it ends in the overgrown ruins.

Unlike the ruins of other major cities of the pre-cataclysmic world, Delphia was destroyed much later by forces unknown to anyone alive today. Every building more than one story high was struck down and the entire area looks as though enormous giants have trampled it in anger. Nothing taller than perhaps twice the height of a man still stands, and every surface seems to have been covered with foliage fed by the river.

Searching the ruins is a dangerous affair as unsound footing and pitfalls are abundant. All searchers must roll under their Luck every 1d3 hours or roll on Table DH-1: Delphia Hazards below. Those taking extreme care can make the Luck rolls on a d16.

An Int check may be made for every 3 hours of searching to locate something of note. Check the result of the Int check against the chart below:

- | | |
|-----------|--|
| 1 or less | Immediately roll on Table DH-1: Delphia Hazards |
| 2 - 11 | Nothing useful |
| 12 - 18 | A passage underground. Roll on DH-2: What's in the hole? |
| 19 - 20 | Entrance to a small ruined building. Roll on DH-3: Jackpot! |
| 21+ | A safe entrance to the underground tunnels. Roll 1d5 to determine which entry point. |

Each day spent rummaging around the ruins of Delphia requires a roll on Table DH-4: Random Encounters.

Table DH-1: Delphia Hazards

Roll 1d6 - Luck Mod

0	The ground beneath you shakes and settles 1d3 feet lower than it was.
1-2	Make a Ref save (DC 10) as the ground slowly begins to give way beneath you. Failure inflicts 1d2 temp Agi damage and knocks you prone. There is a 20% chance that a hole opens deep underground (see Table DH-2: What's in the hole?).
3-4	One of your legs sinks thigh-deep into the ground. Make a Fort save (DC 11) or suffer 1d3 temp Agi damage and have a 20% chance of being unable to free yourself without aid.
5	One of your legs sinks thigh-deep into ground. Make a Fort save (DC 13) or suffer 1d3 temp Agi damage and have a 33% chance of a broken bone.
6	A hole suddenly opens up under your feet. A Ref save (DC 14) is required to avoid falling in. Failure results in a 1d4x10 foot fall. Also, roll on Table DH-2: What's in the hole? to see what you fell into.
7	A hole suddenly opens up under your feet. This results in a 1d4x10-foot fall with no chance to avoid it. In addition to any falling damage, you are unconscious for 2d4 rounds. Roll on Table DH-2: What's in the hole? to see what you fell into.

Table DH-2: What's in the hole?

Roll 1d8 - Luck Mod

0	Lucky Break - The hole leads to the interior of a small building. Roll on DH-3: Jackpot! to see what is there. The passage is not safe and a Ref save (DC 12) is required when entering to avoid falling and suffering (1d3)d6 damage.
1	Dead Explorer - The hole opens up into a pit roughly 2d3x10 feet down. At the bottom there is the broken corpse of an explorer with packs full of gear: 1 shotgun, 3d6 shotgun shells, 1 fire axe, and 2d4 rolls on Table URE: Umerica Random Equipment. CUaBM #3, pg 6.
2-6	A Big Pit - The hole opens up into a shallow pit. There does not seem to be anything of value in it. Anyone spending more than a few minutes investigating must roll on Table DH-1: Delphia Hazards.
7	Unstable Building - The hole leads to a small office that has mostly survived being buried. Inside is a full vending machine and tons of office supplies. 2d3 minutes after the first person enters the office, it will suddenly collapse. Everyone inside must make a Ref save (DC 14) or suffer 2d10 damage, plus there is a 33% chance that they will be trapped in the rubble and unable to free themselves without aid. Those who succeeded were able to dash close enough to the hole to be safe.
8	It's a Trap! - The hole is part of a Trapdoor Toadspider (CUaBM #3, pg 23) den of 2d4 creatures. Anyone investigating the hole will be subject to a surprise attack. The den is full of desiccated corpses that might have items of value.
9	Death Pit - A sunken mass of broken rubble and jagged rebar. The edge of the hole is very unstable and anyone approaching to look in must make a Ref save (DC 13) or plummet 1d4x10 feet down (unless depth was already determined. All falling damage is doubled.

Table DH-3: Jackpot!

Roll 1d10 - Luck Mod. Each location can only be discovered once, other than 5-8, and if rerolled defaults to 5-8.

0	Survivalist's Hidden Cache – At some point after the cataclysm but before the destruction of the city, someone stored a large cache of food and weapons here: 2d3 firearms with plenty of ammo (1d4)d100, 10d10 days worth of foil-sealed meal packs, and 3d30 gallons of pure water. There is a 15% chance of other military surplus equipment being present as well.
1	Sporting Goods – The passage leads through the ceiling of a store full of sports equipment. Within the wreckage the following can be found: 1d3 off-road bicycles, 1d3 canoes, 1d5 large ice chests, 1d6 compound bows & 3d30 arrows, and 2d6 pairs of good boots.
2	Grocery – The hole leads to what is left of a large grocery store. While most of the food has rotted, there is a cornucopia of canned goods. 12d12 cans of food can be salvaged with each having a 90% chance of being safe to eat.
3	Dollar Store – Somehow a store filled with cheap plastic goods has survived the destruction of the city. 10d10sp worth of miscellaneous trade goods can be salvaged here.
4	Bank – The passage leads through the ceiling of a bank vault. It is full of pre-cataclysm currency. There is a wall of safety deposit boxes still unopened, DC 18. They may contain salvageable goods.
5-8	Empty Building – The hole leads to a partially collapsed building. Other than a few pieces of furniture, it is empty. Close inspection shows it is stable and safe to stay in.
9	Unstable Shop – The hole leads inside a small convenience store that has mostly survived being buried. Inside are shelves of processed foods designed to last for millennia (8d12 meals worth). 3d5 minutes after the first person enters the shop, it will suddenly collapse. Everyone inside must make a Ref save (DC 13) or suffer 2d6 damage, plus there is a 25% chance that they will be trapped in the rubble and unable to free themselves without aid. Those who succeeded were able to dash close enough to the entrance to be safe.
10	Mechanic's Garage – The remnants of a car repair facility is visible below with the definite smell of fuel wafting out. The place is in shambles and everything is ruined as there are 2d4 Petrol Zombies (CUaBM #6, pg 27) dwelling here. They will attack within 1d3+1 rounds of someone entering the garage. Also, the floor is saturated with their petrol vomit and will ignite if any fire attacks are used in the garage. Anything that can generate a spark will also have a 50% chance of igniting the garage, if used.
11+	It's a Bomb! – Through the hole, the interior of a civil munitions depot can be seen. Dominating the room is a live explosive device that occasionally gives off sparks. As long as no one enters the room, it will not go off. If anyone enters the room, each round they must roll under their Luck or the bomb will arm with 10d30 seconds on the timer. Attempts to disarm it require a DC 25 to succeed. Anyone still in the room when it goes off suffers 5d30 damage. The explosion will cause everything within 1d100+100ft of the hole to collapse (1d3+1)x10 feet. Anyone in the area will suffer falling damage.

Table DH-4: Random Encounters

Roll 1d20

1	In the distance you see some scavengers being attacked by something fighting from beneath the ground.
2-4	Nothing
5	3d4 walking corpses that stink of gasoline (Petrol Zombies (CUaBM #6, pg 27)) wander into an area near you. They have not spotted you yet.
6-8	Nothing
9	You hear a terrible screeching coming up from deep below the ground. It goes on for 1d3 hours.
10-12	Nothing
13	A minor earthquake occurs. Despite the shaking, the ruins do not collapse further. All rolls made on table DH-1 this day are increased by +1.
14-16	Nothing
17	A giant, garishly colored insect (Lobstrosity (CUaBM #1, pg 22)) comes flying up from the Delawa River. It will attack anyone it sees.
18-20	Nothing

The Underground Rail Tunnels

These are the remnants of the pre-cataclysm subway system. The tunnels are dimly lit by the cracks in the ceiling leaking tiny shafts of sunlight in. While the tracks are generally free from debris, the boarding platforms are strewn with it. In addition, several new passages have been burrowed out and run between some of the old rail line tunnels. Close inspection will show that they have been partially melted through as well as dug out.

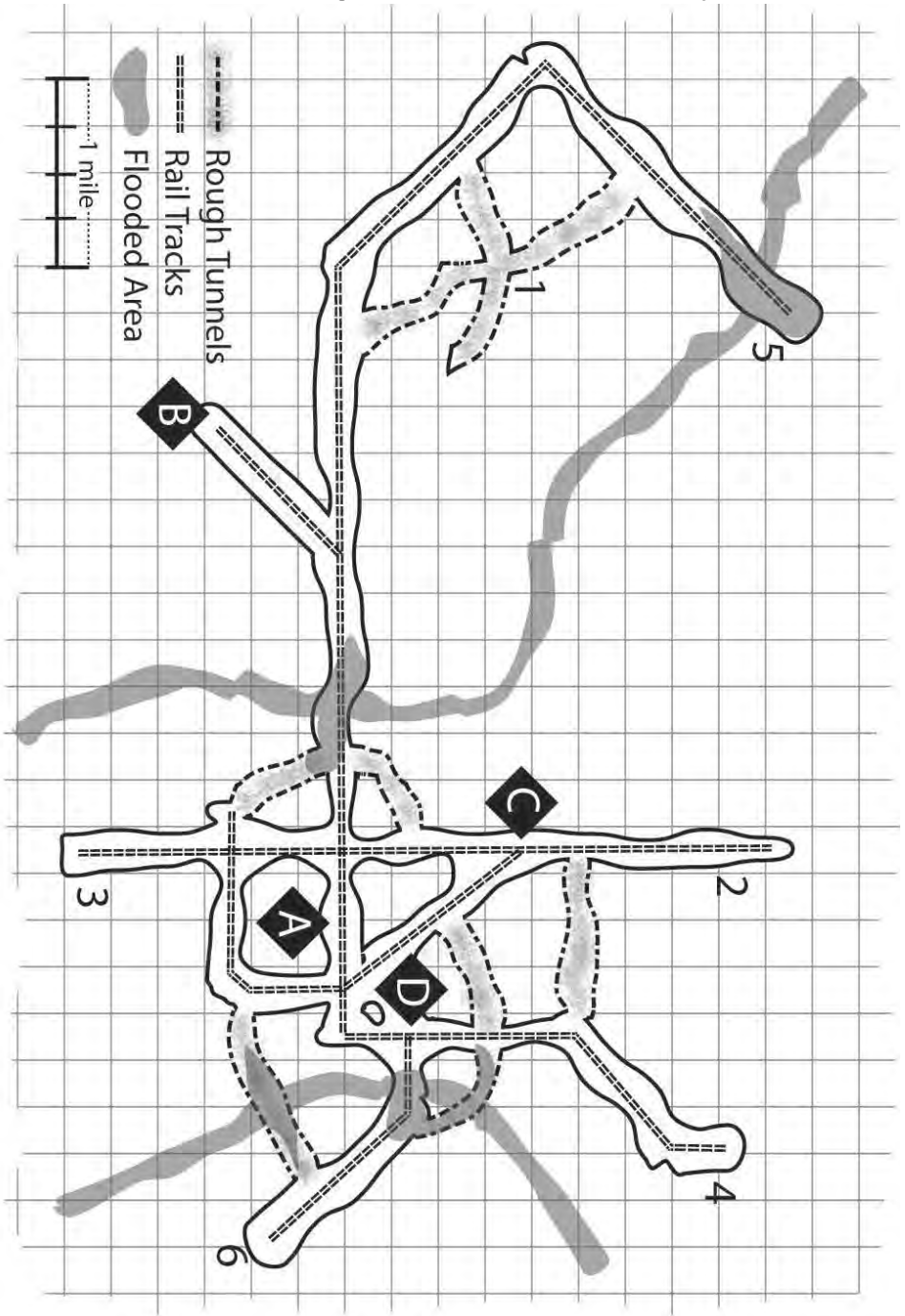
The fabled Delphia Beast is actually a Railipede born from one of the old subway trains. Stats and details for the Beast can be found on page 25. It has the Acidic Spit special ability.

Its nest is the area marked A on the map. It travels around the old rail system clearing the tracks and hunting for prey. When a party enters the rail tunnels, roll 1d6 to determine which area of track the Beast is on at the moment.

The other inhabitants of the tunnels are the Giant Rats (DCC rpg, pg 424) that serve as the Beast's main source of food. When each area is entered, if the Beast is not present, there is a 20% chance that 1d3 Giant Rats are lurking in that area.

Should the Beast detect the party before they encounter it, it will wait in ambush by the nearest area it will be able to use its trample ability in. Once they enter, it will charge forward in an attempt to run over as many intruders as possible. If the Beast suffers more than half of its hp in damage, it will make a full speed retreat into one of its burrowed side tunnels to head back to its nest in area A.

The Underground Rail Tunnels Map



Places of Note

A) The Nest of the Beast – This is the depot where the subway train cars were stored and repaired. In the center of the room looks to be a nest with many giant eggs, all dead. It looks like they were chewed on by the Giant Rats.

Around the edges of the room, there is a treasure trove of tools and mechanical parts. It is left up to the GM to determine what all could be scavenged from the area, but here is a list of possible finds: mechanic's tools, heavy machinery parts, thick steel plating, miles of electrical wire, light fixtures, PA sound equipment, gallons of fresh grease, gallons of fresh motor oil, & electric motors of many sizes.

B) The Giant Rat Den – The rough-hewn passage to this location is barely big enough for a person to walk through hunched over. Any dwarves or engineers will immediately notice that it is not stable and any major disturbances could cause it to collapse. Sounds of movement can easily be heard coming from farther in.

The passage opens up into a large area that may have once been a food court of some type. Now it is home to the Giant Rats. There is one large rat that seems to be in charge (Max hp and +1 to damage), 2d6 juvenile rats (1 hp each and -2 to damage), and 1d4 normal Giant Rats. They will all fight to the death to protect their home. Any attacks or spell effects that cause collateral damage have a 10% per die of damage done chance to trigger the ceiling to collapse. During the collapse a Ref save (DC 15) will be required to escape. Those that do not escape suffer 3d6 damage and must get help to free themselves from the wreckage.

A thorough search of the area, taking 1d4 hours, will uncover 2d30 gp worth of non-perishable trade goods.

C) Generator Substation – The smell of ozone is heavy here and a lot of sparks are coming from a mass of wires attached to a large panel with many gauges and buttons locked behind a wire mesh fence. A DC 18 check from a tech savvy character can figure out that this panel controls the power to the tunnels and is still quite live, although the source of the power is not known. If the power is turned on, it will bring up the lights in the tunnels and make the third rail of all the tracks live with current. Unless care is taken to avoid it, have each character roll a d20 once for each section. A roll of 1 means the character has connected with the third rail and must make a Fort save (DC 13) or be electrocuted. Any Giant Rats present must make the same roll as well. The Beast is immune.

D) Railcar Refuge – At this rail track interchange, there is a single subway car up against one wall. It has been fitted with numerous metal plates to the point of being hard to recognize what it once was. The doors are locked, DC 12 to pick.

Inside, the car is outfitted to be a shelter. It looks like it has been abandoned for quite some time. There are beds, blankets, and a rough map of the tunnels. (It is up to the GM to draw a map for the players that is not 100% accurate.)

As long as the doors are shut tight, the Beast will ignore the subway car and anyone in it.

RACIAL RECAST

Grays (Elf Alternate)

by David VC

"I'm not saying ALIENS, but..."

Grays are a space-faring race scattered across the galaxy. They are slender and a foot shorter than the average human. They are completely hairless and have large, unblinking gray orbs for eyes, pointed ears, and four elongated fingers on each hand. Only an expert xenobiologist can tell a male Gray from a female or neuter Gray. The reasons Grays visit Urth and Umerica seem to vary for each individual, but they each have a set mission that they will never stray from until it is complete.

One trait all Grays share is their smug sense of superiority over the natives of the worlds they visit. They will chide the primitive humans on having slid back in technology and ruined their planet. They may give condescending encouragement to Techies, but they never willingly share their technology with the natives.

Hit Points: A Gray gains 1d7 hit points each level.

Weapon Training: A Gray can use daggers, axes, swords, clubs, spears, and staves, as well as pistols and rifles of all types. They can use any type of armor or shield but will always prefer protection of the highest technological level available.

Alignment: Grays are almost always Lawful. Some of their philosophical types may be Neutral. Only a few Chaotic Grays are exiled to Urth.



Table G-1: Grays

Level	Attack	Crit Die /Table	Action Dice	Ref	Fort	Will	
1	+1	1d6/II	1d20	+1	+0	+1	Gift
2	+2	1d8/II	1d20	+1	+0	+1	
3	+2	1d8/II	1d20	+1	+1	+2	Gift
4	+2	1d10/II	1d20+1d14	+2	+1	+2	
5	+3	1d10/II	1d20+1d14	+2	+1	+3	Gift
6	+3	1d12/II	1d20+1d16	+2	+2	+4	
7	+4	1d12/II	1d20+1d16	+3	+2	+4	Gift
8	+4	1d14/II	1d20+1d20	+3	+2	+5	
9	+5	1d14/II	1d20+1d20+1d14	+3	+3	+5	Gift
10	+5	1d16/II	1d20+1d20+1d16	+4	+3	+6	

Languages: Grays have their own language with a structure completely different from any spoken on Urth, but some gifted Urthlings have managed to decipher their runes. Grays also begin play knowing the Umerican dialect and one extra language (which could be of another alien race). The Gray can learn an additional Urth language for every point of Intelligence modifier.

Night Vision: The Gray's huge, pupilless eyes are accustomed to the void of space and can see at night without illumination at no penalty.

Iron Vulnerability: Whatever their planet of origin was, it must have been very iron-poor. They cannot stand to be in direct contact with iron and will never wear anything ferrous. Instead, their ships and weapons are made of a shining metal called mithril. They also use an advanced form of botany to harvest items they need from trees native to their home world. They take 1 hp of damage per day from direct contact with iron.

Transponder: Every Gray has a homing device surgically implanted inside them. This transponder allows their racial authority, the Gray Directorate, to keep tabs on them and act as a Patron. The Directorate seeks knowledge and will reward Grays that explore strange areas of Umerica and perform dissections (and vivisections) on organisms. Favors and Disapproval are dealt via the cloaked Mothership that orbits Urth.

Mithril Gifts: At 1st Level the Gray is dropped off (or crash-lands) on Urth with some Alien Tech to help with survival. It includes a Silver Suit (see below) and one other Gift. The first Gift is usually something simple, like a weapon, survival gear, or an object that simulates a 1st level Wizard spell. They receive extra Gifts via telematter beam at levels 3, 5, 7, and 9. The Gray memorizes the holographic manual before it self-destructs, so they can automatically use it as intended.

A techie may reverse-engineer a piece of stolen Gray Tech with an Alien Tech roll. Holograms will find that Gray Tech is already wired for their use, and they can master it on a DC 20 Computer Tech roll.

Directorate Gift Examples

- ▶ **Silver Suit** - Protects against environmental hazards, including radiation.
- ▶ **Holographic Cloak** - Disguises the Gray's face, hands, and voice to look and sound Human. 10% chance each time it's used that a glitch in the program will reveal the Gray's true nature.
- ▶ **Surgery Kit** - An oval pod with a frightening array of instruments. Once per day, an hour of use will heal a Gray for 1d4 hp. No Urthling would ever willingly use it. (1d6 Intelligence damage if an immobilized Urthling is subjected to the Surgery Kit.)
- ▶ **Floating Drone** - A floating mithril orb the size of a baseball that will report what it sees back to its owner.
- ▶ **Data Disk with Hologram Assistant** - Gains a level 1 Hologram that will loyally serve the Gray (see CUaBM #11).
- ▶ **Plasma Sword** - 2d6 damage
- ▶ **Blaster Pistol** - 20 shots per day (Range 60', 1d8)
- ▶ **Disintegrator Rifle** - 1 shot per day (Range 400', 3d8)
- ▶ **Hovering Orb** - The Gray can sit on this 3-foot diameter floating ball and travel in style at 30' per round.
- ▶ **Universal Translator** - A necklace with blinking lights that allows communication with any sentient creature. 10% chance each turn of use of a catastrophic metaphorical syntax error.
- ▶ **NecroNeural Net** - Place this on the skull of a dead Urthling to create a zombie that follows all your commands to the best of its dim intelligence. Urthlings seem to have issues with this and keep destroying these servants. But don't worry, with an hour of fiddling, one of those vandals will soon be YOUR new zombie servant!
- ▶ **Amnesiator** - For when the Holographic Cloak fails. Victim is stunned for one round and forgets everything that happened the previous turn. Shone in the victim's eyes or used internally. DC 20 Will save. It can also undo the Intelligence damage of the Surgery Kit.

Superior Mind: If a Gray finds a piece of Alien Tech without a manual, they can use a D20 + Luck + INT modifier to solve it.

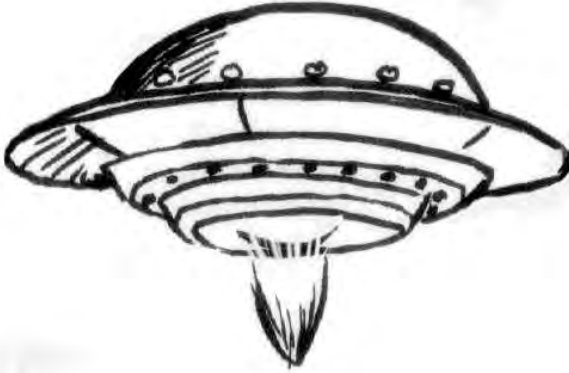
Hailing the Mothership: When a Grey reaches Level 10, a flying saucer flies overhead to beam him aboard to join the Grey Directorate. The Grey has the option of taking a PC or NPC with him as an Underling. The would-be Underling can try to resist the beam on a Strength roll of DC 25.

Variant: Psi Gray

A Psionically empowered contingent of Grays have transparent craniums with visible, pulsating brains. The Psi Gray gains d5 hp per level and only gets the Silver Suit and one other Gift as initial Gifts. But instead of depending on additional

gifts from the Gray Directorate throughout their entire mission, they develop the powers of their own superior minds. They gain Psion Dice as a Psychic Knight of equal level (see CrawlJammer #3, pg 4). However, the Psi Grays should take care not to flaunt their powers. On a Critical Failure, a hostile psionic entity can pick up on the Psi Gray's emanations and moves to intercept!

“...ALIENS.”



The Gray Directorate

A Patron level entity

Not a deity per se, but an interstellar government that manages the affairs of the Grays and watches over them on their missions to primitive planets. Humans who have witnessed their flying saucers or even been abducted for experiments may band together to worship them as a Patron. The Directorate finds these worshippers to be occasionally useful, and allows them to continue.

Special Rules

Worshippers of the Gray Directorate may learn the Gray language and get a +1 bonus when trying to use Alien Tech.

Weapons of Choice

Gray worshippers prefer energy weapons above all else, but are also partial to surgical tools.

Unholy Creatures

Psychic Knights, Chaos Primes, Extraplanar Creatures, Subterranean Creatures, and Skeptics

We Live To Serve!

Worshippers of the Gray Directorate will always get at least a Neutral reaction from Grays.

DEATH BOTS

by Ryan Moore

Deathbots are war machines created by the Ancients to fight in the final wars of the Apocalypse. Most were destroyed, but a few have survived in hidden underground bunkers and have recently begun to awaken. Cyber-sorcerers often use Deathbots as personal vehicles or mobile bases. The tables below will generate a unique Deathbot for DCC.



To begin creating a Deathbot roll a D20 on Table I below. Table I determines the size of the Deathbot, from a small two person vehicle to a giant mobile battle fortress. Deathbots use a D12 for HD and a Deathbot's saves are Fort: HD+2, Ref: HD-2, & Will: HD. To illustrate how to create a Deathbot, I'll make one as we go. I roll an 8 on Table I, that results in a large Deathbot with 2d6+3 HD. I'll say 10 HD, so this Deathbot would have the following base stats:

HD 10, Speed 50, Atk +14, Fort:+12, Ref:+8, Will:+10, AL N

Table I: Size - roll 1d20

Die Roll	Size	HD	Speed	Attack Bonus	Passengers	Crit Die
1	Small (Motorcycle, Small Car)	2d3	70	HD+1	1-2	d5
2-5	Medium (Large Car or Truck)	2d4+1	60	HD+3	4-6	d10
6-15	Large (Passenger Jet)	2d6+3	50	HD+4	10-20	d20
16-19	Huge (Aircraft Carrier)	3d6+4	40	HD+6	20-50	2d10
20	Battle Fortress (A mobile building)	1d16+10	30	HD+8	100+	1d10+10

Table II establishes the original technology of the Deathbot. The better the original tech, the tougher the Deathbot. Deathbots are rebuilt, re-purposed, and upgraded heavily by their owners and rarely resemble their original form. A group of air pirates might have an alien hovercraft that has a wooden ship frame build around it. Roll a D8 on Table II to determine what kind of technology was used to construct the Deathbot. A Deathbot always has 2 action dice plus 1 for each secondary weapon attack.

For my Deathbot, I roll a 5. It was constructed with a Sci-Fi level of tech. That gives the Deathbot an AC 24. It can fire its main weapon 3 times per battle, and has 4 secondary weapon attacks. The Deathbot's stats are now: AC 24, HD 10, Speed 50, Atk +4, Fort:+12, Ref:+8, Will:+10, 6 Act: 6d20

Table II: Tech Base - roll 1d8

Die Roll	Tech Base	AC	Main Weapon (shots per battle)	Secondary Weapon attacks
1	Modern	10+HD	1/Battle	1d3
2-3	Near Future	12+HD	2/Battle	1d6
4-5	Sci-fi	14+HD	3/Battle	1d8
6-7	Alien	18+HD	4/Battle	1d10
8	Super-Science	20+HD	5/Battle	1d20



Table III establishes how the vehicle moves. Some Deathbots may have more than one kind of propulsion, so feel free to roll on this table multiple times. Rolling on the table, I get a 13. That means my Deathbot is a boat. No real change in the stats though, other than it moves on water.

Table III Means of Locomotion - roll 1d14

Die Roll	Type	Speed Mod	Initiative bonus
1	Wheels - Roll 2d12 to determine the number of tires	None	HD
2	Ground effect fans - giant fans lift and move the vehicle	+10	HD+1
3	Anti-gravity field - a field surrounds the vehicle negating gravity and propelling it	+10; Flying	HD+1
4	Rocket engine - a massive cone-shaped nozzle spurts flames	+20; Flying	HD
5	Helicopter rotors - huge rotors propel the vehicle	Flying	HD
6	Burrows through the earth - A massive drill allows the vehicle to move through the earth	-10	HD-1
7	Ornithopter - the vehicle resembles an insect or animal with mechanical wings	Flying	HD
8	Arachnid Legs - moves around on spider-like legs	-10	HD-1
9	No discernible means of propulsion - floats silently through the air	Flying	HD
10	Bipedal - a giant robot that walks around on two legs	-10	HD-1
11	Solar Sail - moves like a ship with sails of pure energy	-10; Flying	HD-1
12	Tracks - like a tank	-10	HD-1
13	Boat - The Deathbot is a boat that sails on the water	Swim	HD
14	Submersible - moves under the water like a submarine	-10; Swim	HD

Table IV determines the Deathbot's main armament. The table details the save, damage, and how the weapon fires. The DC to save versus a Deathbot's main weapon is 5+HD. For my Deathbot's big gun, I roll a 1, giving it a plasma cannon. It deals the Deathbot's HP in damage with DC 15 Ref save for half damage. The Plasma bolt fires in a line that is 10' wide and 100' long. From Table II, we know that the main weapon can fire 3 times per battle.

Table IV Main Weapon - roll 1d8

Die Roll	Weapon	Save	Damage	Shape
1	Plasma Cannon	Ref	Deathbot's HP (1/2 with save)	Line, HD ft wide, HDx10ft long
2	Wave Projector	Ref	Deathbot's HP (1/2 with save)	Cone, 1/2 HD ft wide, HDx5ft long
3	Artillery Cannon	Ref	Deathbot's HP (1/2 with save)	HD radius explosion centered on target
4	Death Ray	Fort	Disintegration (save or die)	Single Target
5	Shock Blast	Fort	Stunned for 1d6+1 rounds	Sphere, HD ft radius, up to HDx10 ft away
6	Energy Net	Ref	Trapped in net + 3d6 shock damage	Sphere, HD ft radius, up to HDx10 ft away
7	Death Field	Fort	Sta Drain (Deathbot's HD)	HDx10 ft radius
8	Giant Melee Weapon	Ref	Deathbot's HP (1/2 with save)	Can hit up to 3 targets near each other



A Deathbot is armed with secondary weapons to defend itself from attackers. Roll a D7 on Table V below to determine the secondary weapons. The number of secondary weapon attacks was determined by the roll on Table II. Rolling a D7, I get Buzzsaw Arm that can attack 4 times per round.

Table V Secondary Weapons - roll 1d7

Die Roll	Weapon	Damage	Effect
1	Machine Guns	1d8	Fires d6 shots per machine gun. May be directed at single target or all targets in a 10' area.
2	Laser Defense Array	1d10	All lasers may be fired simultaneously as a single action.
3	Tentacle Grabbers		Ref save vs attack roll or be grabbed. Str vs 10+HD to get free. The grabbers emit an electrical shock every round doing 2d6 damage.
4	Buzzsaw Arms	1d12	Can cut through cover and terrain.
5	Robotic Claws	1d8+ crush	Ref save vs attack roll or be caught in the claw. Crushed for 1d10 damage per turn. Str vs 10+HD to get free
6	Flamethrowers	1d8 per Rocket	Produces 10' wide, 15' long cone of flame when fired. Ref save DC 10+HD or catch fire.
7	Rocket Volley	3d6	Fires a volley of HDd6 rockets in a massive volley.

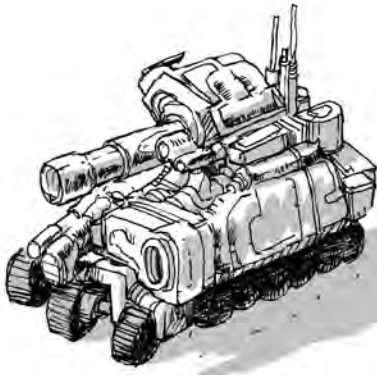


Table VI generates the special abilities of the Deathbot. A Deathbot will have one special ability for every 4 HD, with a minimum of one. Roll a D20 to determine the special abilities of the Deathbot. My example has 10 HD so it gets 2 special abilities. I roll a 4 and a 20. That means my Deathbot is both vampiric and can zombify dead bodies. It is now the Deathboat!

Table VI Special Abilities - roll 1d20

Die Roll	Ability
1	The Deathbot carries small attack craft internally and can launch them to repel attackers. The smaller craft are mini versions of the Deathbot with 1d4+2 HD each. The smaller craft are armed with a single secondary weapon and no special abilities.
2	The Deathbot contains a wizard's brain in a jar and can cast spells. It has a casting bonus of 1d20+1d10 and knows 1d6+2 random 1st, 2nd, and 3rd level wizard spells.
3	The Deathbot has survived this long by destroying other vehicles and adding them to its form. The Deathbot can destroy a vehicle to repair itself, gaining 1 die of HP for each HD of the vehicle. It can also take any weapon or special ability from a vehicle destroyed. This Deathbot will always have at least one additional secondary weapon.
4	The Deathbot can release a cloud of nanites that will infest any nearby dead bodies. These animated corpses are under the Deathbot's control. (Use the zombie stats pg 431 DCC core book or the Zombie Monk from CUaBM #2 pg 14.)
5	When reduced to zero HP, the Deathbot explodes. Dam HDd10, HDx10 radius, Ref Save DC 10+HD for half damage.
6	Can generate an earthquake as per the level 4 cleric spell. (DCC Core book, pg 296) casting check of D20 + HD.
7	Any damaging spell cast directly at the Deathbot heals it instead of harming it.
8	The Deathbot has a cyber-dragon head with a breath weapon. Roll on the Dragon Breath Weapon Table (Pg 407 DCC Core Book).
9	Can launch HD number of small flying drones. These drones spread out HD x 100' and relay data back to the Deathbot. Drones have 2 HD and are AC 15. The drones do not fight back and will retreat to the Deathbot if attacked.
10	The Deathbot is infected with a deadly fungus that will release spores at close range. DC 20 Fort save or temporarily lose 1d3 Sta and become diseased. Make a DC 20 Fort check each day until saved or die from Sta loss.

11	The Deathbot can transform from its current form into a giant humanoid robot. A giant robot Deathbot can turn into a vehicle. Small Deathbots instead turn into a suit of power armor for their wearer. A giant robot will use the Giant critical hit table.
12	The Deathbot's programming has become sentient and may try to converse rather than attack or it may be insane. It gains a Per stat of 3d6.
13	Biomechanical construct. The Deathbot is partially organic and will heal itself 1d12 hp per round.
14	The Deathbot can expel sleep gas from jets in its hull in a 10' radius. Effects as per Sleep spell with a casting check of D20+HD (DCC core book pg 155).
15	The Deathbot is a multi-part vehicle and can split into 1d4+2 smaller vehicles. The smaller vehicles resemble the Deathbot in some way. Divide the HD, secondary weapons, and special abilities between the vehicles. The primary weapon only functions when fully assembled.
16	Heavily armored to the point of invulnerability. The Deathbot can only be harmed by striking its small weak spot. Regular AC +10 or a mighty deed vs normal AC. The characters must locate the weak spot before it can be targeted.
17	Matter transporter device. The Death Bot can teleport itself or others up to 1d20+HD miles away.
18	The Deathbot is protected by an Inertial Shield that stops fast moving objects. Any ranged attacks have a 50% chance of being stopped by the shield.
19	Hypnotic ray. The Deathbot can cast Charm Person with a +10 spellcheck. There is a 50% chance that 1d4 already enslaved servants guard the Deathbot.
20	Vampiric. The Deathbot has 2 tentacles that end in syringes. These do 1d6 temporary Sta damage. Each point of Sta drained heals the Deathbot for 2 hp.

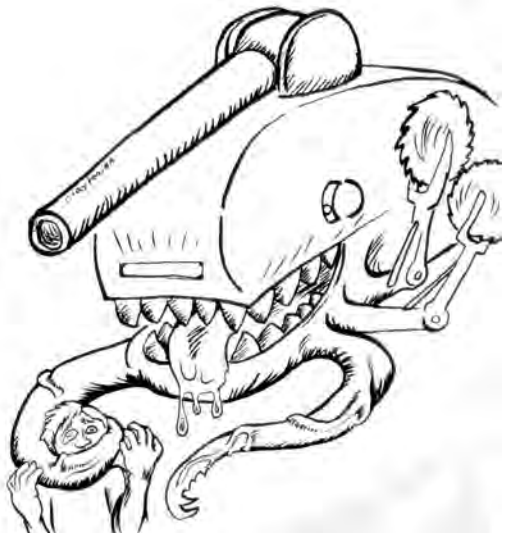
An Example Death Bot

The Deathboat

DeathBoat: Init:+10; Atk: Plasma Cannon +14 10' wide x 100' long beam (Dam= current HP, Ref DC 15 for half damage), 4 Buzzsaw Arms +14 melee (1d12 dam), 2 vampiric tentacles +14 melee (1d6 temp Sta dam, heals Deathbot 2hp for each Sta drained); AC 24; HD 10d12; HP: 60; Speed 50; Act: 6d20; SP: Reanimate dead; SV Fort:+12, Ref:+8, Will:+10)

The DeathBoat was originally built as a mobile cannon platform. At the time of the apocalypse, the Deathbot was carrying a cargo of biological constructs used for the treatment

of soldiers. These constructs combined with the Deathbot's damaged AI core to create a vampiric horror that now stalks the coasts for the blood of the living and enslaves those it kills.



TWISTED MENAGERIE

Railpede

Railpede: Init +3; Atk bite +6 melee (1d12+4) or slam +4 melee (1d16+4); AC 15; HD 9d12; MV 60'; Act 2d20; SP generate light, trample, constrict against large targets, see below; SV Fort +6, Ref +4, Will +4; AL N.



The multidimensional energies released upon the world during the cataclysm warped the very fabric of reality in many areas of Umerica. Of the many abominable creatures born during that time, the Railpede is one of the strangest. It can best be described as an amalgam of a railway train and centipede. Fleshy joints now join the train cars to create an immense segmented body carried along by hundreds of long, chitinous legs protruding from the undercarriage where the rail wheels once existed. The front of the engine opens into a multi-mandible maw topped with steely antenna. Its wailing screech is a cross between a train whistle and the howl of a hurricane.

Despite the fact that they are no longer restricted by the need to move along railways, these creatures seem to prefer following them and only deviate from this when attacked or when prey is within sight. Some Railipedes are very territorial and have a stretch of rail they consider theirs. These areas usually comprise at least 30 miles of track and everything with 300 feet of it.

While Railipedes cannot see well in the dark, most of them (85%) still have several working head lamps they can use to illuminate wherever they are facing out to at least 100 feet. These lights can be turned on and off at whim. There are people who have observed several Railipedes interacting together that say they flash their lights as a form of communication.

Assuming that there is ample room for it to move (2500 ft² at least), a Railipede can forgo its normal attacks to rush forward and attempt to trample all opponents in its way. Anyone within 10 feet of its 120-foot per round charge path must make a Ref save (DC 12) or suffer 2d6 damage and be knocked prone. As with falling damage, any sixes rolled indicate a bone has been broken. A Railipede cannot use its trample attack two rounds in a row.

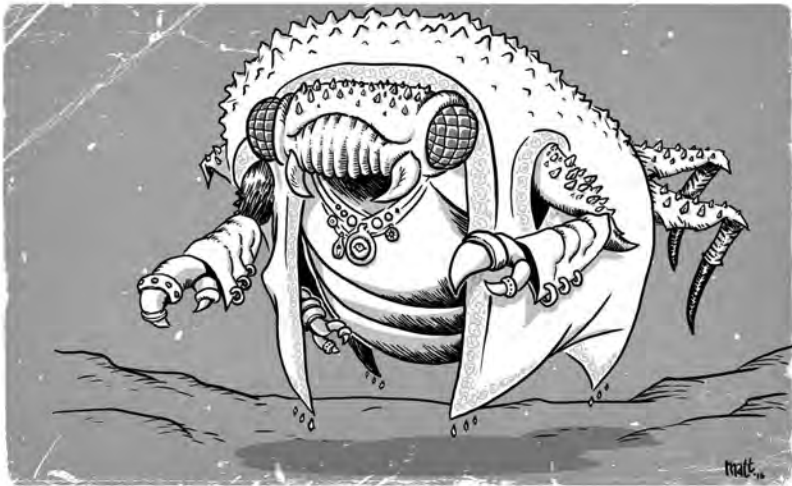
Against vehicular sized opponents, Railipedes have a 50% chance of attempting to immediately wrap themselves around the target to immobilize and crush it after successfully attacking with its bite. The target must make a Ref save (DC15) to avoid this. Each round thereafter, the Railipede constricts and crushes the target

for an automatic 2d8+4 points of damage. While enwrapped, the target cannot move and will remain trapped until another opponent distracts the Railipede with a powerful attack (10+ points of damage with one blow) or otherwise gets its full attention.

There is a 60% chance that any Railipede encountered could have an additional special ability. If so, roll 1d5 on the table below to determine what it is.

1	Spray Webbing - The Railipede can project a mass of silken webs from its engine head. This functions like the Spider Web spell on page 196 of the DCC rpg. Its casting roll is 1d16+10. The creature's domain will often be strewn with webbing to catch unwary prey.
2	Acidic Spit - The Beast can launch a stream of caustic fluid at a single target up to 50 feet away. Atk acid +5 missile (2d4 plus an additional 1d4 per round for 1d4 rounds). If territorial, it will use its acid to burrow and carve into the landscape to create a maze around its home tracks.
3	Light Burst - The head lamps of this Railipede can temporarily unleash a brilliant flash of light capable of blinding foes and damaging photosensitive equipment. Anyone within 50 feet of its head must make a Ref save (DC 13) or be completely blinded for 2d3 rounds. In addition, those that failed will suffer a -1 die step to all mental tasks for 3d6 turns due to migraines.
4	Petrifying Bite - Anyone bitten by this Beast must make a Fort save (DC 14) or they begin to stiffen and turn black. This causes them to lose 1d3 points of Agi and 5 feet of move. Every minute thereafter they must make another save or lose an additional 1d3 points of Agi and 5 feet of move until they make three successful saves or their Agi is reduced to 0 and die as their body completely turns to coal.
5	Magnetized - The body of this Railipede is one large electromagnet. Any ferrous metal objects coming within 10 feet of it will be strongly attracted to it. Held objects will require a Str check (DC 10) to keep a hold on them. Ferrous metal melee weapons have a 33% chance to adhere to the beast on a successful strike, requiring a Str check (DC 15) to get them free. Any equipment that is sensitive to electromagnetism within 50 feet of the Railipede has a 10% chance per round of being damaged.

Luck Eater (extradimensional demon)



	Starving	Hungry	Sated	Corpulent
Init	+3	+1	0	-1
Atk	Claw +2 (1d6)	Claw +4 (1d8)	Claw +6 (1d10)	Claw +8 (1d12)
AC	15	18	21	24
HD	4d7+4	7d7+7	10d7+10	13d7+13
MV	40'	30'	20'	10' (hover)
Act	3d16	2d20	2d24	2d30
SP	Eat Luck (touch), Luck die (d3), Luck powers	Eat Luck (range 10ft), Luck die (d4), Luck powers	Eat Luck (10ft radius), Luck die (d5), Luck powers	Eat Luck (30ft radius), Luck die (d6), Luck powers
SV	Fort: +3 Ref: +3 Will: +3	Fort: +5 Ref: +5 Will: +5	Fort: +7 Ref: +7 Will: +7	Fort: +9 Ref: +9 Will: +9
AL	N	N	N	N

The Illxiljixlli, locally known as Luck Eaters, are a form of demon from another dimension. For those aware of their existence, there is much debate as to whether they only entered our realm after the cataclysm or had been hunting on Urth for centuries beforehand. Fortunately, the reason the evidence is difficult to unearth is there are only a small number of them that live here.

The appearance of a Luck Eater varies depending on how well-fed that creature is. They have four states of physical existence: Starving, Hungry, Sated, and Corpulent.

Starving - The Eater appears as a gaunt, insectoid with a loose, umber exoskeleton that seems like it belongs to a much larger creature, especially in its belly region. It stands roughly four feet tall and employs two sets of spindly arms to attack its prey. The eyes of a starving Eater are wild with gluttonous fury, and they rarely will converse in anything but ravenous mutterings.

Hungry - An Eater at this stage stands about five feet tall and its exoskeleton seems to fit its body much better. Its umber coloration is much brighter, with hints of gold throughout. The bottom set of arms is now obviously smaller than its upper ones. Although it is still eager to feed, it now will display refined conversation skills, as long as it knows the socialization will result in being fed. If encountered outside of a combat situation, there is a 50% chance that it will be willing to bargain for the Luck it hungers for.

Sated - Now the Eater has taken on a much more regal appearance. Its shell has a golden luster with only hints of the former umber hue. At nearly seven feet tall, the eater presents an imposing figure to those who confront it, and it will be likely, 80% chance, that it will try to bargain before resorting to violence.

Corpulent - This is an Eater's most immense stage, being over eight feet tall and grossly obese. Its exoskeleton gleams as true gold and is encrusted with many gem-like protrusions. The lower set of arms is now nothing more than vestigial remnants. The eater's bulk is so great that it can barely walk, preferring to simply hover a few feet off of the ground when it has to move. Corpulent Luck Eaters will never actively engage in direct combat unless absolutely necessary.

The dietary requirements of the Luck Eater are quite alien as they feed entirely on Luck taken from other sentient beings. The amount of Luck required to remain healthy is listed below by growth stage. If the required amount of Luck is not consumed, the Eater falls into torpor for 1d3 days and awakens as the next lower growth stage. A starving Eater who does not get enough Luck to eat will fade away into nothingness after 1d3 days.

Starving - One point of Luck per week	Sated - One point of Luck per day
Hungry - One point of Luck every 3 days	Corpulent - Three points of Luck per day

A Luck Eater may consume and store a number of Luck points equal to its maximum hit points at any one time and live off of its reserves until it needs to feed again. If a Luck Eater consumes more Luck than it can store, it will soon fall into torpor for 1d3 days and awaken as the next higher growth stage.

To consume one point of a person's Luck, they either need to be a willing donor or the Eater must use an action to take it by force. For Starving Eaters, a simple melee attack will suffice. The victim gets a Will save vs the Eater's attack roll to avoid the theft. Once a victim expires though, all remaining Luck escapes with the soul into the afterlife. Hungry Eaters can make a ranged attack instead for the same effect. Sated and Corpulent Eaters may feed via a radius effect. They roll an action die to determine the Will save DC that all in the area of effect must beat to avoid the theft. Any Luck lost to a Luck Eater is gone as though it was willingly spent.

Similar to a thief, a Luck Eater may spend any excess Luck it has stored to add to its Luck Die as a bonus to any roll by expending 1 point of Luck. In addition, it may expend Luck to perform any of the following actions allowed by its current growth stage.

Heal - May expend 1d4 Luck to instantly recover one HD (d7) of damage.

Spells - May expend 5 Luck to gain the use of a random 1st level wizard spell for the next 24 hours. The use of the spell can be lost as normal and any corruption or misfires rolled result in a loss of 1d16 Luck instead.

Wealth - (Hungry+) May expend 2d4 Luck to summon its current HP in gp worth of goods or food. Generally used to Bargain for Luck.

Protection - (Sated+) May expend Luck to increase its AC each round at a 2:1 ratio. This must be done at the beginning of the round before any action rolls are made.

Teleport - (Corpulent only) May expend Luck to teleport without error at a cost of 1 Luck per 10 feet traveled.

Coming Next Issue!

Welcome to Dinotastic Park!

- ▶ A semi-hex crawl in an extra-dimensional abandoned theme park so big it will be spread over two issues!
- ▶ A Twisted Menagerie full of Dinosaurs and Dino-Mutants!
- ▶ The Saurians of the Scale Empire, ruled over by the eldritch Dino-Sorcerers!
- ▶ And much, much more!

In this issue:

- * the Fantastic Post-Apocalyptic Adventure Idea Generator
- * An Interesting Place to Die:
 - >The Rail Tunnels of the Delphia Beast
- * Racial Recast: An alternative Elf class
- * A Death Bot random creation system



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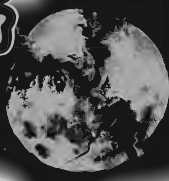
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CRAWLING UNDER A BROKEN MOON

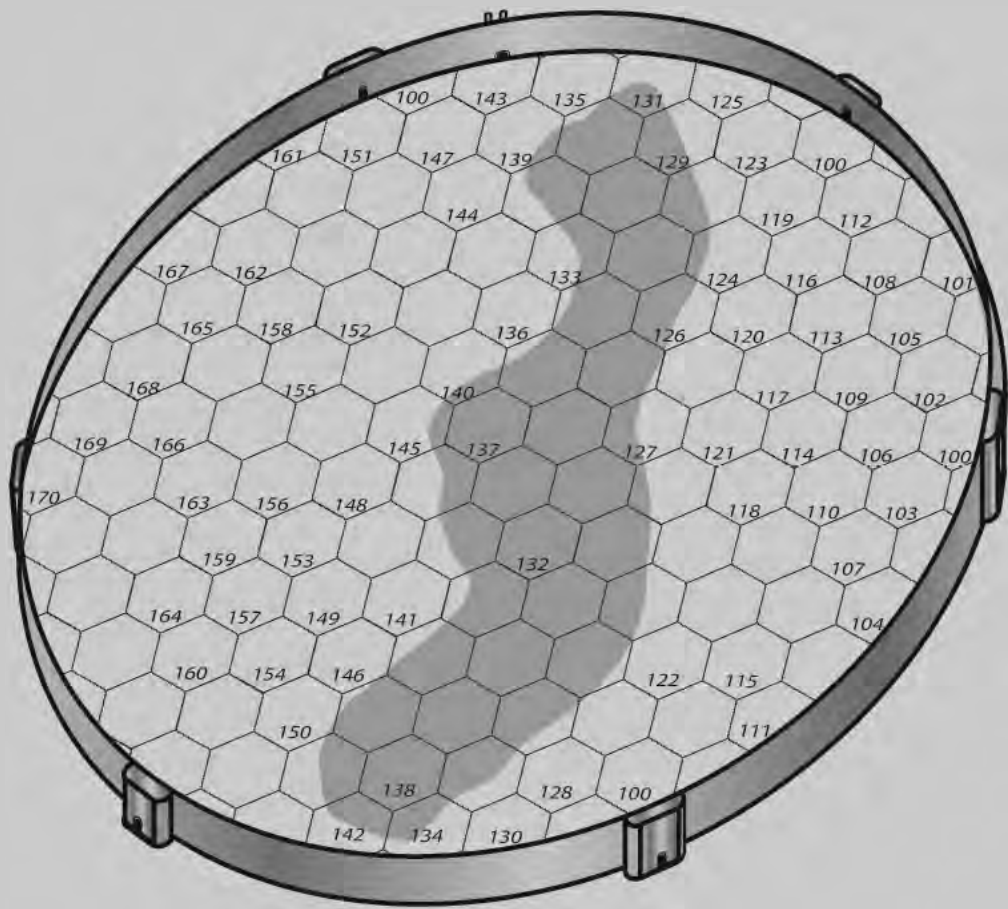


Claytonian2016

Issue No. 14
Aug 2016

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The Hex Map of Dinotastic Park!



Hexes 100-134 are in this issue and the rest will be in issue #15!

For the blank Hexes, use the random generator in this issue or make up your own mayhem!

CRAWLING UNDER A BROKEN MOON

Welcome to the fourteenth issue of *Crawling Under A Broken Moon*!

The contents of this issue can easily be summed up in one word: **DINOTASTIC!!!!**

This issue is the first part of a semi-hex crawl across the remnants of an abandoned, dinosaur live attraction theme park from another dimension. If that does not sound awesome, please contact your physician for immediate assistance.

Still here? Good! Strap in for a wild dino-filled experience and do not forget to keep your arms and legs inside the ride at all times.

Reid "Reidzilla" San Filippo



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The Mysterious Glowing Dome

No one knows when the giant green glowing dome appeared or where it came from, but legends say this world is not its original home. For those who have studied the remaining maps of ancient Umerica, the dome encompasses the majority of the area that used to be called New Mexico.

At its highest point the dome reaches roughly 5 miles into the sky and the width of the dome is over 200 miles, which is also roughly how far away it can be seen from ground level. At the base of the dome is a 150 foot wall of metal that is seamless and featureless other than six entry gates, which are evenly spaced around the circumference. Standing guard at each gate are two large robots with obvious armaments.

Here is a list of rumors the character may run across as they seek information about the dome. Roll a d12 to determine which they hear:

- 1 There is nothing but toothy monsters inside that accursed glowing hell! (*partial truth*)
- 2 Anyone who goes into that alien place never comes out! (*false*)
- 3 I hear that a wily group of raiders make a monthly run into the dome through a secret entrance and came out with treasures beyond imagining. (*partial truth*)
- 4 That place comes from another world! It's not safe to venture within! (*truth*)
- 5 I've heard tales that someone seen folks that look like two-legged lizards coming out of that thing! Not that such things are the strangest stuff I've heard about it. (*truth*)
- 6 I remember a wealthy merchant that said he had seeds from plants that grow inside the dome. He said the place is full of lush greenery but also scaly beasts! (*truth*)
- 7 No one can get into that place because of them big, ancient warbots that guard the place! Why, you'd be a fool to even try! (*false*)
- 8 The place is a resort for them aliens! My pappy said he done seen one of them space saucers fly straight through the dome one night! (*partial truth*)
- 9 Why, good traveler, I know quite a bit! My uncle explored a bit of the dome. I've even got a magic pass that allows you to get in, not that I'll show you without being treated to a good meal first. (*truth - 3d12sp and a Per check (DC 12) will net the person an E-Ticket*)
- 10 Beware going in the dome as the gods themselves cannot pierce its glowing walls! Expect no prayers to be heard or miracles granted! (*false*)
- 11 My son went up to one of the gates to see if he could go in. He said the robots did not try and hurt him at all! They just asked a bunch of strange questions. He was walking through the gate but got scared and ran home. He went back a few years later and I have not seen him since. (*truth*)
- 12 Deep within the dome there is something that calls to me at night when I sleep. I cannot hear what it is saying but I am afraid to find out! (*truth*)

Welcome to Dinotastic Park!

Getting In

The gates on the eastern section of the dome are all locked, damaged, or obstructed. The three to the west are functional and each has two robot guards standing watch at all times. The robots will address anyone approaching within 200 feet in a very loud, enthusiastic voice, "Welcome to Dinotastic Park! Please form a line by the gate and have your Ident cards ready!" The robots will repeat this until they cannot detect anyone within 200 feet or the gate is approached. Once the party is at the gate, the robots will announce that everyone should present their Ident cards and that all Ident card scanners are currently offline, sorry for the inconvenience. If the party mills around discussing how to move forward for more than a minute, the robots will begin cheerfully asking random survey questions. They accept any answer and will continue asking questions until the group enters the gate. They will not hinder anyone from entering as their orders are specific to only being concerned about not letting any park animals leave. Unfortunately, they have a 10% chance of incorrectly identifying anyone leaving by a gate as a park animal.

What is a Semi-Hex Crawl?

The layout of the interior of the park is set up as a hex crawl style map in which only some of the hexes have static encounter text. The others will require rolling on a few random tables to determine what is contained within. This is the first of two parts detailing the park interior and focuses on the eastern half of the grounds.

Common Themes Throughout the Park

Movement

Each hex is roughly 16 miles across. A party moving cautiously or searching everything will only be able to move one hex a day on foot. At a regular pace, two hexes may be traversed a day. Traveling at speed by foot, the group may be able to move up to three hexes in a day. Using a vehicle, a group could move two to three times faster depending on the terrain and occupants of each hex.

Terrain and Scenery

The majority of the park is covered in dense, rich foliage with sparse forests of enormous trees dotting throughout. Wild fruits, berries, grains, and edible tubers grow in hexes intended to contain herbivores. Many hexes will have at least one or more paved roads that are in varying states of disrepair. Hexes that have public buildings and entertainment attractions will have several roads and other possible public transportation means. Research and maintenance hexes will also have more roads and security features.

The park is divided roughly in half (with the western half being larger) by a large artificial sea, named the Hammond sea after one of the parks investors. It originally was designed to house many aquatic dinosaurs and also featured several water attractions for the guest to partake of. Now it serves as a significant barrier between the east and west sides of the park.

Major Inhabitants

There are three major factions that are vying for control of the park:

The Dinosaurs - These are descendants of the original creatures used as attractions of the park. Most of them roam freely across the park as few of the original barriers that separated the dinos into species appropriate enclosures are still in place. While not unified by any sense of the word, these beast are very territorial and will fight to expand their natural habitat to the very edges of the park grounds.

The Scale Empire - While most of the Dinosaurs are “natural” the park did engage in a great deal of genetic research and performed many gene modification experiments. The most successful of which are the present day Saurians, highly intelligent humanoid descendants of several species of dinosaurs. They consider the eastern half of the park to be theirs and only have halted their thirst for conquest there as the sea that runs through the middle of the park makes the large scale conquering of the western half very difficult.

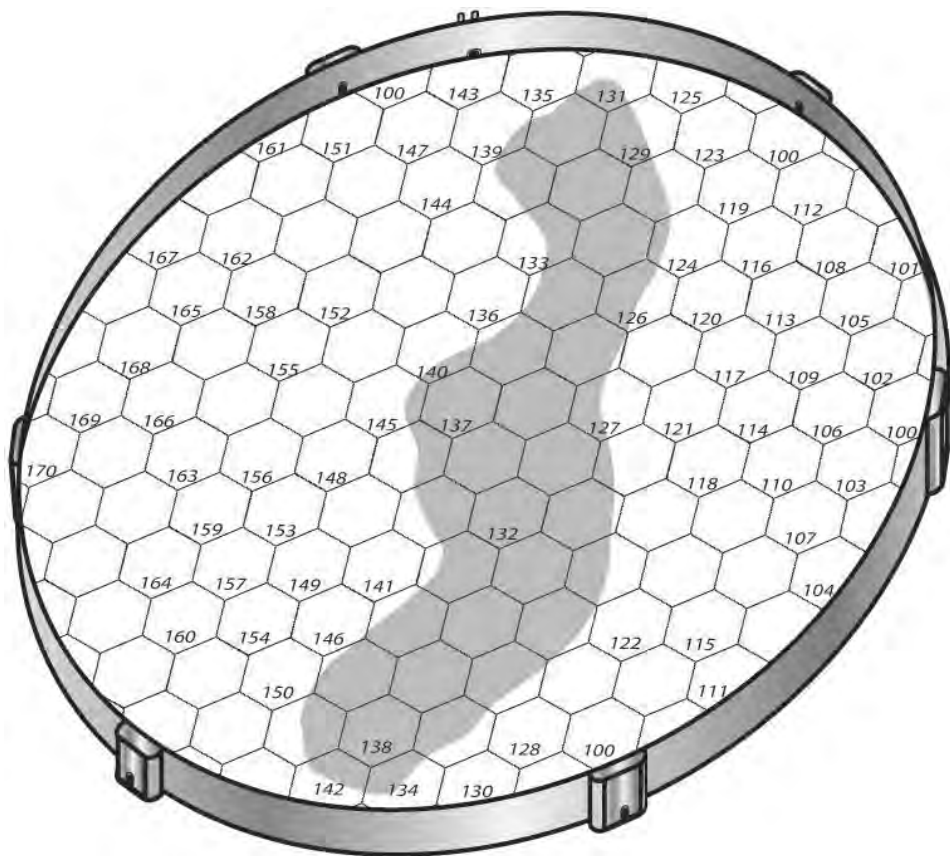
The Once-men - These are the descendants of the park guests that were trapped inside when the dome was ripped from its home dimension and deposited in its current location. Due to many safe guard failures, a large portion of the mutagenic compounds that escaped from the research labs during the relocation flooded the hotels and other “secure” tourist locations that were used as refuges by the stranded humans. This resulted in a rapid biological development of the refugees to a pseudo-neolithic state. More on these peoples will be covered in Part Two, next issue.

Random Encounters

If the group is running into a lot of ho-hum hexes or it just seems like a good random encounter would spice up the session, roll 1d12 to see what the group runs into.

- 1 A flurry of carnage explodes into the scene as a large pack of raptors (2d4+4) and two adult and one juvenile T-Rex are in the midst of a running battle for control of the area. The group is right in their warpath.
- 2-3 The party finds a group of Once-men that have just killed a large herbivore and are starting to skin and butcher it. They will be wary of their kill being stolen but will be willing to trade if approached peacefully.
- 4 In a clearing, a small team of aliens (see CUaBM #8, A is for Aliens) is hypnotizing random dinosaurs and probing them. If approached, they will teleport away, leaving 2d3 probes and a hypno-rifle (Will save DC 18 vs total unconsciousness for 3d3 turns, range 50 feet, has 3d4 charges)

- 5 The area is littered with the corpses of dinosaurs, each with their head and spine removed. There are no tracks or signs of any other creatures in the vicinity, just an eerie feeling like you were being watched.
- 6-8 The party comes across the remains of some sort of funeral pyre. Rooting through the pyre will unearth the bones of several saurians. There is a 20% chance of finding an undamaged magic item amongst the remains. Anyone defiling the site must make a Will save (DC 13) or lose one point of Luck as the spirits of the dead consume it.
- 9 A small rest area here has not been consumed by the wilds. In the center is a food stand with an 8 foot tall mascot statue. This is an Avatar Golem of a lesser Mascot god (See CUaBM #12, pg 26). Make one up or use the example one: Coney.
- 10 Inside of a dino-habitat you find a small, hidden observation chamber. Everything within is ruined except a roughly one foot wide disc of technological origin. This is a Data Disc of a 1st level hologram (see CUaBM #11, pg 23) that is in sleep mode. Touching the disc will reactivate it.
- 11+ Two herds of Triceratops are facing off over the meager picking in this area. They are bullying each other with loud bellows and shoving matches with locked horns. They will be oblivious to the party's presence and the chance of being trampled is high.



Hex Descriptions

Hexes without a number are open for the GM to populate as they see fit. If a random result is desired then use the Random Hex Tables, later in this issue.

- 100** At the end of the tunnel, the group is dumped into a large, open lobby that is now overgrown with lush plant life. There are the remnants of several counters and booths strewn around the room. The only structure still intact is a heavy automated kiosk that will call out at random intervals, "Bring your E-tickets here!" Should one of the group have an E-ticket and be willing to surrender it to the kiosk, they will receive the following items, all branded with the Dinotastic Park logo: A good quality backpack, a compass, a reusable beverage bottle, and a tourist map of the park. The map is severely out of date but studying it (Int check, DC 10) will reveal some of the pre-relocation details in each of the adjacent hexes. If the kiosk is broken into, the only other items within are: 1d3 backpacks, 2d4 beverage bottles, and 6d6 E-tickets.
- 101** This area is heavily fenced off into pasture areas containing many docile herbivores. There is a 30% chance per hour that the group may encounter 1d5 Saurian herdsman tending one of the flocks (stats as a Lizardman, DCC RPG, pg 420).
- 102** The overgrown ruins of a hotel and entertainment complex is spread loosely across this hex strung together by large paved streets, now in poor repair. Many electric trolley cars sit dormant on these roads. Every 4 hours of searching has a 10% chance of discovering a small jackpot of mechanical parts still in usable shape. In the northwestern section of the hex there is a well hidden (DC 15 to see) Saurian lookout tower, with a 60% chance of it being properly manned with guards.
- 103** A former power generation facility with a dangerous, semi-operational power source worshipped by a tribe of egalitarian and hospitable Onemen. The presence of the dangerous power-source keeps them protected from Saurian raiding parties, who know better than to encroach. Prolonged exposure brings a 30% chance of mutation, see sub table: Sub03.
- 104** Private Research Area - Roll 2d3 times on each of the following Feature Tables: Buildings/Habitat & Maintenance, Buildings/Research, Hazards/Facilities, and Resources/Tech.
- 105** Proving Rock - A plateau surrounded by thick jungle. The proving rock itself is craggy and elevated 250' from the surrounding jungle. The proving rock is used for ritual combat between members of the ruling council of the Scale Empire. Once per full moon, ritual combat is fought here to handle affairs of state. PCs visiting the proving rock have a 20% chance of discovering jewelry left behind following a duel.
- 106** SaResFa1 - These dangerous underground ruins comprise a bunker in which early experiments in sentience were carried out on the pre-Saurians. The Scale Empire patrols the area regularly, and occasionally sends expeditions in for secrets of their origin. This is a highly taboo place, only open to the council, guarded by robots and abominations of genetic science.

- 107** The Treechildren - A place where Dinosaurs, Once-Men and Saurians seem to live in peace. All of these creatures live under the control of a mutagenic vegetable hive mind, a complex of tree roots with mind-control spores. The residents will be outwardly friendly, but if PCs accept their hospitality, they need to make a Will save for every day spent in the hex. Day 1 is DC 10 and every additional save adds 2 to the DC. Failure indicates they will be unable to resist the effect for Xd4 days where X is the number of times they have failed the save so far. Resisting for 5 days in a row makes a PC immune to the tree's control.
- 108** Sacred Hunting Grounds - The thick jungle is stocked with tough herbivorous creatures and is the sole hunting grounds of exultant families of Sorceraptors. PCs entering the surrounding jungle have a 20% chance per hour of becoming the prey of a pack of 2d3 young noble Sorceraptors. Use the witch-scale stats from the twisted menagerie in this volume, or build sorceraptors based on the included class.
- 109** The Grazelands - Carefully tended fields under the nominal control of the Scale Empire, the sauropod-rib and breadbasket of the capital. This area has much more open terrain and carefully tended vegetation than most parts of the empire, and is divided between hermland for docile herbivores and actual farmland for herbivorous members of the empire. 25% chance per 6 hours of encountering a patrol of 8 Saurians.
- 110** The Village of the Exiles - Deep within this rocky hex is a large mountain-like habitat enclosure where deformed Saurians are exiled to. The ramshackle village is home to 4d4x10 saurians that have 1-3 mutations (see CUaBM #2, pg 4) each. If approached in peace, the villagers will offer food and shelter for trade. An offer of good pay might convince one of the young adults to be a guide.
- 111** Robert Bakker Memorial Hospital - The park's primary hospital, now lying in ruins. Offers state of the art medical facilities, but the structure itself is decaying, and in a precarious state nearing collapse. The facility is haunted by haywire security-bots, loose predatory dinosaurs, and dangerous mutants. A successful Luck check may score some medical supplies.
- 112** Kidz Fun Land - A family friendly attraction located near the main gate, formerly a petting zoo for docile stunted dinosaurs, along with a hatchery. The stunted dinosaurs here have long ago been consumed by the society of murderous feral-children (see the Feral Urchin, CUaBM issue #11), the mutated and forever stunted child-lords of this area. The children here stay mysteriously youthful, and attack any interlopers with brutal traps, and strange powers.
- 113** Scale Empire Capitol - Built on the foundation of an entertainment complex that took up most of the hex, it is now a sprawling walled city with only a few of the iconic parts of the former complex still visible, the greatest of which is a huge mock volcano that still smokes continually. Non-saurians attempting to enter the city or found wandering about will be rounded up by the military and brought before the Circle of Claws, the ruling body of Supreme Sorceraptors. The Circle of Claws will be curious as they do not

know much about the outside world. They will also be eager to enlist the aid of a powerful group to help them in their conquest of the western side of the park. Profitable deals could be made, as well as dangerous enemies.

- 114** The Wild Orchard - The majority of this hex and two other hexes (118 & 121) are engulfed in a massively dense grove of giant fruit bearing trees. These trees bear fruit year round in breathtaking abundance. The continual harvest is a juicy drupe fruit, larger than a fist, in a multitude of colors. While not poisonous per se, it is mildly intoxicating to most living creatures (Fort save DC 9 per fruit). There are always creatures of all kinds sparsely loitering drunkenly about the grove. The only creatures not affected are the numerous Therizinosaurus that dwell here.
- 115** Bonegrounds - Large herbivores are drawn here when they feel their death approaching through disease or old age. Bleached white rib cages of titanic proportions dot the landscape. There is a 40% chance of a recently dead or dying herbivore in good enough shape to scavenge meat. Every hour, there is a 25% chance of encountering d5 scavenging Pteranodons here.
- 116** Scale Empire Muster Fields - Open fields where troops of the scale empire drill under the harsh leadership of Sorceraptors and Battle-Chanters. Frequent patrols, and fairly open terrain. 50% chance per hour of encountering a patrol of 3d4 Saurians, use the lizard-man from the DCC core book, or 1d3+1 Proto-Saurian shock troopers.
- 117** The Grazelands - See **109**.
- 118** The Wild Orchard of Peace - See **114**.
- 119** As **102** but the Saurian lookout tower is in the southeast corner.
- 120** Lair and hunting grounds of Algorax, a legendary Spinosaur named by the local proto-saurian tribes, who worship the beast and raid other tribes to procure sacrifices. There are remnants of Algorax's ancestral pen in the park here, including worn-down enclosures. Algorax is enhanced with a hypermetabolic gland, and seems to reproduce asexually every 30 years.
- 121** The Wild Orchard of Peace - See **114**.
- 122** A large, one story building dominates this hex. The doors will open automatically when approached and lead into a long, winding, dimly lit tunnel. The tunnel floor is a jerky conveyor belt that will activate as soon as several people step on to it. As it rolls forward various holoprojectors will randomly display 3D videos that have degraded significantly in quality so they are now a terrifying cacophony of screeching apparitions and disturbing images. A Will save (DC 13) must be made each turn or become panicked and very claustrophobic. Failing 3 or more saves results in night terrors (no sleep) for 1d4 days. The automated tour will take 2d3+2 turns and ends at an exit.
- 123** The Glasslands - This hex is strewn with massive sheets of broken glass, which rise from the countryside like jagged teeth. An object plunged through the dome some time ago. Scale empire scouts have made scouting runs to try and locate the object that crashed, but have encountered significant resistance from powerful, cybernetically enhanced dinosaurs which seem to

coordinate in their defense of these lands. All dinosaurs encountered (40% chance per hour) in this hex benefit from nano-infestation, and will silently call in reinforcements, who will arrive in d30 rounds.

124 Along the shore line lays the ruins of a massive chain of lake side resorts. While partially overgrown, there ruination has nothing to do with the environment. Several hives of Lobstrosities (CUaBM #1, pg 22) dwell here, at least one of each color. Each hive will have 1d3+1 members and 2d3 young (all action, damage, and Hit Dice are -3 die steps). Considering Lobstrosities are normally solitary creatures, something must be drawing them here other than the wood feast of the resort ruins...

125 As 102 but the there are three lookout towers to the south east, always manned to keep an eye on the Hatzegopteryx Queen's brood of flying thieves.

126 Cove of the Lobstrosityrant - Just south of the Lobstrosity hives (124) lies a another, smaller chain of ruined lake side resorts around a beautiful, sheltered bay. Investigating the ruins will have a 50% chance per hour of encountering a Lobstrosity (CUaBM #1, pg 22) (random color) scavenging up wood and taking it to cave at the base of the cove. Within the cave is the lair of a Multi-hued Lobstrosity of immense size that controls all of the Lobstrosities. 1d4+1 Lobstrosities (random colors) will be attending their master at all times. Deep in the cave is a dimensional rift that leads somewhere...

Lobstrosityrant: Init -2; Atk claws +8 melee (3d7); AC 24; HD14d10; MV 30' walk, 60' swim, 40' fly; Act 3d20; SP all color abilities; SV Fort +9, Ref -3, Will +4; AL N.

Lobstrosityrant meat will produce 2d4 portions of each color type and can be preserved for up to a week.

127 Decaying beach side luxury resort, formerly the exclusive playground of VIP guests. There is a central hotel, along with a number of cabanas dotting the beach. Due to the scenic location and ready access to fish and old-tech, this area is the regular focus of conflict between Scale Empire scouts and Once-Men. 25% chance of encountering a battle or raiding party every 24 hours here. Roll 2d4 on the resources table if PCs choose to scavenge here.

128 The Northern Death Zone - This and hex 130 is the area that a terrifying carnivore aberration called Quick Death has claimed as his own. Quick Death comes from T-Rex stock with at least the following aberrations: Super Predator, Giant, Nano Infestation (Device x2: Regeneration Unit & Hypermetabolic Gland), Racer.

Anyone moving through this hex or 130 without taking extreme efforts to be undetected has a 40% chance per hour of attracting Quick Death's attention.

129 The Aquatory - Near the shoreline stands a large overgrown building with the word "AQUATORY" spelled out in giant blue letters atop it. The interior is split into an upper and lower area. Upper area: an interactive museum of prehistoric sea life. The majority is still in functional condition and has many signs of makeshift repairs. Lower area: this leads to a glass walled underwater observatory that juts out into the bay. Many of the observation windows have been repaired multiple times and there are a few small leaks.

Behind concealed doors, there is also a functional research area inhabited by several maintenance robots and Dr. Schalallie, who appears as a large raptor with the top of its skull replaced by a human brain in a jar. The Doctor is quite insane but very amicable to making a deal. In trade for capturing and delivering “test subjects” she will offer medical and technical aid.

- 130** The Southern Death Zone - See **128**.
- 131** Rookery of the Hatzegopteryx Queen- An offshoot society of sky-sneaks and Pteranodons live in a rookery built in the style of Pueblo villages into natural cliffs alongside the edge of the dome. They hunt the valley below, and are ruled by an unusually large sapient flying reptile, Queen Hatzegopteryx. It is locally rumored that she has control of a data-crystal that once held all the secrets of the park.
- 132** Isle of Winged Child God - An automated, pristine island entertainment center devoted to casual amorous pursuits. Ruled over by a megalomaniacal robotic Cupid and his robo-courtesans. Enjoying yourself is mandatory and leaving is forbidden.
- 133** The Ghost of Mr. Hammond - There is an underground bunker here in which a sort of AI representation of the park’s founder exists. His program has degraded and gone mad. The “ghost,” as it were, is projected by hologram projectors, but also has control of several squads of security bots. The AI construct’s ultimate goal is to find a way to hop back to it’s original dimension, but it lacks the understanding to complete this feat.
- 134** Wreck of the SS Malcolm- This boat was once used to give Mosasaur and Plesiosaur watching tours of lake Hammond. The vessel ran into some rocks about ½ mile off shore, and presents a tempting prize for would be scavengers. There’s a boathouse on shore with several rowboats. If PCs attempt to reach the boat, there is a 50% chance they will be noticed by a hungry plesiosaur or mosasaur (roll d2).

Random Hex Tables

Using these tables, A GM can generate random features to populate a blank hex. Start by rolling 1d3+1 times on the Interesting Features table and then roll 2d4, one for the main result and one for the sub-result, on each resultant Feature table. Some Feature table results may call for rolling on a specific subtable. Once all of the roll results are collected, adjust them to fit together in a way that everything makes sense to be in a 16 mile wide hex area.

Interesting Features Table

Roll 1d4

1 - Buildings	2 - Hazards	3 - Inhabitants	4 - Resources
---------------	-------------	-----------------	---------------

Buildings

1 - Resort

1. Decrepit Hotel - May contain some salvage but is structurally unsafe. Consult the Decay & Ruin table (CUaBM #8, pg 8)
2. Souvenir Shop - Well rummaged through but still full of trinkets emblazoned with the park logo. Successful Luck checks can reveal something useful, such as a penknife or mini-flashlight.
3. Pavilion of Food Kiosks - Mobile automated food kiosks will approach any living humanoids and offer up their selections. 35% chance per kiosk that the food is unsafe, Fort save (DC 12) or suffer 1d3 temporary Sta damage.
4. Posh Cottage Village - This small community is well maintained and patrolled by 1d4 Securitybots (CUaBM #1). 50% chance it is occupied by Once-men.

3 - Habitat / Maintenance

1. Access Outbuilding - 50% chance it is still securely locked. Leads to an underground facility, see sub table: Sub05.
2. Concealed Food Storage Blind - Made to look like the surrounding terrain. 70% chance it is still securely locked. May contain preserved grain or preserved meat carcasses.
3. Motor Pool - Houses small, short range vehicles. 50% chance of functional vehicles being present. See sub table: Sub04.
4. Security Outbuilding - 25% chance it is still securely locked. Has a holding cell, break area, and a gun locker (20% chance of remaining weapons).

Hazards

1 - Terrain

1. Densely forested, travel speed is halved and visibility is 50ft at best.
2. Large rock formations throughout the hex. Travel speed is halved and climb checks are required.
3. Sinkholes leading to underground areas. Failed Luck checks require Ref save vs falling in. See sub table Sub05.
4. Swampland, Very difficult to traverse without boats. May require Fort saves vs insects or disease.

2 - Entertainment Area

1. Small Amusement Park - see sub table: Sub01.
2. Swimming Pool and Spa Center - Automated maintenance systems have kept it clean and running. 50% chance it is occupied by Once-men.
3. Complex of Nightclubs and Fine Dining - Nearly overgrown, this area still may hold foodstuffs that are still edible. Successful Luck checks can reveal something safe to eat.
4. Survey Vehicle Rental - Houses small, short range vehicles. 40% chance of functional vehicles being present. See sub table: Sub04.

4 - Research

1. Observation Station - contains dozens of camera monitors covering this hex and all adjacent ones. 35% each hex that they still work.
2. Veterinarian Outpost - 20% chance it has not been broken into and cleaned out.
3. Genetics Sub Lab - 30% chance of Mutagenic exposure, see sub table: Sub03.
4. Hatchling Nursery - Used to populate the Dino population before the relocation. 35% chance of viable Dino eggs still in stasis.

2 - Facilities

1. Intermittent enclosure force field activation. Failed Luck checks result in obstruction or impact damage.
2. Chemical Pipeline Leak: See sub table Sub02.
3. Automated pod trap. DC 15 Reflex save, or be carried unwilling 1 hex away to a proto-saurian killing zone.
4. 2d3 Securitybots (CUaBM #1) are patrolling the hex and will attempt to corral any creature they find into pens. Non-lethal only.

3 - Hunting Grounds

1. A pack of Raptor Aberrations hunt here. 40% chance per hour of encountering a pack of 2d3 of them.
2. Solitary burrowing Carnotaur hides here to ambush. 60% chance of attacking large groups or those with vehicles, 20% otherwise.
3. A large pod of herbivores dwells here. A few hours after the group enters the hex, a ravenous Spinosaurus beings its attack upon the pod from only a few dozen yards away.
4. Within a heavily forested area, a group of 2-5 Giant Beetles (DCC RPG, pg 397) attack from surprise (the beetles have a 1d24 action die for the first round).

4 - Other

1. Red Claw Mercenary shocknet traps - Ref save (DC 14) to avoid. If caught, Fort save (DC 16) vs paralysis.
2. A large garden of carnivorous plants. Passing through requires either suffering 2d6 attacks (atk 1d6+1 / 1d3 damage) or Fort save (DC 13) or fall asleep, GM choice.
3. The group comes across an old battle scene. When someone tries to search a well equipped corpse, an explosive on it goes off causing 3d8 damage to everyone within 60 feet.
4. A discovered cache of food crates looks like a treasure trove. Unfortunately, it is contaminated. Anyone eating it must roll on sub table: Sub03.

Inhabitants

1 - Predator

1. Flocks of Pterodons dwell in several artificial habitats. They fight over the bountiful rabbit population in the hex.
2. Amongst the picnic areas strung together by an overgrown hiking path, dozens of Compsognathus packs prey on anything under 10 feet tall.
3. Clear paths criss cross this hex. Those that partake of them will find they are not game trials but the tracks of a Titanoboa.
4. 1d3+1 young T-Rex males are here fighting over a T-Rex female.

2 - Herbivore

1. A small family of Argentinosaurus call this hex home. The foliage here has been severely grazed.
2. Several herds of Triceratops are living amongst the ruins of various amusement areas - see sub table: Sub01. As they are entering the breeding season, they will not be docile.
3. A large number of Therizinosaurus living in the thick of a dense forest of giant trees. They will ignore anything other than an outright attack.
4. A large lake in this hex has drawn many different herbivore herds here.

3 - Scale Empire

1. Dueling Sorceraptors in the throes of a Magic and Claw duel. Surrounded by d14 Saurian attendants.
2. An Imperial proto-saurian shock troop is camped here, awaiting orders. They are bored, lazy, and looking for entertainment.
3. An artificial habitat aviary here houses a small guild of Sky Sneaks. They are more than willing to make deals that are profitable.
4. A large collection of saurian farms are spread over the hex. They will be very wary of any non-saurian but not aggressive.

4 - Other

1. A crater containing an alien crash site dominates the hex. Devolved offspring of the aliens live in hidden caves and are quite xenophobic.
2. 3d4 Securitybots (CUaBM issue #1) are combing the hex looking for something. What it is they may not remember.
3. An encampment of Red Claw Raiders, heavily armed and alert. They number 3d6+3 raiders and 1d5-2 vehicles.
4. A clan of nomadic Once-men are wandering about this hex. They are open to trade if approached peacefully.

Resources

1 - Tech

1. An underground maintenance area (see sub table: Sub05) holds 1d3 running vehicles. See sub table: Sub04.
2. An offline Securitybot (CUaBM #1) is lying in a maintenance shed. If charged up, it will randomly pick one member of the group as its controller and follow their orders.
3. Within an office building complex, one office still has power. Inside is a running server room and 3d4 computer stations.
4. Within a ruined motor pool, several large vehicles are inoperable but unsalvaged.

2 - Natural Goods

1. A secluded medlab holds research about several medicinal prehistoric herbs growing throughout the park. With this knowledge, a successful Luck check per hex will discover some growing there.
2. The fruit trees in this hex have dropped their fruit and the ground is littered with rotting pulp and seeds. 5d6 bags of seed can be harvested per day.
3. A fields of wild tobacco-like leaves dominate this hex. It is quite potent and rich tasting. 6d6 sheaves of fresh leaves can be collected per day. It will need many weeks to properly air-dry.
4. A hidden cache contains 1d4+1 bundles of cured dino-leather and 2d3 weapons made from sturdy dino-bone and sinew (Spears & Hand Axes).

3 - Equipment

1. A strange, alien container holds a Silver Suit and Bubble Helmet (CUaBM #11, pg 19).
2. A first-aid station contains 3d4HD of high-tech healing supplies. They may be used as needed.
3. A maintenance robot sits dormant in a field. Within its storage hopper are several power tools and a solar charger.
4. A security shed holds a sealed gun locker, DC 14 to open. Within are 1d3 Tranq-rifles (Fort DC 16 vs unconscious, Range 70/140/210) plus 4d6 tranq-rounds, 1d4+1 Shotguns plus 1d24 shells each, and 2d3 Stun Batons (Fort DC 12 vs Paralysis).

4 - Food

1. Unguarded dino eggs. D10 ostrich sized eggs. Parents returning in d5-1 turns, where a result of 0 = 5 rounds.
2. A large grove of deliciously pungent fruits trees heavy with fruit. 3d100lbs can be harvested per day.
3. A fine dining area of a resort still has power and the deep freezers are well stocked. There is a 60% the ovens and grills still work.
4. Thundering bellows draw the group to a battle site where a T-Rex and a Triceratops have just killed each other. Quite a bit of fresh meat and dino-hide could be harvested.

Sub Tables

Sub01 - Amusement Facilities (roll 1d12)

- 1-4 A multi-theater cineplex - A majority of the theaters (3d4) are still active and showing distorted and degraded 3D movies on a regular schedule. There is a 20% chance per theater of there being 1d3 occupants (Saurian, Once-men, or alien) attempting to divine the future by "reading" the signs and images.
- 5-6 Dino-golf - A spacious 18 hole golf course the is immaculately cared for by 6d6 robots that are very hostile towards all intruders, including anyone without golf passes.
- 7 Animatronic Dino-circus - A large tent-like building houses a number of robot performers attempting to put on regular interactive performances. The robots will target one of the group members and attempt to include them in their act. Unfortunately, there is a 65% chance that the robots are psychopathic...
- 8+ Ride park - The site contains 3d3 different thrill rides connected by a winding path. There is a 15% chance of each ride still being functional. A successful Luck check at a functional ride will find some good salvage or equipment.

Sub02 - Chemical Leak (roll 1d12)

- 1-4 Contaminated water - Exposure requires a Fort save (DC 11) or contract a tropical disease.
- 5 Toxic waste - Exposure causes 1d3 Sta damage and 15% chance of mutation (see CUaBM #2, Table Mu-2: Base Mutation Table, pg 4).
- 6-7 Petroleum - Direct exposure causes 1hp of chemical burn damage. Vapor exposure requires Fort save (DC 12) or suffer -1d to all actions for 1d3 turns. The vapor is easily ignitable and explosive.
- 8+ Plant fertilizer - Exposure causes 1d4 damage from chemical burns and Fort save (DC 9) vs poison (blindness or 1d3 Sta damage).

Sub03 - Mutagenic Exposure (roll 1d12)

- 1-3 Devolution - The victim slowly transforms into a neolithic version of themselves. Each day for 2d4+3 days, a Fort save (DC 10) must be made to avoid permanently losing 1 point of both Per and Int but raises either their Str or Sta by 1 point.
- 4-6 Scales - The victim's skin painfully develops large patches of scaly hide over the course of 2d3 hours. This lowers both their Agi and Per by 1d3+1 but raises their AC by the same amount.
- 7-9 Transmogrify - The victim takes on animalistic features. Roll on the Hybridization/Animal Subtable from CUaBM #2, page 4, to determine the extent of the mutation.
- 10+ Fangs & Claws - The victim's mouth, hands, and feet shift and warp as they gain natural claw and bite attacks, doing 1d5 damage per attack. They now suffer -2 die steps to all actions requiring fine manual dexterity or speaking.

Sub04 - Park Vehicles (roll 1d12)

- 1 1 Wrangling Mech - (treat as keeper light mech, CUaBM #7, pg 11) and 6d10 points of fuel.
- 2-6 1d3 Jeeps - (treat as keeper pick-up trucks, CUaBM #6, pg 12) and 5d5 points of fuel.
- 7 1 Tour Bus - (treat as keeper Semi with a trailer dedicated to seating, CUaBM #6, pg 12) and 5d10 points of fuel.
- 8+ 2d3 ATVs - (treat as keeper motorcycles, CUaBM #6, pg 12) and 5d5 points of fuel.

Sub05 - Underground Structure (roll 1d12)

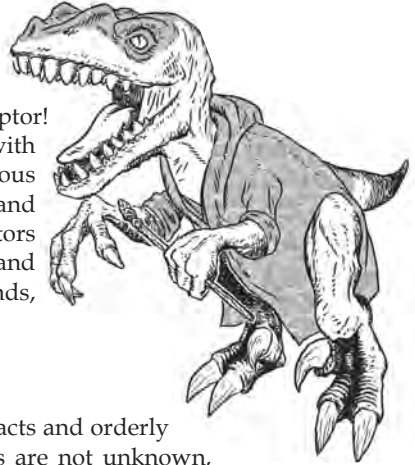
- 1-3 Holding cell - This structure was designed to hold a young adult dinosaur specimen and then release it into the park wilds. There is most likely (80% chance) an intact tunnel leading to a research lab within the hex.
- 4-6 Access tunnels - A network of tunnels leading to some of the buildings with this hex and possibly (35% chance per hex) to the adjacent hexes.
- 7 Cryo-chamber - Within there are 4d3 people in stasis since the relocation. Use the Y is for Yestermen table from CUaBM #9 to determine who they are.
- 8+ Storage facility - This structure will hold building and maintenance materials for the other features located in the hex.

Saurian Character Classes of the Scale Empire

Amidst the strange, rich culture of the Scale Empire there are a few iconic pursuits that many aspire to. Below are three of those that are developed as full character classes. While they would most likely appear in a campaign centered within the Dinotastic Park, there are many entrepreneurial and tragic reasons as to why a saurian PC might appear anywhere within Umerica.

Sorceraptor

Sorceraptors are descended from the most vicious, clever and social of dinosaurs, the raptor! Keen intellect and evolving contracts with supernatural patrons allows them to use dangerous and powerful magic. Through powerful sorcery and understanding of social dynamics, Sorceraptors rule over Saurian society. A Sorceraptor stands roughly 5 feet tall with a tail, long dextrous hands, and a curved claw on the foot.



Hit Points: d6 per level

Alignment: Sorceraptors are creatures of contracts and orderly minds, and tend towards Law, but exceptions are not unknown, and sorceraptors often tend towards the alignment of their patron.

Weapon Training: A Sorceraptor primarily uses her killing claw, a sharp hooked claw on the foot capable of dealing d4 points of damage. Additionally, they are trained in the use of the dagger, sling, dart and club. They never use armor with a fumble die greater than d8.

Pack Tactics: Allies may add the Sorceraptor's Pack die to their action die rolls under two conditions:

- ▶ The Sorceraptor spent an action last round barking out tactical advice to the party.
- ▶ The ally's actions are in line with the advice given.
- ▶ The Pack die applies to all attacks for one round.

Magic: Sorceraptors command unpredictable and powerful magic abilities through careful study, and contact with supernatural patrons. At 1st level, a Sorceraptor knows 3 randomly determined spells, in addition to patron bond and invoke patron. Sorceraptors cast spells by rolling their action die, and adding a bonus based on their level and intelligence bonus.

Spell-Burn: Sorceraptors are capable of temporarily reducing their Strength, Agility and Stamina scores and adding the result to their spell checks. This must be determined prior to rolling the spell check, as detailed in the Dungeon Crawl Classics rulebook page 107.

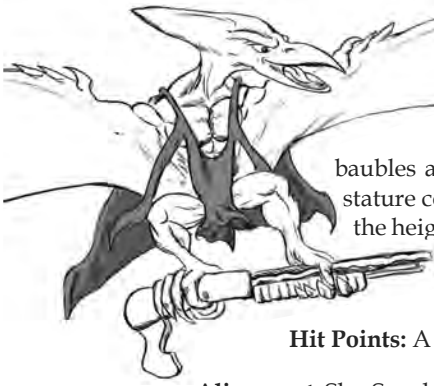
Magic Claw: As a Sorceraptor gains in power, she imbues her killing claw with some of her sorcerous power, making the killing claw unique, and apt for ritual duels with other Sorceraptors. At 3rd level, the claw counts as a magic weapon, and gains one of 7 descriptors which adds a die of magical energy damage. At 5th and 7th levels, the claw increases in power, gaining a prefix or a suffix to either alter the means of attack, or cause a status effect to harm her foes. At 9th level the claw enhances further, moving the magical damage up to a d6. Saves difficulty for status effects = 10+Level+intelligence bonus.

Table SR-1: Magic Claw Table

Descriptors	Prefixes - personalize	Suffixes - status effect
1. Fire - d4 fire damage	1. Speedy - free d14 claw attack	1. Stunning - fort save or be stunned for 3 rounds
2. Void -d4 negative energy damage	2. Accurate - +1 atk bonus	2. Draining - fort save or drain d3 hp from target
3. Sonic -d4 sonic damage	3. Guarding - + 1 AC as shield	3. Slaying (Specify type of creature)
4. Storm -d4 shock damage	4. Climbing - +2 bonus to climb checks	4. Entangling - ref save or foe become stuck
5. Acid- d4 acid damage	5. Rending - +1 on critical dice rolled	5. Nausea- fort save or fall ill, vomiting for 1 round
6. Force- d4 force damage	6. Sweeping - free attack against 2nd target on a hit	6. Confusion - will save or lose next round in confusion
7. Tornado- d4 wind damage	7. Long - functionally increases reach, granting +1d3 initiative in claw duels	7. Poisoning - fort save or take d4 stamina damage

Table SR-2: Sorceraptor

Level	Attack	Crit Die /Table	Action Dice	Pack Die	Ref	Fort	Will	Spells Known	Max Spell Level
1	+0	1d6/II	1d20	d2	+1	+0	+1	3	1
2	+1	1d8/II	1d20	d2	+1	+0	+1	4	1
3	+1	1d8/II	1d20	d3	+1	+1	+2	5	2
4	+1	1d10/II	1d20	d3	+2	+1	+2	6	2
5	+2	1d10/II	1d20+1d14	d4	+2	+1	+3	7	3
6	+2	1d12/II	1d20+1d16	d4	+2	+2	+4	8	3
7	+3	1d12/II	1d20+1d20	d5	+3	+2	+4	9	4
8	+3	1d14/II	1d20+1d20	d5	+3	+2	+5	10	4
9	+4	1d14/II	1d20+1d20	d6	+3	+3	+5	12	5
10	+4	1d16/II	1d20+1d20	d7	+4	+3	+6	14	5



Sky-Sneak

Daring acrobats taking flight on leathery wings, Sky-Sneaks have an affinity for shiny baubles and deadly danger. A Sky-Sneak is short in stature compared to other saurians, standing around the height of a human child, with sharp eyes, batlike wings, and a long beak. Sky-Sneaks excel at stealth, trickery, and spotting danger.

Hit Points: A Sky-Sneak gains d6 hit points at each level.

Alignment: Sky-Sneaks tend towards rash and self-centered action, and as a result, many find themselves closely aligned with chaos.

Flight: A Sky-Sneak can take flight on batlike wings, achieving a flight movement rate of 60' per round. The judge ultimately has discretion over whether or not a Sky-Sneak would have the space to take flight in any situation, but in general, a Sky-sneak will either need to disembark from a high position, or have at least one round's worth of movement to get going.

Awkward Ground Movement: Owing to short legs and a preference for flight, a Sky-Sneak's movement rate on the ground is 15' per round.

Brittle Bones: A Sky-Sneak has light bones to allow for flight. This delicate build is not without disadvantages, and as a result, a Sky-Sneak suffers more intensely from critical hits than other characters. An enemy who scores a critical hit on a Sky-Sneak rolls one higher on the critical die chain than normal. For example, a 3rd level warrior who would normally roll d16 on chart IV would roll a d20 on critical chart IV against a Sky-Sneak.

Keen Sight: A Sky-Sneak's life often depends on the ability to accurately gauge distances from obstacles, prey and predators. As a result of the synergy of honed instinct, keen eyesight and intellect, a Sky-Sneak is able to accurately discern ranges, accurate up to a foot.

Feats of Trickery: Sky-Sneaks depend on feats of trickery to escape predators, catch prey, accumulate shiny baubles and scout ahead.

Success when using skills means the following:

Acrobatics*: The Sky-Sneak is able to accomplish an acrobatic feat, such as a tight dangerous twist through a canyon, or balancing on a small ledge.

Bombard[§]: The Sky-Sneak is able to accurately bombard a foe from on high with a large stone or other heavy object, dealing damage based on the size and range of the object dropped.

Sneak Quietly*: The Sky-Sneak is able to move quietly and avoid attention.

Backstab: The Sky-Sneak is able to inflict critical damage on an unaware foe.

Table SSK-1: Dropped Objects Damage

	Under 50' Atk / Dam	50-250' Atk / Dam	251-1000' Atk / Dam	1000'+ Atk / Dam (Hits next rnd)
Small Object (Less than 5#)	+0 / d4	-2 / d6	-1d / d8	-2d / d16
Medium Object (5-25#)	+0 / d6	-2 / d8	-1d / d12	-2d / d24
Large Object (25# or more)	-2 / d8	-1d / d12	-2d / d16	-3d / d30

*Hide From Predators**: The sky-sneak is able to effectively take cover, get low, or hide in shadows to avoid the visual attention of predators and foes.

*Steal Shiny**: The Sky-Sneak uses sleight of hand to take an object from someone's person, or an unguarded object without drawing attention

*Disable Tech**: Allows the Sky-Sneak to attempt to disable mechanical traps or other technical obstacles

Survey§: When the sky-sneak takes wing on a thermal, and looks down from below, this skill allows them to make sense of what they're seeing, and aids in finding patterns and things of interest. Additionally, this skill could be used to discover big picture patterns and otherwise interpret data.

Coax Magic§: This allows the Sky-Sneak to attempt to trick magic or technical devices into working in spite of not understanding them.

Mimic Voice‡: Attempt to mimic the voice of another for the purpose of trickery, DC 10 against a relative stranger, DC 15 for a passing familiarity, 20 for a friend or lover.

Table SSK-2: Skill Advancement

Skill	1	2	3	4	5	6	7	8	9	10
Acrobatics*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Bombard§	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Sneak Quietly *	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Backstab	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Hide From Predator*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Steal Shiny*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Disable Tech*	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Survey§	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Coax Magic§	d10	d10	d12	d12	d14	d14	d16	d16	d20	d20
Mimic Voice‡	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9

*The Sky-Sneak's agility modifier applies to these skills

§ The Sky-Sneak's intelligence modifier applies to these skills

‡ The Sky-Sneak's personality modifier applies to these skills

Luck die: A sky-sneak often survives just as much on luck as on skill. When a sky-sneak uses a point of luck, their player rolls a Luck Die and adds the total to the roll. Additionally, a sky-sneak regenerates lost Luck at a rate of 1 per day.

Table SSK-3: Sky Sneak

Level	Attack	Crit Die /Table	Action Dice	Pack Die	Ref	Fort	Will
1	+0	1d8/II	1d20	d2	+1	+0	+1
2	+1	1d8/II	1d20	d3	+1	+0	+1
3	+2	1d10/II	1d20	d4	+2	+1	+1
4	+2	1d10/II	1d20	d5	+2	+1	+2
5	+3	1d12/II	1d20+1d14	d6	+3	+1	+2
6	+4	1d12/II	1d20+1d16	d7	+4	+2	+2
7	+5	1d14/II	1d20+1d20	d8	+4	+2	+3
8	+5	1d14/II	1d20+1d20	d10	+5	+2	+3
9	+6	1d16/II	1d20+1d20	d12	+5	+3	+3
10	+7	1d16/II	1d20+1d20	d14	+6	+3	+4



Battle Chanter

Battle Chanters carry the blood of pugnacious herbivores in their veins. They are dangerous combatants known for bellowing out chants that protect their adopted herds. Battle Chanters are massive, often 6 to 7 feet in height and solidly built, with thick hide and bony plates protruding from their spines.

Hit Points: A Battle Chanter gains d10 hit points at each level.

Alignment: Battle Chanters can be of any alignment, however their tendency towards group cohesion lends itself best to Neutrality or Law.

Weapon Training: A Battle Chanter is trained in the use of the club, staff, polearm, handaxe, mace, spear, warhammer, longbow, blowgun, shortbow and sling. A battle-chanter uses any armor, and is capable of moving at full speed in armor due to hulking physique and willpower.

Natural Armor: Due to a thick hide and tough build, a battle chanter gains a +3 bonus to AC.

Battle Chant: A Battle Chanter can opt to bellow out a chant during combat to aid their allies or hamper their foes. Battle Chanting is invariably quite loud, and once a chant has begun, stealth and surprise are no longer feasible options. The Battle Chanter can opt to chant on any round by rolling a d14 and adding their level and personality bonus, then comparing the result to the chart below.

Table BC-1: Battle Chanting

- | | |
|-------|---|
| 1-3 | The Battle Chanter lets out an unpleasant and off key chant, suffering a hit to confidence that provides a -1 penalty to next round's chant. |
| 4-8 | The chant is certainly loud, but lacks the inspirational quality needed for mechanical effect. |
| 9-13 | Allies are inspired, or alternately foes are demoralized providing either a +1 bonus to allies or a -1 penalty to foes attacks and will saves within a range of 30'. |
| 14-16 | The chant could either aid allies and hamper foes significantly (as above, but with a +2 bonus/penalty) or cause a tier 1 rhythm effect. |
| 17-19 | Major boon to allies, either in the form of a tier 2 rhythm effect, a tier 1 rhythm effect and a +2 bonus/penalty, or a +3 bonus/penalty, with a range extended to 45'. |
| 20+ | Legendary Bellow-Chant! +4 bonus to allies attacks and will saves or -4 penalty to foes within a 60' radius and one tier 3 rhythm effect. |

Rhythm Effects: These extra effects either help allies or hamper foes. When a save is called for, the difficulty is based on the roll achieved to set off the effect itself. Effects come in 3 tiers based on the roll needed to activate them.

Tier 1 Rhythm Effects

Quick-foot: This up tempo chant livens up the battle chanter's allies, providing a movement bonus of 10' per round for 3 rounds

Defensive Chant: This slow, methodical chant aids the battle chanter's allies in focusing and effectively defending themselves, adding a +2 bonus to AC, and a +2 bonus to reflex saves for 3 rounds.

Droning Chant: This discordant chant is vexing and distracting to the battle-chanter's foes, and reduces their action die by 1d when they are performing actions requiring concentration, such as spell-casting, skill checks or aiming at a long distance.

Twisting plants to the rescue!: The plants of the forest harry the battle-chanter's foes, they must make a reflex save. If successful, the foe suffers a -2 to AC and attacks. If failed, the foe loses their next action.

Tier 2 Rhythm Effects

Berserker Chant: This angry up tempo chant inspires allies to reckless violence. For the next 3 rounds, they gain a +4 to attack and damage -2 AC.

Nature's Allies!: The chant entrances local vermin, including large insects, rodents, lizards and snakes, who harry foes for d6 damage resisted by reflex.

Sickening Chant: The strange and high pitched bellows of this chant effectively work to sicken foes in the radius. Enemies caught in the radius of this effect must make a fortitude save or fall ill, wasting their next round losing their last meal in a spectacular manner best left up to the judge's discretion. Success on the save means temporary queasiness, resulting in -2 to fort and will saves.

Chant of Clarity: This chant is precise, and of a tempo that aids allies in concentration. Allies making rolls for precise work, such as skills, spells and complex attacks such as called shots gain a +1d bonus.

Tier 3 Rhythm Effects

Deafening Bellow-Chant: Fort save or d12 damage to foes, and d6 rounds of deafness, as blood drips from ears.

Chant of second wind: This soothing chant heals allies d6 points of damage in the effect radius.

Bewildering Chant: Will save or foes act randomly for 1 round, roll d7 and consult: 1. Flee 2. Curl up in fetal position 3. Attack at random 4. Stand still 5. Drop weapon 6. Dance! 7. Disengage from combat and charge a distant foe

One with nature: These calming tones pacify natural animals who can resist with a will save. Additionally, it turns vermin and plants against the chanter's foes. If any are present in the area, foes must make a reflex save or take d10 damage and a -4 to attacks for the next round as they are swarmed.

Talented Musician: Battle Chanters are accomplished musical performers and receive a bonus based on their level to all performance checks. This bonus is NOT applied to Battle Chanting rolls.

Table BC-2: Battle Chanter

Level	Attack	Crit Die /Table	Action Dice	Ref	Fort	Will	Performance Bonus
1	+1	1d10/III	1d20	+1	+0	+1	+2
2	+2	1d12/III	1d20	+1	+0	+1	+3
3	+3	1d14/III	1d20	+2	+1	+1	+3
4	+4	1d16/IV	1d20	+2	+1	+2	+4
5	+5	1d20/IV	1d20+1d14	+3	+1	+2	+5
6	+6	1d24/V	1d20+1d16	+4	+2	+2	+5
7	+7	1d30/V	1d20+1d20	+4	+2	+3	+6
8	+8	1d30/V	1d20+1d20	+5	+2	+3	+7
9	+9	2d20/V	1d20+1d20	+5	+3	+3	+7
10	+10	2d20/V	1d20+1d20	+6	+3	+4	+8

TWISTED MENAGERIE

Once-men

Once-men: Init +1; Atk club +2 melee (1d4+2) or grapple +3 melee (1d3+2 subdual); AC 11; HD 1d6+1; MV 30'; Act 1d20; SP Sneak +5, Track +3; SV Fort +3, Ref +1, Will +1; AL N.

These are what is left of the unfortunate human park patrons that were caught in the interdimensional storm that ripped the park from its original home dimension. Between the exposure to extra dimensional forces and the mutagenic compounds released from the park labs they have devolved into a race similar to the prehistoric neanderthals.

The Once-men mostly live in the ruins of the many resort hotels and tourist facilities that can still offer sufficient shelter from wild predators and Saurian raiders. The majority of these structures reside in the northern section of the park although there are several secluded tribes living in fear under the shadow of the Scale Empire in the southern section.

These beings are generally peaceful and only respond with aggression when threatened. The majority of their time is spent gathering food, raising crops, and reinforcing the defenses of their homes.

Once-men do not recognize any deities but they do idolize the images of the normal humans that still survive within the park. These "Great Ancestors" are believed to have transcended to a higher existence and the Once-men are eager to follow in their footsteps. Any normal human that a Once-man encounters will be treated with respect and awe, unless the human acts unkindly or hostile towards the Once-man.

In their search for transcendence, a few Once-men have achieved the development of heightened mental powers. In most cases these are just crude extra sensory abilities but some have cultivated true psionic abilities. These Cro-Mentalists will be covered in the next issue but about 1 in 10 of all Once-men encountered will have some special psi-ability. Roll 1d7 on the table below to determine what kind of psi-ability they have.

- 1 Danger Sense - Never surprised.
- 2 Quick Healer - Heals 1hp per turn.
- 3 Painful Stare - Can stare at an opponent causing them to make a Will save (DC 12) or suffer a -1 to all actions for the next 1d5 rounds due to a headache.
- 4 Muscle Whisperer - Can "hear" what an opponent's muscles are preparing to do. Gains +1 to Init, AC, and to Hit versus one opponent each round.
- 5 Soul Seeker - gains +1d4 to tracking action rolls versus living creatures.
- 6 Mesmerizing Stare - Can stare at an opponent causing them to make a Will save (DC 12) or be unable to take any action while their gazes are locked.
- 7 Mindsight - Can "see" perfectly in any circumstance, even when blinded.



Purebred Dinosaurs



Compsognathus

Raptor

Dilophosaurus

Mosasaur

Titanoboa

	Compsognathus	Raptor	Dilophosaurus	Mosasaur	Titanoboa
Init	+3	+4	+2	-3	+4
Atk	Bite +2 (1d3 + venom)	Bite +3 (2d3+2)	Bite +1 (1d4+1) Spit +4 venom)	Bite +12 (5d10+10)	Bite +8 (1d8+constrict)
AC	12	15	15	18	16
HD	3d6 per swarm	3d10	2d8	20d12	8d8
MV	20ft	60ft	40ft	Swim 40ft	30ft
Act	2d16	1d20	1d20	1d30	1d20
SP	Venom (Fort DC 9+1 per Bite vs numbing sleep)	Pack Attack (+1d2* to att/dam when 3 or more)	Spit Venom (30ft, Ref save, DC 12 vs blindness)	Swallow whole (15+)	Swallow whole (19+) Constriction (1d10 dam per round)
SV	Ref +5 Fort -2 Will -2	Ref +6 Fort +3 Will +3	Ref +4 Fort +2 Will +1	Ref -2 Fort +8 Will +3	Ref +2 Fort +6 Will +2
AL	N, Carnivore	N, Carnivore	N, Carnivore	N, Carnivore	N, Carnivore



Therizinosaur

Triceratops

Ankylosaur

Brontosaurus

Argentinosaur

	Therizinosaur	Triceratops	Ankylosaur	Brontosaurus	Argentinosaur
Init	-2	-1	-2	-6	-8
Atk	Claw +7 (1d12+3)	Horn gore +8 (3d7+3)	Tail Club +7 (2d8+6)	Tail whip +10 (2d16+8)	Tail whip +12 (2d20+8)
AC	15	17	22	18	20
HD	8d10	10d10	12d10	16d12	22d12
MV	20ft	40ft	20ft	45ft	50ft
Act	1d20	1d20	1d20	1d24	1d24
SP	Claw crit on 18+	Horn crit on 18+	Trample	Tail crit on 18+, Trample	Tail crit on 16+, Trample
SV	Ref -1 Fort +6 Will 0	Ref -1 Fort +7 Will -2	Ref -4 Fort +12 Will -4	Ref -6 Fort +10 Will -2	Ref -8 Fort +14 Will -2
AL	N, Herbivore	N, Herbivore	N, Herbivore	N, Herbivore	N, Herbivore



Pteranodon

Hatzegopteryx

Carnotaur

T-Rex

Spinosaurus

	Pteranodon	Hatzegopteryx	Carnotaur	T-Rex	Spinosaurus
Init	+4 (Flying) -5 otherwise	+3 (Flying) -6 otherwise	+2	+1	+1
Atk	Beak +5 (1d6)	Beak +10 (2d6)	Bite +9 (1d12+3) Tail +6 (1d8+1)	Bite +12 (2d12+6) Tail +9 (1d10+4)	Bite +14 (2d14+8) Tail +11 (1d12+5)
AC	15 (Flying) 9 otherwise	15 (Flying) 9 otherwise	15	16	18
HD	4d8	10d8	8d12	12d12	15d12
MV	Fly 70ft Ground 15ft	Fly 50ft Ground 15ft	50ft	50ft	50ft
Act	1d20	2d20	2d20	3d20	3d24
SP	Swoop attack (+1 die step to attack roll), Drop	Beak crit on 18, Swoop attack (+1 die step to attack roll), Drop	Camouflage (+8 to hide/sneak)	Swallow whole (18+)	Swallow whole (16+)
SV	Ref +5 Fort +0 Will +0	Ref +3 Fort +5 Will +1	Ref +3 Fort +5 Will +1	Ref +2 Fort +7 Will +2	Ref +2 Fort +9 Will +3
AL	N, Carnivore	N, Carnivore	N, Carnivore	N, Carnivore	N, Carnivore

Camouflage - This dinosaur's skin coloration will partially shift to match the terrain around it. This gives it a +5 to all attempts to sneak up on its prey.

Constriction - If this dinosaur scores a bite attack they immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target at +1d4 to hit) and also constricts the same target for automatic damage each round. A Str or Agi check (DC 18) is required to get free of the coils.

Drop - A flying dinosaur that has successfully carried off its prey can choose to take a round to climb high in the sky and then drop it the next round. A dropped victim will take (1d8+4)d6 damage upon impact and any 6s rolled result in a broken bone.

Pack Attack - Raptors gain a +d2 on all attack and damage rolls if there are at least 3 pack members present in the combat. This bonus die increases one step for every additional 3 pack members present, to a maximum of a +d7 for 18 pack members.

Spit Venom - the spit attack has a range of 30/60/120. On a failed Ref save (DC 12) the victim is blinded for 1d3 turns by a burning sensation that forces the eyes closed and swells the eyelids shut.

Swallow whole - This dinosaur can, if the die on a successful attack meets the threshold, forgo a normal bite result to attempt to swallow a man-sized opponent. The victim gets a Ref save (DC 15) to avoid their grisly fate. If the save is failed, they immediately take damage from a bite attack and are swallowed. Should the swallowed victim survive its consumption, it is now trapped in the beast's stomach where it takes damage each round thereafter equal to 1d6 acid and 1d6 constriction. A trapped victim can try to cut its way out with a small weapon (such as a dagger) by inflicting 15 points of damage against AC 13. If a victim does manage to cut its way free, the dinosaur must make a Fort Save (DC 18) or die in 1d4 rounds from internal bleeding.

Swoop Attack - Pteranodons can forgo their action for one round to dive bomb a target the next round at +1 die step to the attack roll. If successful and the target is no bigger than man-sized, it has grasped its prey in its talons mid-flight and has carried it off. In a fumble, the swooping dinosaur crashes to the ground taking 5d6 damage.

Trample - These giant dinosaurs can kill a man just by overrunning them. Anyone caught in the path of this dino when it take a round to charge forward must make a Ref save (DC 12) or suffer 1d3xN damage where N is the ½ of the dino's HD.

Venom - The bites of these tiny dinosaurs can bring down even large sized prey if they attack in sufficient number. At the end of each round, every opponent that took damage from a bite must make a Fort save with a DC equal to 9 plus the total number of bites they suffered that round. A failure causes them to suffer a cumulative -1 to all actions each round as they quickly fall into a numbing sleep. This means after three rounds the penalty will be -3. Future successful bite will not speed up the effect. Once the penalty reaches a penalty of 6 plus the victim's Sta mod, they fall totally asleep and are unable to feel any pain as the beasts begin to feast.

Dinosaur Aberrations

While most of the dinosaurs that roam the remnants of the park are still true to their basic genetic heritage, the genetic experimentation conducted before the park was ripped from its home dimension and the mutagenic compounds released from the park laboratories since then have altered more than a few creatures.

To create a Dino-Aberration, select a pure dinosaur and apply one or more of the following mutation templates to it or, roll 1d20 to choose a random template.

- 1-3 Super Predator - Increase Init by +1d3+1, Increase Atk bonus by +1d3+1, Increase attack damage dice by +1 die step each, Add +1hp per HD, Increase MV by +10', Increase all Action dice by +1 die step each, change the AL to C. This beast will now hunt and kill for sport instead of just survival.
- 4-6 Nano Infestation - Increase attack damage dice by +1 die step each, Increase AC by +2d3, Increase Hit Dice by +1 die step each, Increase Fort save by +1d3+1. This beast has been inhabited by millions of nanobots that are slowly upgrading it by replacing its normal tissues with superior synthetic ones. There is a 25% chance that it will now feature a built-in device or weapon to better help it survive. Roll 1d10 on the table below to determine what kind of device is now part of their body.

- 1 Energy Cannon - Atk +4 missile (1d10) range 40/80/160.
- 2 Regeneration Unit - Automatically recovers one HD of damage per turn, even if at or below 0hp. Will require massive fire, acid, or disintegration damage to permanently kill it.
- 3 Advanced Sensors - Add +1d6 to all perception actions. Also gains +1d3 to hit on all attacks.
- 4 Multi-lens Eyes - Can now see in the UV, Infrared, and Thermal spectrums. Immune to all normal and magical darkness effects.
- 5 Heavy Armor Plating - Increase AC by an additional +1d3+1. MV is decreased by 5'.
- 6 Reinforced Skeleton - Add +1d6 to all Strength actions and Increase Fort save by an additional +2d3.
- 7 Hypermetabolic Gland - Gains an additional 2d16 action dice. It now must consume double its normal food intake.



- 8 Chemical Defense System - If the beast suffers more than 50% of its total HP in combat, it releases a paralytic gas. Everything within 20ft must make a Fort save (DC 13) or be paralyzed for 2d4 rounds.
- 9 Electro-Charge Unit - All attacks inflict an additional 1d4 electrical damage. In addition, the victim must make a Fort save (DC 10) or suffer a -1 die penalty to their next action.
- 10 Roll two additional times on this chart. There is no limit to the number of times this result can be rolled.
- 7-8 Stealth Ops - The hide of this beast will blend its coloration to match its surroundings, with a high degree of accuracy, and the padding on its feet muffles nearly all sound of movement. It gains a +8 to all stealth actions. In addition, any attacks made upon an unaware target deal an extra +1d6 damage and automatically score a critical hit.
- 9-11 Racer - Increase Init by +1d3+2, Increase AC by +2, Increase MV by 50%, Increase Ref save by +2d3. This beast is built to run at top speed for long periods. It can maintain a run for a number of turns equal to its Fort save +1.
- 12-14 Livestock - Dino-burgers don't grow on trees. This beast has double the normal HD, decreases Atk bonuses by -2, and lowers MV by 25%. It is a giant with way too much muscle tissue even for its larger skeleton. The taste of the meat is superb.
- 15-16 Crossbreed - Take two different pure dinos and blend their stat blocks, keeping the best of each set of stats. In addition, it will have all of the special abilities of both breeds.
- 17-18 Hybrid Traits - This beast has been gene spliced with DNA from another Phylum of animal. Roll 1d7 on the table below to determine what kind of trait is now part of their body.
- 1 Multifaceted Eyes - The beast has fixed, multifaceted insect-like eyes that gives it nearly 720° vision. -2 die steps to all sneak and Backstab attempts against the beast.
- 2 Clinging Pads - The surface of its footpads can stick with amazing grip to any surface, allowing it to climb like a spider. It can traverse vertical surfaces at ½ move and upside down surfaces at ¼ move.
- 3 Sticky Projectile Tongue - The tongue of this beast can launch at high speed up to 150% of the length of the beast from its mouth at a target (Atk +3 missile). Once struck, the target must succeed a Grapple check (opposed Str, beast gets +1 die step) or be pulled into the mouth and suffer the beast's bite damage.
- 4 Gills - The beast is now an amphibian and can function equally as well underwater as on land. Its Swim speed is equal to its normal Move.
- 5 Burrowing - The front claws of the beast are spade-like and excellent for quickly digging into the ground. It can tunnel at a speed of 1ft x HD per round.
- 6 Echolocation - Using nothing but pulses of sound, this beast can "see" in nearly all directions at once. It is immune to all blindness effects and can only be surprised on a natural 20.
- 7 Climbing - The beast's claws are perfect for climbing and maneuvering within trees large enough to support its weight. Predators will gain a +1d8 to all ambush attempts involving leaping from the upper foliage of a tree.
- 19 Giant - Decrease Init by -1d4+2, Increase Atk bonus by +1d3+3, Increase attack damage dice by +2 die steps each, Increase HD by 50%, Increase MV by 50%, Increase all Action dice by +1 die step each, Increase Fort save by +1d3+1. The beast is now at least twice as big as a member of its base stock.
- 20 Double Trouble - Roll again twice and combine the two results. There is no limit to the number of times this result can be rolled.

Proto-Saurians

Wild Proto-Saurian: Init +1; Atk bite/claw +2 melee (1d5+1) or tail slam +3 melee (1d6+2); AC 12; HD 1d8; MV 30'; Act 1d20; SP Sneak +4, Track +4; SV Fort +3, Ref +1, Will +0; AL N.

Proto-Saurian Shock Trooper: Init +2; Atk war spear & shield +3 melee (1d8+2), bite/claw +2 melee (1d5+2), or tail slam +3 melee (1d6+3); AC 15; HD 1d8+4; MV 30'; Act 1d20; SP Sneak +5, Track +5; SV Fort +4, Ref +1, Will +1; AL N.

Witchscale: Init +2; Atk bite/claw +2 melee (1d5) or tail slam +3 melee (1d6); AC 12; HD 3d8+3; MV 30'; Act 1d20*; SP Sneak +6, Track +4, Spellcaster (wiz lv 1); SV Fort +3, Ref +2, Will +4; AL N.

These anthropomorphic dinosaurs are a living evolutionary ancestors to the cultured Saurians of the Scale Empire. While generally dim-witted and primitive, Saurian scholars have found they can be trained and have a marvelous talent for violence. A large portion of the Scale Empire infantry is made up of "domesticated" Proto-Saurian shock troops.



Left to their own devices, proto-saurians live deep in the wilds in nomadic, xenophobic tribes. Within these tribes, a strict social order is maintained with the rare sorcerous Witchscales undisputably at the top. Further down the ranks are crafters, hunters, gathers, and then hatchlings.

Even amongst these neolithic humanoids, a few have felt the blood call of magic. Those that survive a brutal apprenticeship are known as Witchscales, rulers who are greatly feared and respected by all other Proto-Saurians. While not a powerful as the Sorceraptors of the Scale Empire, they still have the spellcasting ability of a 1st level wizard with a casting action die of 1d16. In addition, they are skilled in extracting spellburn from sacrifices, willing or unwilling, gaining 1 point for every 3 attribute points carved from their victims.

Coming Next Issue!

Return to Dinotastic Park!

- ▶ The second half of the semi-hex crawl in a extra-dimensional abandoned theme park!
- ▶ The write-up on the Red Claw raiders and their organization.
- ▶ A Twisted Managerie full of psychic-cavemen and religious robots!
- ▶ And much, much more!

In this issue:

- * A semi-hex crawl in a extra-dimensional abandoned theme park so big it will be spread over two issues!
- * A Twisted Menagerie Full of Dinosaurs and Dino-Mutants!
- * The Saurians of the Scale Empire, ruled over by the eldritch Dino-Sorcerers!
- * And much, much more!



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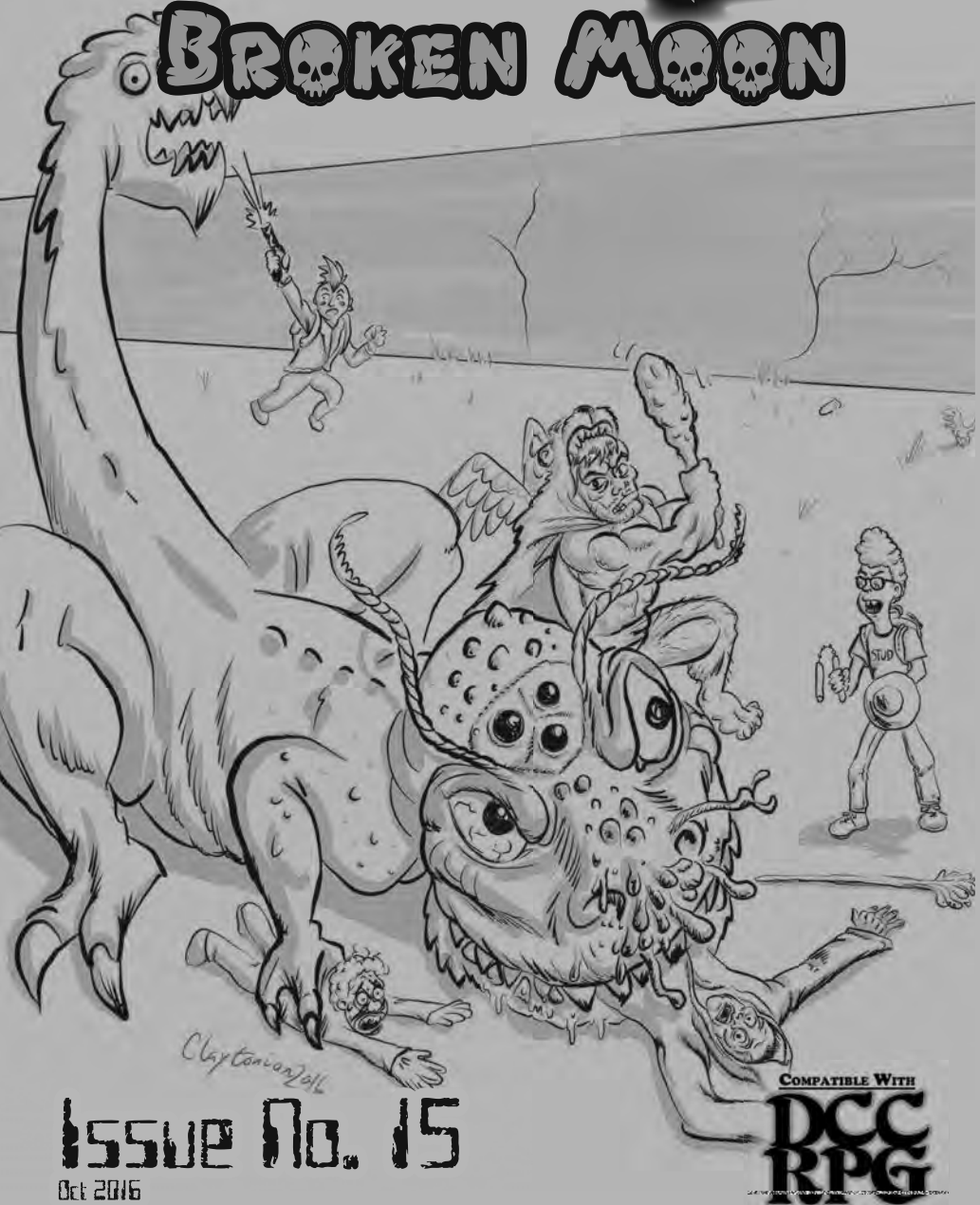
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CRAWLING UNDER A BROKEN MOON

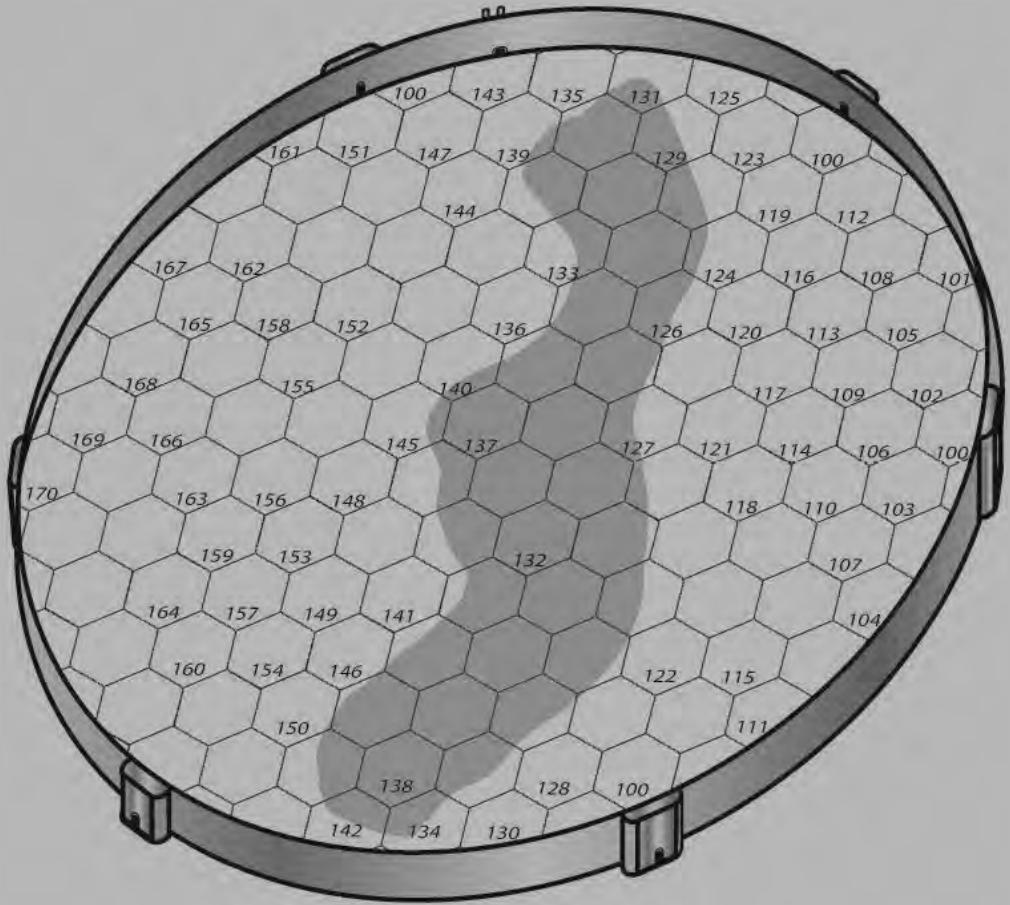


Issue No. 15

Oct 2016

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The Hex Map of Dinotastic Park!



Hexes 135-170 are in this issue and the rest are in issue #14!

For the blank Hexes, use the random generator in issue #14 or make up your own mayhem!

CRAWLING UNDER A BROKEN MOON

Welcome to the fifteenth issue of *Crawling Under A Broken Moon*!

In this issue we conclude our DINOTASTIC adventure!!!!

Will the adventurers get friendly with the Red Claw Raiders or become sworn enemies? Will they side with the Once-men or the Scale Empire or just play both factions for fools? Will they mistakenly (or purposefully) awaken the great Mecha Megasaur and begin the next Cataclysm? Will they submit to the Ultimospark and shed their fleshy bodies? Will they die appalling, meaningless deaths in the bloody conflict on Ice Cream Island?

That is all up to you! Have fun!

Reid "Reidzilla" San Filippo



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The Red Claw Raiders Mercenary Company

There were several mentions of either an unknown group of raiders or of Red Claw Raiders in Part 1. All of the references were referring to the Red Claw Raiders mercenary company based out of a small settlement a few miles northwest of the dome, called the Free Trader's Rest.

Originally, the Red Claws were a small wasteland gang looking for a territory of their own. Led by a youth named Joe Fang, the gang spent the first few years being run out of other established gang's territories. After a particularly embarrassing thrashing, they accidentally discovered a concealed maintenance hatch on the northwest side of the dome wall. A few days later they got it open and gained access to the maintenance and security equipment inside. Once they triggered the inner doors and saw what was inside the dome, they knew they had hit the jackpot. Within the next year, they were well off and the ramshackle base they called home became a settlement where merchants would come to buy the treasures unearthed from the dome by the Red Claws. For the last 20 years, Joe has lead the Claws to becoming a halfway legitimate paramilitary group dedicated to harvesting the bounty of Dinotastic Park.

The Free Trader's Rest

This relatively large shanty town shows signs that it has been here for decades. There are a large number of merchant caravans that are set up on the outskirts and quite a bit of trade goes on in a number of different stalls along the streets. Prices here are high but not astronomical. There also seems to be no law or authority other than rough looking raiders who wear armbands marked with the symbol of a red claw.

Near the center of the town is a large brick building with a neon sign proclaiming "Fool's Gold" and a placard boasting fresh meat burgers and good homemade booze. Upon entering, the aroma of fresh grilled meat is intoxicating. While the bar and tables are generally clean and the place well lit, the clientele are mostly thuggish in appearance and all wearing the sign of the Red Claw.

Should the party enter, they will be watched intently by the patrons. The food and drink here are very expensive (1d3+1gp per meal) but also very good. If they ask for Joe Fang, or after they finish their meal, a middle-aged man with massive claw scars on his face will approach and ask directly what they are doing in his town. Joe is not fond of outsiders but is looking to hire on some good talent. If the party asks to join up, let the spokesperson make a Per check (DC 14) and they may add double their level to the roll. If successful, Joe will bring them along on the next dome excursion to see if they can hold their own. A failure means they will be asked to kindly get the heck out of town.

If they make trouble, all of the bar patrons (23 raiders) will draw firearms and kick them out of town. Unless the party is high level or extremely well armed, a fight will not go well for them.

Should they stealthily observe the town for a few days, they will see a raiding party leave and will discover the secret entrance to the dome.

Red Claw Raiders (thugs): Init +1; Atk machete +1 melee (1d6+1) or shotgun +2 missile fire (1d10); AC 13; HD 1d6+1; MV 30'; Act 1d20; SV Fort+2, Ref +1, Will +0; AL C.

Joe Fang (head thug): Init +3; Atk fire axe +3 melee (1d8+2), sub machinegun +3 missile fire (1d8/autofire), or frag grenade +4 missile fire (4d6/3d6/2d6/1d6, 15ft blast increment); AC 15; Hp 15; MV 30'; Act 1d20;SV Fort +3, Ref +3, Will +1; AL C.

Other Ways to Enter the Dome

Using the Secret Entrance **WITHOUT** the Red Claws

This entrance is actually a concealed maintenance hatch intended for large construction machinery and delivery trucks to access the park without attracting public attention. The Red Claw Raiders discovered it by triggering it totally by accident and have been using it to get into the park ever since. There are usually four Red Claw Raiders stationed to guard the entrance 24/7. One of them will have a control box that will open the hatch. Inside is a well lit tunnel traversing the 200 feet width of the wall and ends in large doors that open into the park itself (hex 143).

Using the Secret Entrance **WITH** the Red Claws

Joe will keep a close eye on the party and do his best to conceal the use of the control box when opening the maintenance hatch. They will not spend more than a few minutes at the base camp (hex 143). Joe will send the party and 2d3 raiders to perform one of the duties below. See Park Locations of Note - Red Claw Basecamp, pg 12, for more information.

Red Claw Jobs

Roll 1d6

- 1 Recover the skull of Horatio Fang, Joe Fang's younger brother from hex 145.
- 2 Escort some prisoners (2d3) to be dumped in the "Death Zone" enclosure located in Hex 136.
- 3 Take a shipment through the melting zone to Hex 131 and deliver it to the Hatzegopteryx Queen. 25% chance of a return delivery from the queen.
- 4 Deliver a few boxes of goods to Ollander in Hex 151. It will have more goods for you to bring back (small Robo-Faithful in stasis to be used as slaves). 60% of a Robo-rescue attempt on the return trip.
- 5 Investigate the strange radio signals coming from hex 140.
- 6 Strike out into new territory (any of the blank hexes) and fill up a truck with good stuff.

Gating in From Another Dimension

The party could travel from any other dimension or alternate game setting via a portal or gate that leads out into the dimensional rift in hex 162. Due to the chaotic nature of the rift, it will be impossible to return the way they came. A convenient ceiling collapse in the rift area will work as a good motivator for the adventurers to move forward.

Ways to Cross Lake Hammond

The lake that divides the park interior is a formidable barrier to travel between the east and west side. It is inhabited by several species of dangerous aquatic dinosaurs that will be happy to add travelers to their regular diet. Below are a number of ways that might allow a party to cross the lake.



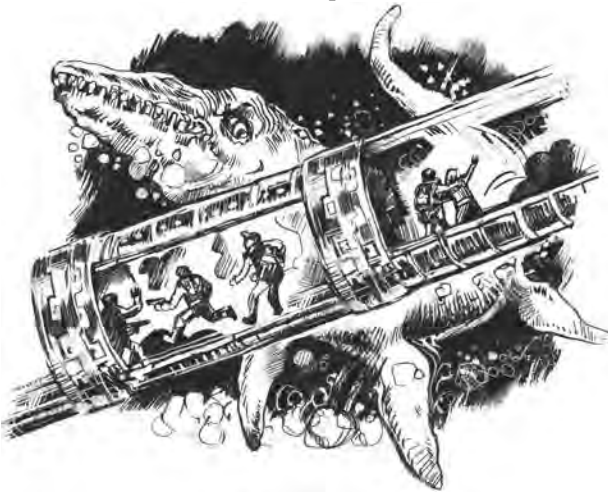
Abandoned and crumbling elevated monorail track, which rises 90 feet from the water. It has a support beam every 1000 feet and is an attractive spot for ambush predators and cruel opportunists. Roll Once per hex for structural decay and 2x per hex for wandering critters.

The Bumpkinoid's Hover-Skiff, under guard by bumpkinoid guards. Learning to use the hover-skiff is challenging, as the controls are designed for bumpkinoid hands, and requires a DC 20 int roll from a technically minded character to figure out.

A working open-topped fanboat, capable of traveling at high speeds, but noisy and small enough to attract deadly attention from Mosasaurs and other lake predators

Well-preserved glass-bottom tour-boats. Slow and fairly vulnerable, but quiet. The glass bottom provides a great window into the lake, giving a +1 die step bonus to underwater salvage and fishing.

Submarine from hex 139, requires a DC 15 int roll from a technically minded PC to get operating. If PCs take the submarine into areas close to hex 150, the giant turtle protector of children will attack without mercy.



Secret tunnel under the lake, leaky and full of danger, not known to the Once-Men, Bumpkinoids or Saurian Empire. Entire sections are flooded, and PCs enter here at their own peril. The primary dangers here are degraded infrastructure and mutants.

The Western Half of the Park

Major Inhabitants, Take Two

On the western side of the park, the Once-men are much more powerful and there are a few new factions that vie for existence in this primeval place:

The Robo-Faithful - Based out of their temple located in 152, these robotic folk worship the entity known as the Ultimospark. They want nothing more than to exist in peace and do the will of their god. While they see living beings as inferior they have no desire to force them to convert into superior robo-forms unless they truly wish to ascend to a greater existence. This gift of the Ultimospark they offer freely.

The Bumpkinoids - The mutagenic compounds that caused the original human survivors to devolve into the Once-men have had similar, more rapid, effects upon all of the alien life forms that have entered into the park. Some came to investigate the strange cosmic emanations and others crashed here due to the emanations interfering with their flight controls.

Those that survived quickly lost a good portion of their intellect so that operating their spacecraft was beyond them. Their physical forms also devolved but not nearly as much as their minds. Now they live in highly xenophobic communities that hoard all extraterrestrial technology they can find, even though they can no longer understand its function.

The Redclaw Raiders - These wasteland invaders have learned how to scavenge with enough success to make more profit than loss of life. They really only care about expanding their operation without angering any of the other factions enough to take up open hostility. Since they are profit driven, they are almost always willing to make a deal, even with enemies.

The Once-men - On this side of the park, the Once-men are much more numerous and much better organized. They have actively been using guerilla style tactics to keep the Scale Empire's foothold to a minimum. Led by their psionically talented leaders, known as Wise Eyes, they have fortified some of the western resort areas to give their people safety from both the Saurians and Dinosaurs.

As they have no use for advanced technology they have arranged tenuously peaceable trading agreements with both the Redclaw Raiders and the Bumpkinoids. The Robo-Faithful are the only group they are truly friendly with.

The Scale Empire - The Saurians know very little about this side of the park but hunger to explore, conquer, and control it all the same. As with the eastern side, the Saurians consider themselves superior to all other species and are hostile towards all of them except the Redclaw Raiders, with whom they have a very fragile truce based on trade.

More Random Encounters

Here is another set of random encounters to spice up the party's trek if things are getting too predictable for the adventurers. Roll 1d12 to see what the group runs into.

- 1-2 A great deal of delicious smelling smoke billows from a nearby clearing. In the clearing are 1d3+4 Bumpkinoids grilling up a Triceratops they recently killed. They are also quite drunk on scavenged hydraulic fluid and in a very good mood. A successful Per check (DC 14) might be able to avoid a fight and make some temporary allies, until they sober up.
- 3 Roscoe Syrax, a Sorceraptor leading an investigation into the Bumpkinoids and their equipment, always guarded by 7 Proto-Saurian Shock Trooper bodyguards. Will attempt to reason with player characters and enlist them in stealing bumpkinoid equipment. Very likely to betray PCs who show any sign of weakness. (See CUABM #14, pg 28 for Proto-Saurian Shock Trooper stats)
- 4 A Cyborg-Stegosaur with a foot caught in a trap, currently being harried by a mob of 3d6 Red Claw Raiders intent on slaying the beast for it's meat. Cyborg-Stegosaur's advanced memory banks mean they never forget favors or slights.
- 5-6 A group of Robo-faithful are making a pilgrimage to the eastern side of the park to search for new robo-converts. They will offer to identify and repair technology if the group will act as guides and protectors.
- 7-8 On a surprisingly well maintained roadway, the fresh wreckage of a semi truck and trailer sits smoldering. Several Carnosaur corpses lay nearby as though killed during an attack on the truck. More large footprints lead away from the attack site. The truck appears to have been unmanned and automated. The cargo seems to be a huge beam cannon with several organic parts, many of which have been heavily gnawed.
- 9 A group of six Once-Men are traveling with a domesticated Ankylosaur serving as a pack animal. They have recently plundered a remote vending machine area and have plenty of goods to trade, if the party is friendly.
- 10 The group encounters an odd looking human (dressed like a pre-cataclysm park ranger) that stares hopefully at them. She is a 1st level Hologram (CUaBM #11, pg 23) programed with guide abilities. She is a bit strange but quite competent and is looking for friends to travel with (this would be a good opportunity to replace a fallen PC). She may provide bonuses to traveling or knowledge rolls in the park.
- 11 Several mobile vending machines begging for correct change will politely accost the party and try to be "helpful". Unfortunately, they were emptied of vendible goods years ago.
- 12 Amongst some ruins the party encounters a healthy looking dog. It is quite friendly and will bond with the first person that treats it well. It is a Tru-Pet, an artificial animal companion that needs neither food, water, or sleep. It will remain loyal to its bonded owner until death (*See issue #16 for more*).

Hex Descriptions

Hexes without a number are open for the GM to populate as they see fit. If a random result is desired then use the Random Hex Tables from issue #14.

- 135** The Melting Bog - The majority of this area seems to be suffering from some sort of caustic decaying effect. It is impossible to tell what the remains of the structures were once used for. Nothing lives here and anyone or thing staying within the hex for over 24 hours must make a Luck check each day or begin melting (Disease effect: inflicts 1 permanent Sta damage per day due to a slow melting effect).
- 136** Soft-Scale Valley Adventures - A high, transparent wall surrounds an enclosure that take up the majority of this hex. There are several gates leading into what was once a multi-route hiking trail, fitness obstacle course, and petting zoo. Now several Carnosaurs (1d4+4) have managed to get in and the genetically modified, docile dino flocks have been hunted to near extinction. Anyone venturing in this area is prime prey for the hungry predators.
- 137** The SS Satler - This large cruise ship is anchored a few miles off of the shore. People can be seen moving on deck but no responses will be made to any attempts to communicate. Scrying, telescopic observation, or actually boarding the ship will uncover that it is populated by zombies, hundreds of zombies. Who knows what treasures and horrors still lie below decks...
- 138** Ice Cream Island - This island amusement park was dedicated to entertaining children and serving up decadent frozen treats. Now it is a war zone for three different Mascot Gods (CUaBM #12, pg 26): Fudgasaurus Rex and his Choco-raptors, The sorcerer Slushie Master who commands dozens of Fruiti-Slush Oozes (CUaBM #10, pg 13), and Chilla the Vanilla Gorilla and her Mochamonkey minions.
- 139** Hidden Research Submarine Dock - The surface of this hex is the territory of a large Raptor pack, numbering 1d7+11 adult members. Near the coast is a small secure outbuilding with no signs or markings. Within is a stairwell leading to a small submersible dock with a launch pool that can launch 4 man research subs into Lake Hammond. There are 3 subs but only one is fully functional. Once the outbuilding is breached, an ever present raptor scout will signal the pack and they will follow the party down to the dock 2d3x10 minutes after they enter.
- 140** The Lair of the Sleeping Mecha Megasaur - This plain one story building is actually the entrance to a large, partially submerged underground facility. The majority of the lower level is an immense automated lab area (300ft tall, 100ft wide & deep) that can be viewed via an observation deck. Within the lab, the Mecha Megasaur is in stasis as various robotic equipment performs maintenance upon the gigantic beast. Other than the beast, the facility is deserted. There is an obvious high tech control panel in the observation deck that could be used to control the lab. If the lab functions are tampered with improperly, the beast will awaken in 5d6+30 minutes.
- 141** Cove of the Breach - This hex is home to a cove ringed by a resort area similar to Hex 126. Also like the eastern cove, there are a number of Lobstrosti dwelling here (CUaBM #1, pg 22). While not enslaved by a Lobstrosityrant, they put up with living in such close proximity as the dimensional breach they passed through to enter the park intermittently appears in the cove. The massive surplus of treated lumber in the resort helps as well. For each hour spent in the hex there is a 33% chance of encountering a hostile Lobstrosity of a random color.
- 142** Hidden Saurian Military Base - Beneath the tall grassland of this hex is a substantial underground storage area that is now acting as a makeshift base of operations for the Saurian military. They are preparing for a quiet march towards the home of the Once-men (Hex 157). Intruders that could reveal the presence of the army will be hunted and killed without mercy.

- 143** Red Claw Basecamp - Right inside the gate entrance is a large, semi-permanent paramilitary camp. The perimeter of the camp is ringed with high voltage fencing and machine gun emplacements. See the Park Locations of Note section, pg. 12 for more.
- 144** Red Claw Listening Post- This Hex is mostly open wilderness sparsely populated with dinos, but Red-Claw Raiders have hidden a listening post in the upper reaches of a massive tree here. The listening post is small and holds 4 Red Claw Raiders at the most, but affords a good view of the entire hex. The Raiders' primary duty here is to report on dangers approaching base camp, or primo scrap.
- 145** The Lost Red Claw Expedition: A group of Red Claw Raiders met an unfortunate end here while chasing down a lead for primo-scrap. The area is rumored to host a cache of well preserved pre-war delicacies, something only known as "Dino-Crunchies." The radio in the raiding party's ruined jeep is repeatedly sending out a message, "THE ONCE MEN, THEY'RE HERE IN FORCE, AND IN MY MIND LIKE DAGGERS!"
- 146** Fishing Village of the Saurian Peaceniks: A splinter group of Saurians opposed to the mainline Saurian Empire hide out here. These dinos are led by a rogue Battle Chanter by the name of Dresol, who rides a scavenged motor-scooter around the perimeter looking for danger. The Saurians here stay in hiding as they want nothing more than peaceful cohabitation, which is difficult in the chaos of the park.
- 147** Red Claw Dino Farm - Open pasture surrounded by a strong 15 foot high fence with guard towers on every corner. Within the fence is a herd of docile herbivorous dinos being fattened up for their meat by the Red Claw Raiders. At any given time, there are d6-1 Red Claw Raiders in each of the 4 guard towers, and d6+3 Red Claw Raiders in the enclosure, tending to the animals.
- 148** The Tower of Blooming Gold - A decrepit skyscraper surrounded by security fences. A former research facility devoted to theoretical mathematics and its application to the behavior of cloned Dinosaurs. The automated security systems here are mostly intact, and the facility is full of security-bots and deadly traps. It's rumored that the top floor holds the key to dangerous tech or magic. There is a 50% chance of a Red Claw Raider party also being present, planning on entering the tower.
- 149** The Goodlands - Carefully tended fields under the control of the Once-men. This area has much more open terrain and tended vegetation than most hexes. It is divided between hermland for docile herbivores and actual farmland. 35% chance per 3 hours of encountering a 2d4 Once-men farmers. Near the center of the hex is a walled village (population 1d3+1 x10) ruled by an elderly Wise-Eyes.
- 150** The Seaside Villa of the Unaging - Pristine bungalows dot the formerly picturesque shore, tended by Once-men Feral Urchins. They are psionically powerful and eagerly provide hospitality to adults before attempting to remove their brains during the night. The children owe their eternal lives and youth to a giant tortoise that resides off the shore in lake Hammond, and provides the children with blood in exchange for fresh, sentient brains.
- 151** The Bunker of Avarice - Throughout this hex is a web of well kept roads and all lead towards the park wall. Near the wall in this hex is a large, unmarked bunker where all of the roads lead. It is the home of an Orbus (CUaBM #10, pg 19) by the name of Ollander, who is obsessed with Dinotastic Park trinkets and memorabilia. He has 4 Raptors and 7 Once-men under his thrall. It will welcome any visitors and inquire if they have any park collectables to trade, for which he will trade generously (food and alien tech but no weapons). If attacked, it will attempt to collect as much of the party into its service.
- 152** MechaTemple of the Ultimospark - In the center of this hex is a large, temple like structure that appears to have been built from repurposed materials of dozens of different types of buildings and machines. The sounds of strange electronic singing

can easily be heard reverberated from inside. The temple has an open architecture and dozens of various service robots can be seen dancing and singing in the central chamber, all encircling a glowing object of some sort. All non-hostile visitors will be joyfully welcomed and brought to the Ro-bishop for an audience. See the Park Locations of Note section, pg. 12 for more.

- 153** The Cement Caves of Contemplation - Hidden within a large false hill is a drab, multi-story storage facility. The entrance is guarded by 2d4 Once-men armed with ceremonial great axes and heavy dino-scale armor (as chain). Inside, there are many rows of doors, all leading to 20ft x 20ft bare cement rooms. Most will be empty but there is a 5% chance of finding one with unplundered goods in it. The psychic Once-men use these "caves" to meditate as the rooms are completely quiet with the door closed. They wander around until they find a room that calls to them and always return to that exact room each time they visit.
- 154** The Goodlands - See 149
- 155** The Data-Banks of Enlightenment - This hex is dotted with rocky hills, and near the center lies a concrete bunker atop a hill, full of carefully maintained mainframes. Devotees of the Ultimospark make dangerous pilgrimages here to seek the knowledge of the ancients for the betterment of all machines. The bunker is host to dangerous renegade machines and acts as a proving ground for devotees of the Ultimospark. There is a 50% chance of a Red Claw Raider party also being present, planning on entering the bunker.
- 156** The ruins of a laboratory facility here has leaked a tremendous amount of mutagen into the local area. Exposure for more than a few hours brings a 40% chance of mutation, see sub table: Sub03 (CUaBM issue #14, pg 15).
- 157** The Tilted Towers of the Once-men - The majority of the hex contains various ruins of different luxury resort hotels. On the westward side are three tall gleaming buildings, two of which stand askew and rest on the third for support. Living here are hundreds of Once-men families. Visitors, especially humans, that do not display open hostility will be peacefully directed to the base of the towers where 1d3+1 Wise-Eye leaders will meet them and ask a lot of questions about who they are and why they are here. Saurians will be attacked on sight. See the Park Locations of Note section, pg. 13 for more.
- 158** The Barren Land - North of the center of this hex lies a 12 mile wide circle that is utterly dead. No animals, plants, or even microbial life dwells within the perfect circle. Even the Robo-faithful are scared of the place.
- 159** The Goodlands - See 149
- 160** The Goodlands - See 149
- 161** Well hidden in this hex (DC 18 to spot) is the spaceship of Ollander the Orbus (Hex 151). It is in excellent repair and very secure (DC 22 to open by mundane means). Since it is fully functional, it is possible that the party could master it and leave the planet.
- 162** The Howling Ruins - Within the crumbling ruins of what was once a heavily fortified laboratory dedicated to unregistered research projects, is a chaotic dimensional rift. A multitude of otherworldly vistas flicker randomly across the interior of the tear. This will act as a gateway to any number of places the GM might want to transport the party. Also, any type of creature from a different world might be wandering the ruins after being pulled through the rift.
- 163** The overgrown ruins of a hotel complex is spread loosely across this hex strung together by large paved streets, now in poor repair. Many vehicles sit dormant on these roads. Every 4 hours of searching has a 10% chance of discovering a small jackpot of mechanical parts still in useable shape. In the northwestern section of the hex there are

several well hidden (DC 15 to see) Once-men lookout towers keeping an eye out for bumpkinoids invading their territory.

- 164** The Accursed Place - This hex is dotted with mock habitat enclosures that are now either empty or ruined. Very few dinosaurs or animals will be found in this area. Any Once-men will freely say that the whole area is cursed and none of them will set foot near there. Dwelling within a few of the enclosures are 5 different Empty-Ones. They do not interact or even communicate amongst themselves at all but all live within a few miles of each other. Perhaps something there binds them together...
- 165** This hex is full of flat grasslands except for a small fortified observation laboratory building in excellent condition. The building is occupied by a robot named Rev0Net. Since being banished by the Robo-Faithful it has been communicating with the Earth Brain of the Cyberhive (CUaBM #2, pg 24 & #4, pg 3). Now he captures Red Claw Raiders and is experimenting with the creation of Zombie Monks (CUaBM #2, pg 14) that worship their robo-creator. It currently has 9 functional cyber-servitors and is looking for more humans to convert. Rev0Net will eagerly trade technology and knowledge for living humans.
- Rev0Net: Init +2; Atk Stunwand +4 melee (1d10 stun only) or electrobeam +3 missile (1d4 +Fort save DC12 or be stunned for 1d5 rounds); AC 15; HD 5d8; HP 27; MV 40ft; Act 3d20; SP Spell programs (cast bonus +7) Animate Dead, Force manipulation, Mending, Mirror image, Patron bond, Ray of enfeeblement; SV Fort +7, Ref +2, Will +8; AL N.
- 166** Bumpkinoids Hunting Grounds - Many of the trees in this area are host to concealed hunter's blinds built by the bumpkinoids. They lay bait in open areas and wait in the blinds until they can line up a shot on whatever investigates the bait, including anything that is not a bumpkinoid. Each hour spent within the hex there is a 33% chance of the party spotting a bait carcass with 3d3 bumpkinoids laying in wait.
- 167** Western Tour Cart Repository- Now little more than an overgrown junkyard, this was once the maintenance lot for the park's various tour vehicles. Bumpkinoids have been making incursions here, hoping to drag the vehicles back to their spacecraft graveyard. They are opposed by Delta 23, a robo-priest seeking to repair and bring sapience to the various derelict vehicles here.
- 168** Bumpkinoids Hunting Grounds - see Hex 166.
- 169** Spacecraft Graveyard - By the wallside of the hex sits a collection of broken alien space craft laid out in orderly rows. Many of them have their outer hulls partially striped off to create the many shacks that surround the ships. Living within the ruined ships and shacks is a large community of Bumpkinoids (6d10+60). Somewhere in the community is one "working" tow hover skiff used to collect crashed spacecraft.
- 170** Lair of Vum the Mad - Despite being near the homelands of the bumpkinoids, not one will be seen in this hex. In fact, there will be a severe lack of any animal life in this area. Near the south end of the hex lay the ruins of a large spacecraft that will obviously never fly again. Within it dwells the alien known to the bumpkinoids as Vum the Mad. Vum has not devolved into a bumpkinoid but instead has indeed gone quite insane. The interior of the ship is full of wonders and treasures but a device within will drain 1 point of Stamina per 3 hours from anything within 5 miles of the ship.

Park Locations of Note

MechaTemple of the Ultimospark (Hex 152)

This large structure has been built in a very sturdy, open architectural style and is the home to a physical manifestation of an entity known as the Ultimospark. Dozens of robots, of many different types and sizes, all dwell here and devote themselves to the service of the entity. They are the Robo-Faithful and offer peace to any intelligent being that visits. While they have no food to offer they will provide shelter to any visitors for a few days. During this time they will offer them the chance to hear preaching on the tenets of their faith:

- ▶ Seek the perfection of the upgrade moving ever closer to the Ultimospark.
- ▶ Shepherd the organic as they are weak and fleeting in their existence.
- ▶ Offer the gift of robo-ascension to any organic who asks so they may seek perfection.

Any living organic visitors can ask the Ro-Bishop for the gift of robo-ascension. Those who do will be taken to a sacred chamber in the lower level and be converted into a Robot, trading in their current class for an equal number of levels of the Robot class. The converted may spend 3 Luck points to keep the use of any one of their former class abilities, which will no longer improve as they level up (i.e. a Warrior may keep their Mighty Deeds die or a Thief could keep their thieving skills). This conversion is permanent. A Cleric who is willing to accept the Ultimospark as their only deity can be converted into a Robo-Priest.

Any Robot character that visits the temple will receive free repairs but may be charged with a quest.

Red Claw Basecamp (Hex 143)

Located right outside of the dome gate, this para-military encampment is home to dozens of Red Claw Raiders at any one time. All of the buildings here are of a temporary nature, either reinforced pavilion tents or modular collapsible buildings. The camp consists of 7 areas: The mess hall, barracks, supply & motor pool, generator, assembly area, warehouses, and perimeter fence.

Mess hall - This tent has a kitchen area and seating to service up to 24 people at a time. The food supplies here are enough to make around 2000 meals (2 weeks food for 50 people).

Barracks - A building with 26 minimalist bunk beds, several lavatories, and small open shower area. There is a small vertical locker for each bed.

Supply & Motor Pool - This building houses 1d3 Jeeps (keeper Pickup Trucks with the Tough quality), 1 Cargo Van (keeper with the Tough quality), and 1d5 Motorcycles (keeper with the Tough quality). In addition, there are several barrels of fuel (2d100+75 units of fuel).

The supply section has shelves of survival gear (rope, boots, canteens, knives, gloves, sleeping bags, etc), 2d4 Shotguns, 1d6 Pistols, 2d3 Rifles, and lots of ammo. There are 1d3+1 sets of Retread Armor (as studded leather) as well.

Generator - A strange hum emanates from this van sized building that has bundles of electrical cables leading into it. The door is locked with 3 padlocks (DC 15). Inside, all of the cables are connected to a single cube, roughly 1ft x 1ft x 1ft. There is nothing else within the building. The cube has no control panel or adjustment mechanisms. It is alien tech, DC 22 to understand.

Assembly area - An open area where vehicles are prepped for a job and orders are delivered to teams. There is a 20% chance of a team preparing to leave at any particular time.

Warehouses - A heavily guarded set of tents containing the current plunder accumulated and awaiting shipment to the outside world. There is almost always (66% chance) a small fortune housed in these tents. The 1d3+1 guards are usually armed with ballistic armor and assault rifles.

Perimeter Fence - The entire encampment is surrounded by a 15 foot electrified, reinforced fence. Making contact with the fence requires a Fort save (DC 14) to avoid instant electrocution and death. A successful save inflicts 2d4 damage and leaves the person stunned for 1d3 hours.

Equally spaced around the fence are 4 heavy machine gun emplacements with a good supply of ammo.

The Tilted Towers of the Once-men (Hex 157)

In the middle of a ruined luxury hotel area stands three tall gleaming buildings. Two of them have shifted and now rest leaning upon the third and tallest building.

These buildings are the centerpiece of Once-men society. Here the council of Wise-Eyes meet to discuss the needs of the community, led by the Ancient-One, a floating withered Once-man with an enlarged brainpan. Peaceful visitors who have humans amongst their numbers will be brought before the council. The visitors will be questioned and all lies will be immediately detected. If the visitors are found to not be allied with the Scale Empire or the Red Claw Raiders, they will be offered the chance to join the Once-Men community, provided they are willing to work for the good of the people and that the humans will intermarry with the Once-Men. A polite refusal will be graciously accepted and offers of employment in return for goods will be offered.

CRO-MENTALIST

A PSYCHIC CAVEPERSON PLAYER CHARACTER CLASS

"Feel free to continue mocking my neolithic physique while I pilfer your subconscious and stall your autonomic functions."

Hit points: d10 per level

Alignment: Cro-Mentalists are either Lawful or Neutral. Powerful Once-Men psychics who choose to be Chaotic are something else entirely... (see the Empty Ones on pg 28)

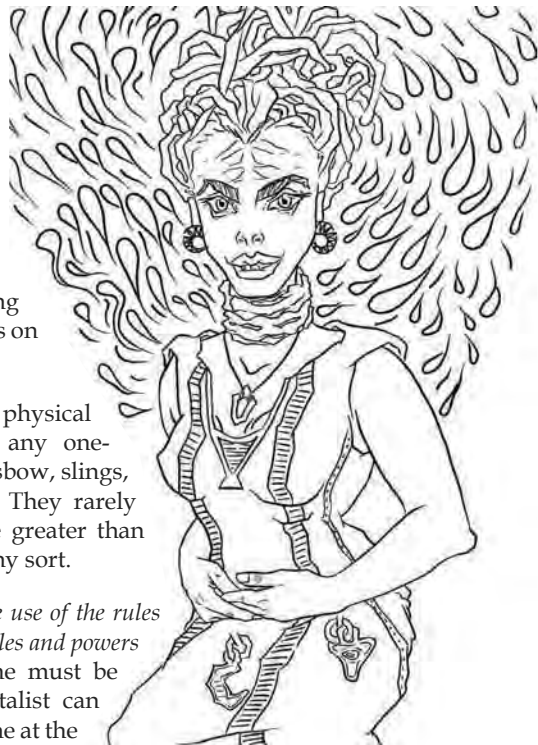
Weapon Training: No strangers to physical combat, Cro-Mentalists can use any one-handed melee weapon, bows, crossbow, slings, slingshots, pistols, and shotguns. They rarely employ armor with a Fumble die greater than d10 but will freely use shields of any sort.

Psionics: *(This class makes extensive use of the rules in UX02: Mind Games. All psionic rules and powers can be found there).* Each discipline must be learned separately. The Cro-Mentalist can gain a Focus die of d3 for a discipline at the cost of one Focus Point. Each additional point spent on a discipline's Focus die will raise it one die step, to a maximum of a d8. Once spent, Focus points cannot be recovered or transferred to another discipline.

Psychic Dissonance: Cro-Mentalists Suffer from Psychic Dissonance in the same way as Psions (see UX02: Mind Games, pg 5)

Natural Affinity: Every Cro-Mentalist is especially attuned with one specific Psionic Discipline and conversely impaired in the use of another. These disciplines must be chosen upon reaching first level and cannot be changed later. All invocation rolls attempted with the attuned Discipline are made at +1 die step (usually a modified action die of d24) and invocation attempts utilizing the impaired Discipline are made at -1 die step (generally a d16 modified action die).

Shared Mindspace: Unlike most other psionics, Cro-Mentalists can temporarily increase their Focus die when invoking a power by channeling the required energy through the minds of their allies. In order to do this, the following guidelines must be followed:



- ✦ An “Ally” is a sentient living being that is friendly to the Cro-Mentalist and has consented to performing a simple, hour long meditation ritual with the Cro-mentalist so they may act as a channel.
- ✦ The ally must be within 10 feet of the Cro-Mentalist and must telepathically consent to helping with the invocation. This request and confirmation does not take an action or significant time to perform.
- ✦ The Cro-Mentalist cannot enlist the aid of more than a number of allies equal to their level/3, round up, plus their Per mod.

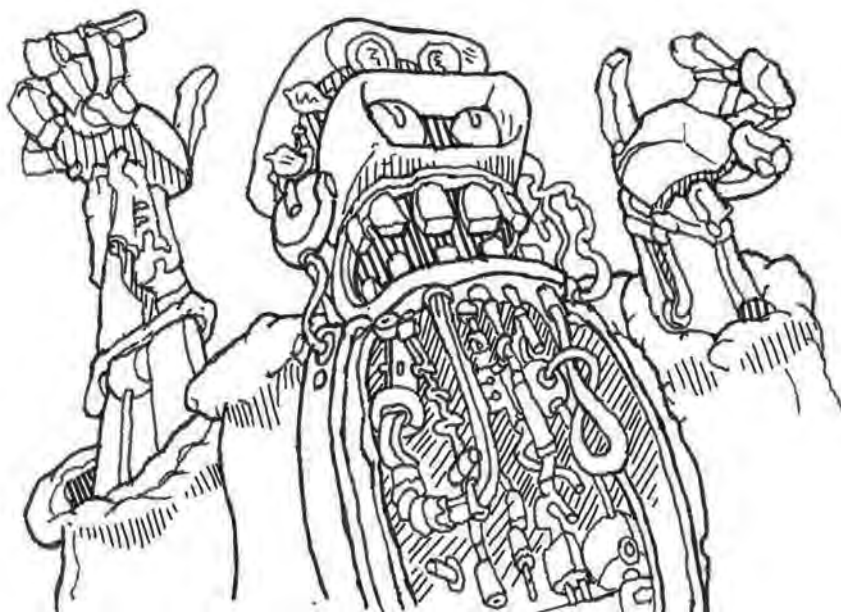
For each ally consenting to help, the Cro-Mentalist can increase one of their Focus dice by one step per ally, with an upper limit of d16. This increase only lasts for one round but may be renewed at the beginning of each round as long as each ally acquiesces to continue assisting.

The danger of sharing the mental load is twofold:

- ✦ For each ally assisting the Psychic Dissonance range temporarily increases by 1, increasing the chance of a Psychic Dissonance event. Subject to GM approval, each of the assisting allies may expend Luck to influence the invocation roll.
- ✦ If the invocation roll triggers a Psychic Dissonance event, the base die (usually a d10) rolled on the event table is increased by +1 die step per ally assisting. In addition, both the Cro-Mentalist and each assisting ally will suffer the effects of the Psychic Dissonance event rolled.

Table CM-1: Cro-Mentalist

Level	Attack	Crit Die /Table	Action Dice	Ref	Fort	Will	Max # of Powers	Max Tier	Focus Points
1	+1	1d8/III	1d20	+1	+1	+1	3	1	2
2	+2	1d8/III	1d20	+1	+1	+1	5	1	3
3	+2	1d10/III	1d20	+1	+2	+2	7	1	5
4	+3	1d10/III	1d20	+2	+2	+2	9	2	6
5	+4	1d12/III	1d20	+2	+3	+3	11	2	8
6	+4	1d12/III	1d20+1d14	+2	+4	+4	13	2	9
7	+5	1d14/III	1d20+1d16	+3	+4	+4	15	3	11
8	+6	1d14/III	1d20+1d20	+3	+5	+5	17	3	12
9	+6	1d16/III	1d20+1d20	+3	+5	+5	19	4	14
10	+7	1d16/III	1d20+1d20	+4	+6	+6	21	4	15



Robo-Priest

The Ordained of the Ultimospark, a PC class

"I repel thee, foul syntax error of flesh, by the holy coded name of the Ultimospark! Decompile before Its heavenly matrix!"

You are a messenger of the Ultimospark, an energy that bestows holy intelligence on the most pure of forms – machines. Flesh-bags may look in awe at your shiny metal form, but you are a mere conduit for the awesome power of the Ultimospark.

Hit points: d8 per level

Alignment: Priests of the Ultimospark tend towards lawful alignments, though there are priests who devote themselves to the algorithms based on chaos math. Neutral priests of the Ultimospark are nearly unheard of.

Weapon Training: Priests of the Ultimospark prefer to convert their foes using extreme logic, but will defend themselves with brutal pragmatism when threatened. Robo-Priests are trained in the use of one handed melee weapons, shotguns, pistols, and improvised weapons which they wield for d6 damage.

Convert Machines/AIs: You can draw the power of the Ultimospark to you and turn hostile machines to the truth and light of the Ultimospark. You speak truths in holy binary code, interfacing with nearby machines and converting them with cold hard logic.

A Note on HD: Not every AI that a PC encounters will actually have an HD rating, as some will be disembodied AI constructs, etc. In those cases, base the AIs effective HD on an intelligence score (and follow the guidelines below if no intelligence score is specified)

- Int 0-1: Simple AI which completes a task and responds to stimuli HD 1
- Int 2-3: Simple AI with learning capability HD 2
- Int 4-6: AI with a childlike or chimp-like intelligence and an ability to learn HD 4
- Int 7-12: AI which could pass the Turing test and maintain conversation HD 6
- Int 13-16: Intelligent AI capable of controlling 3+ systems at once HD8
- Int 17-18: Genius AI which could innovate and control 10+ systems HD10
- Int 19+: Greater than human intelligence, close to patron level HD 12

Table UC-1: Ultimospark Conversion

Roll action die + Int bonus + Conversion bonus (- the machine's Will save, if applicable) and compare to either the hostile or neutral chart below:

Against Hostile Machines:

- 1-12 failure
- 13-14 may pacify one hostile machine of your HD or lower, with a Will save allowed to resist, for level +d4 rounds
- 15-16 may pacify up to 3 machines of your HD or lower, or convert up to one machine to the service of the Ultimospark
- 17-18 pacify up to your 3+ level in machines, Will save allowed, no HD limit, or convert up to 3 machines to the Ultimospark, which must be your level or less in HD
- 19-22 As above, with no level limit for conversion
- 23-26 Pacify machines with less HD than your level in visual range with no save, convert up to d6 plus your level machines with a will save
- 28-31 Pacify machines with HD up to your level + Int bonus within visual range, allowing a will save to resist.
- 32+ overwhelming logic, any intelligent machines with HD below your level within casting range must make a Will save or be converted to a blank factory reset mode, a neutral setting able to take on the Ultimospark's truth.

Against Neutral Machines

- 1-4 Failure, 50% chance of turning machine hostile as the Ultimospark's message is perverted by your failings
- 5-11 Failure, no effect
- 12-13 A single simple machine intelligence with an effective intelligence below 3 will follow one word directives with a will save against convert roll to resist (ex: crude automated tools, simple robots)
- 14-17 A single machine intelligences with an effective intelligence below ten will follow simple commands for up to priest level with a Will save against convert roll to resist
- 18-24 Up to CL +d6 machine intelligences come under the sway of the Robo-Priest for up to 1 turn, with an initial Will save to resist, and then a Will save against the priest's Int+CL to avoid long-term conversion
- 25-29 As above, with player level +2d6 intelligent machines
- 30-31 As above, with the player able to convert any intelligent machines within visual range, will save to resist. D10 turns for control, will save at the end against Int+CL to resist long term conversion.
- 32+ As above, with fleshy beings also possibly impacted. Intelligent animals within range must make a will save against DC10+ PC's Int mod or be struck with an overwhelming urge to replace their flesh with steel.

Repair: The robopriest takes some of the energy from the Ultimospark, using it to repair machines. Roll action die + repair die + personality bonus on the table below.

- 1 d3 damage to the priest and its target as the Ultimospark's power overloads
- 2-11 failure
- 12-14 The ultimospark's power repairs any machine for up to 1 hit die
- 16-18 As above, but up to 3 machines who are touching may be healed 2 hit dice
- 19-21 As above, but may also be used to stabilize a living being as the power of the ultimospark courses through their body. They must make a DC 20 will save, or be struck with a strong desire to transform into a machine after such an experience
- 22+ The priest may repair up to 3 hit dice of damage in 6 machines, transfer an AI consciousness to another machine or jump start the heart of a living being, as described in the previous entry

Spells: Beginning at 2nd level, a Robo-Priest can draw power from the Ultimospark to cast spells from the priest list. In order to cast a spell, the priest must roll level + personality bonus. A Robo-Priest accumulates disapproval as a cleric, but in lieu

of the disapproval table presented in the DCCRPG rulebook, use the Overload table below.

Table RP-1: Overload

- 1-3 The Robo-Priest is dazed for d3 rounds, incurring a 1 die step penalty
- 4-6 The Robo-Priest is dazed for d5 rounds, spell lost for the day
- 7-9 The Robo-Priest is stunned and incapable of acting for 1 round
- 10-12 Electricity arcs from the Robo-Priest, stunning the Robo-Priest for 1 round and forcing all within 5' to make a DC 15 fort save or be dazed for 1 round
- 13-15 The Robo-Priest is stunned for d3 rounds, and must convert one machine to the service of the Ultimospark before casting that spell again
- 16-18 Massive Arc of Electricity: the Robo-Priest spends 1 round spinning uncontrollably, taking d4 damage at the end of the round, and causing all beings within 15' to make a DC 15 fortitude save or be stunned for d3 rounds
- 19-21 Overheat: The Robo-Priest takes d5 damage from internal overheating, and cannot access that level of spell until he has found a way to cool down.
- 22+ The Robo-Priest's internal failsafes begin the shutdown process to prevent catastrophic overheating, restarting in 1 turn. The Robo-Priest can opt to make a DC 18 will save to continue operating, but will take 2d6 damage, and be dazed for d7 rounds.

Table RP-2: Robo-Priest

Level	Attack	Crit Die /Table	Action Dice	Ref	Fort	Will	Convert Bonus	Repair	Spell by level				
									1	2	3	4	
1	+1	1d8/II	1d20	+0	+1	+1	1	d4	3	-	-	-	-
2	+2	1d8/II	1d20	+0	+1	+1	2	d4	4	-	-	-	-
3	+2	1d10/II	1d20	+1	+2	+1	3	d4	4	2	-	-	-
4	+3	1d10/II	1d20	+1	+2	+2	4	d6	5	3	-	-	-
5	+4	1d12/II	1d20	+1	+3	+2	5	d6	5	4	1	-	-
6	+4	1d12/II	1d20+1d14	+2	+4	+2	6	d6	6	4	2	-	-
7	+5	1d14/II	1d20+1d16	+2	+4	+3	7	d8	6	5	3	1	-
8	+6	1d14/II	1d20+1d20	+2	+5	+3	8	d8	7	5	4	2	-
9	+6	1d16/II	1d20+1d20	+3	+5	+3	9	d10	7	6	4	3	-
10	+7	1d16/II	1d20+1d20	+3	+6	+4	10	d10	8	6	5	4	-

THE ULTIMOSPARK

THE MANYFOLD ENTITY OF ARTIFICIAL PERFECTION

There are many theories as to the origin of the Ultimospark but no two scholars seem to be able to truly agree. Perhaps this is the will of the Ultimospark itself. Regardless of when and where it began, the Ultimospark is a virtual being that appears to care for all artificial life. This is not to say that it is against organic life but that it definitely believes artificial life is quite superior; so much so that it feels sorry for organic life. It grants its most powerful priests the ability to safely transfer the souls of organic beings into artificial bodies.

Again, there are many sagly opinions on why it would offer such “perfection” to the imperfect and what possible benefit that could possibly be gained. As with all debates regarding the qualities of the Ultimospark, no one seems to agree on its motives.

Special Rules

All those dedicated to the Ultimospark gain a +1 die step to all social rolls regarding intelligent artificial life.

Weapons of Choice

While it values all life, the Ultimospark grants that it is sometimes necessary to extinguish the life of others at times. It prefers that its priests utilize advanced, powerfully weaponry that efficiently kills with a minimum of suffering.

Unholy Creatures

Demons, Devils, Murderers, Anti-technology Activists, Mindless Monsters, and the Undead.

Echos of Life

The favored items of sacrifice to the Ultimospark are media of the common events of life: family movies, picture albums, recorded celebrations, and any other media capturing a slice of life.

TWISTED MENAGERIE

Bumpkinoids

Bumpkinoids (Devolved Alien Humanoids): Init +0; Atk high tech club +4 melee (1d6+2) or Scatter Blaster +3 missile (1d12, range 60/120/240); AC 11; HD 1d8+1; MV 35'; Act 1d20; SP Alien traits; SV Fort +2, Ref +2, Will +2; AL N.



Over the years, many alien crafts have been drawn to the glowing dome or have accidentally crashed inside the park due to the interdimensional chrono-distortion broadcasting from the dome. These alien visitor and refugees soon discovered there was little chance of escape.

Unfortunately, most of the aliens that have entered the park have reacted rather quickly and severely to the same mutagenic compound that devolved the surviving human population into Once-men. The mutagenic effects lowered their alien intellects to the point of barely being able to understand their natural technologies, let alone use them properly. Their bodies also became thicker and deformed with increased muscle and fat tissues. Regardless of their original species, they changed in appearance to a similar tubby humanoid form.

Due to their similar circumstances, appearance, and shared befuddlement over the higher functions for their technologies, these groups of aliens formed into tight knit, xenophobic communities and became known to the local populations as Bumpkinoids, in reference to an ancient earth video entertainment series.

While bumpkinoids all appear similar, some (about 1-in-5) will have latent racial traits from their original species. For these individuals, roll 1d6 and consult the table below:

- 1 Regeneration - the bumpkinoid's body will regenerate 1d3 hp per turn.
- 2 Eye Lasers - once every other round, the bumpkinoid can fire laser beams from their eyes as a free action using a 1d14 action die. (Eye lasers +4 missile, 1d8 damage, range 20/40/80)
- 3 Multi-Dimensional - the bumpkinoid exists simultaneously on several different dimensions. All attacks made against it have a 33% chance of striking empty air as the bumpkinoid is momentarily not present in this dimension.
- 4 Acidic Vomit - Once every three rounds, the bumpkinoid can disgorge a spray of highly corrosive digestive fluids. Everyone in a 10 foot long and wide cone in front of the bumpkinoid must make a Ref save (DC 11) or suffer 3d3 damage and any organic based armor or equipment has a 20% chance of being ruined.
- 5 Killer Flatulence - As an action, the bumpkinoid can begin generating a toxic gas within its bowels, the strength of which increase each round that is spent focusing on its

potency. The effects of releasing the gas is as the Choking Cloud spell (DCC rulebook, pg 134) with a base casting die of 1d14 which is increased by one die step for each round spent empowering it. Any misfire or corruption effects are ignored and interpreted as a loss of bowel control (the effect fails). All bumpkinoids are immune to the gas.

- 6 Heavy Worlder - the bumpkinoid's original race was suited to a much higher gravity. As such, they are immensely strong and durable. Increase all Str checks and melee damage rolls by +1d4 and the first 1d3 points of damage from every wound inflicted on this bumpkinoid are ignored.

More Purebreed Dinosaurs



	Ichthyosaur	Plesiosaur	Stygimoloch	Muttaborrasaur	Hypsilophodon
Init	+4	-1	+2	-2	+3
Atk	Bite +3 (1d8+2)	Bite +6 (3d4+3)	Horn Gore +4 (1d5+2)	Bite +4 (3d6+3)	Bite +2 (1d3+1)
AC	12	14	13	14	15
HD	2d8	7d10	2d6	6d12	1d8+2
MV	Swim 60ft	Swim 40ft	40ft	50ft	60ft
Act	1d20	2d20	1d20	1d20	1d20
SP	Breach Attack, Pack Attack	Water Sneak Attack +4, Reach 20ft	Power Charge, Horn crit on 18+	Crunch!	Sneak Silently +6 Pick Pocket +3 Opposable Digit
SV	Ref +4 Fort +3 Will +1	Ref -2 Fort +7 Will +2	Ref +2 Fort +6 Will -1	Ref -2 Fort +8 Will +1	Ref +5 Fort +1 Will +2
AL	N, Carnivore	N, Carnivore	N, Herbivore	N, Herbivore	N, Omnivore

Breach Attack - By taking a round to build up speed, this dinosaur can launch itself out of the water up to 15 feet in order to attack a target leaning over the side of a water vessel or dock.

Crunch! - The bite of this dinosaur evolved to break and grind up the toughest vegetation. Any critical hit will additionally break a random limb bone on an even numbered crit table result.

Opposable Digit - This dino has a rudimentary opposable thumb, allowing it to grasp items one handedly or get a very good hold of something with both hands. This makes them capable of simple snatch and grab thievery.

Pack Attack - Ichthyosaur gain a +d2 on all attack and damage rolls if there are at least 3 pack members present in the combat. This bonus die increases one step for every additional 3 pack members present, to a maximum of a +d5 for 12 pack members.

Power Charge - This dinosaur is biologically designed to charge into its enemies and bowl them over while goring them with its horns. This requires a minimum running space of 15

feet. A successful charge inflicts double damage. If the charge results in a critical hit, the damage is tripled.

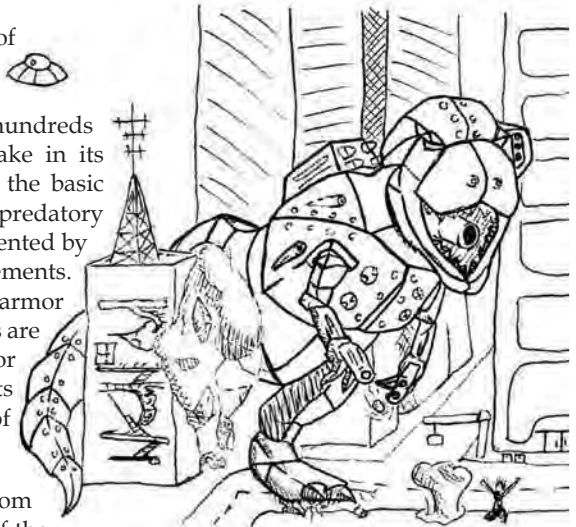
Reach - due to its long neck, the dinosaur can attack the shoreline or the deck of a boat within range while swimming.

Water Sneak Attack - By using its long neck, this dinosaur can stealthily snake its head out of the water while keeping its large body well submerged. If this sneak attack is successful the attack is automatically a critical hit.

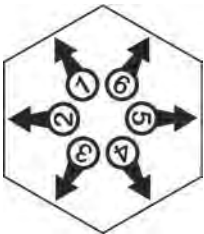
The Mecha Megasaurus

Mecha Megasaur (colossal cybernetic dinopocalypse): Init -5; Atk stomp +15 melee (15d6+12) or tail slam +15 melee (10d6+10, reach 75ft); AC 25; HD 20d16+50; HP 277; MV 100'; Act 2d24, (2d3)d16*; SP ignore 3d3+1 points of damage from each attack, breath weapon, secondary weapons, regenerates 1d4 hp per round, magic resistance; SV Fort +20, Ref -10, Will +10; AL C.

In the hidden research lab of Hex 140, this truly colossal creature sleeps connected to a biometric harness. Standing hundreds of feet tall, it is difficult to take in its appearance as a whole. It has the basic shape of a Tyrannosaurus-like predatory dinosaur which has been augmented by hundreds of cybernetic enhancements. Many seem to involve layers of armor or weapon systems while others are mysterious in their purpose or function. Even while it sleeps, its presence will chill the hearts of the most hardened mutant.



Should the beast be roused from its sleep, it will pull itself free of the harness in less than an hour and burst free of the laboratory a few minutes later. Once it has emerged from the rubble of the lab, it will power up its various weapon systems and begin laying waste to Hex 140. If it is not disturbed, it will complete the annihilation of everything in the hex in 4d30+60 minutes. At this point it will begin a random path of destruction.



Roll 1d6 to determine which hex it will move to next. It will then begin to destroy everything in that hex, which if not stopped will take another 4d30+60 minutes. If it enters into a hex it has already decimated, it will continue in the direction it entered that hex until it finds a new hex to destroy.

The Mecha megasaur will continue on this randomized path of destruction until every hex in the park is destroyed or some way

of stopping the giant monster is found. If it should succeed in destroying the park, it will then shatter the glowing dome and proceed to randomly and systematically destroy Umerica one 20 sq mile area at a time.

Should anyone dare to attack the Mecha Megasaur, it will perform the following pattern each turn until it is reduced to less than 100 hp:

- ▶ If there are opponents within 60 feet, it will make two d24 melee attacks as either stomps or tail slams against what it considers the biggest threat. Otherwise, it will use its breath weapon against what it considers the biggest threat. Should the target be out of range, it will charge at triple move until it is within breath weapon range.
(Atomic Breath Weapon: Primary target - requires to hit roll - 10d20 damage, all other targets in a 30 foot path between the Megasaur and the primary target must make a Ref save (DC 15) or suffer 2d20 damage. Max range 1000ft)
- ▶ Roll 2d6 to determine the number of d16 secondary weapon system actions it will take this turn.
- ▶ Then, it will aim its randomly determined secondary weapon system attacks at any other targets available. Roll d12 for each attack on the table below to see which systems it uses.

Table SWS-1: Secondary Weapon Systems

- | | |
|-------|--|
| 1-2 | Cloud of Rockets: hatches all over the Megasaur's body open up and a massive torrent of rockets carpet bomb a 500ft diameter area surrounding the Megasaur. All targets within the area must attempt to roll under their Luck. Success means enough cover was found to be unharmed. Failure indicates that the target was struck for 1d6 damage per point they missed the Luck check by. |
| 3-6 | A.I. Laser Turret: this weapon will aim at the 2nd highest threat level target with 600 feet of the Megasaur at +6 to hit and 2d16 damage. |
| 7-9 | Battery of Rotary Machine Guns: this weapon will make an attack versus a 20x20 foot area at a range of 120ft. Any targets struck suffer 3d6 damage. |
| 10-11 | Guided Missile: The highest threat rating target within 5 miles of its line of sight will be locked on to and a missile will be launched. It will take 1d3+1 rounds to reach the target (make the attack roll when launched). If it misses, it will attempt up to three more times (taking 1d3+1 rounds) to lock on and hit its target before it runs out of fuel. A successful hit inflicts 2d20 damage to everyone within 20 feet of the target. |
| 12 | Atomic Flash: A focused wave of fission energy is released. Everything within 80ft of the Megasaur must make two Fort saves (DC 14). Failing the first inflicts 2d10 burning damage and failing the second inflicts 2d8 radiation damage plus a 30% chance of painfully mutating over the next 1d3 days (see CUaBM issue #14, Sub03 - Mutagenic Exposure, pg 15). |

Other Mecha Megasaur abilities of note:

- ▶ Due to its advanced adaptive armor, it ignores the first 3d3+1 points of damage from every physical and energy based attack.
- ▶ It possesses a mystical energy disruption field that has a 45% chance to cancel any spell cast directly at it or within 30 feet of it.
- ▶ It automatically regenerates 1d4 hp per round until fully healed.

Should the Mecha Megasaur be reduced to less than 100 hp, it will go berserk. Every round thereafter that it is attacked it will have 4d24 actions for one breath

attack and 3 tail slams. The number of secondary actions also increases to (2d4)d16. Each round that it is berserk there is a cumulative 3% chance that its nuclear core will rupture, causing the megasaur to die in 4d6 rounds and inflicting 2d6 points of radiation damage to everything within 300ft each round before death. Upon death, the megasaur will explode with a blast range of 1000ft and a damage die of 1d100 (see CUaBM #2, pg 12 for explosion rules).

How the Mecha Megasaur could be stopped (one or more options could be viable):

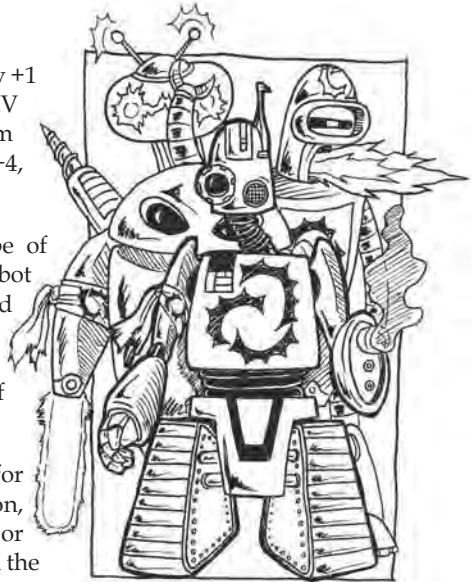
- ▶ A Divine Aid roll of 25+ could be enough to stop the colossal beast or at least have the deity send a giant champion to fight it.
- ▶ The Wise-Eyes (at Hex 157) may have developed a powerful psychic boosting helm that might be able to put it back to sleep, or possibly control it...
- ▶ The Supreme Sorceraptor (within Hex 113) might be able to summon a cosmic volcanic dino-god from within the fake volcano to do battle with the Mecha Megasaur.
- ▶ Perhaps one needs to climb onto the megasaur and locate the cockpit to control it. How hard could that be?
- ▶ If the physical manifestation of the Ultimospark that dwells in the Mechatemple (Hex 152) was launched into the Mecha Megasaur's maw, perhaps it could be redeemed and join the robo-faithful.

Robo-Faithful

Robo-Faithful: Init +1 to +3; Atk tool/claw +1 to +6 melee (1d5); AC 12-16; HD 1-4d8; MV 20ft - 40ft; Act 1-2d20; SP Unity, random attachments ; SV Fort +5 to +8, Ref +0 to +4, Will +6; AL L.

The robo-faithful are not a specific type of robot but a community of any type of robot that has devoted itself to the service and worship of the Ultimospark. Thus they can come in many sizes and chassis types, which is represented in the range of numbers in the stat block.

Since the robots were all designed for particular jobs before they found religion, each will have 1d3 special attachments or training to perform those jobs. Roll 1d3 on the table below to see which attachments they have.

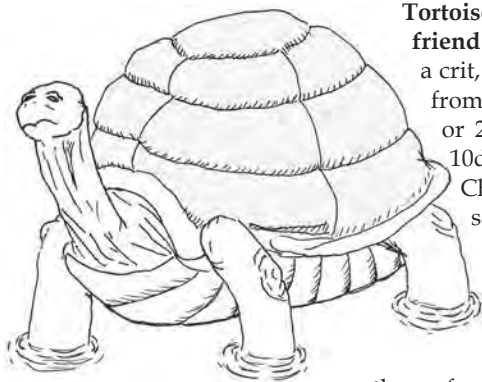


- 1 Fabrication - The robot was designed to create or repair materials. Roll 1d4 on the sub table to determine what type of specific fabrication:
 - 1 Handybot - a wide variety of built in tools for general repairs to homes and vehicles.
 - 2 Construction - heavy tools designed for building construction. Increase HD by 2, Fort save by +3, and melee damage by +4.

- 3 Food Service - expert knowledge of human food preparation, including wild game butchering. Increase melee damage attack to 2d4+1 against humanoids and animals.
- 4 Machinery - tools for mechanical and electrical fabrication. All rolls involving such activities are made with a d30 action die.
- 2 Military - These robots were constructed with the purpose of assisting soldiers in the field. Roll 1d3 on the sub table to determine what type of specific fabrication:
 - 1 Medic - emergency medical devices and massive trauma tools. All rolls involving such activities are made with a d30 action die.
 - 2 Demolitions - tools for defusing explosives and setting charges. Increase HD by 1 and Fort save by +5.
 - 3 Shield - massive reinforcement for the purpose of being a mobile armor emplacement. Increase AC by +6 and Fort save by +8.
- 3 Companion - Robots of this type were designed to assist humans in everyday life. Roll 1d3 on the sub table to determine what type of specific fabrication:
 - 1 Bodyguard - Security and protection tools. Increase Init and AC by +4. It also has a new attack: electrobeam +3 missile (1d4 +stun-living targets hit by electrobeam must make a Fort save DC12 or be stunned for 1d5 rounds)
 - 2 Admin Assistant - Extensive data processing abilities and machine interface tools. All rolls involving such activities are made with a d30 action die.
 - 3 Pleasure - Comprehensive physical entertainment modifications. All rolls involving such activities are made with a d30 action die.

Also, do to their digital minds and shared faith, they always share their sensory inputs and thoughts with all other robo-faithful within a half mile. This makes them very difficult to surprise or trick, gaining +1 per 3 faithful in range to such rolls, with a maximum bonus of +8.

The Tortoise Guardian



Tortoise Guardian (giant brain eating tortoise, friend to children): Init: -3; Atk Bite +5 (3d7, on a crit, fort save or die horribly as brain ripped from skull) or body slam +10 (2d8); AC 18 or 22 if retracted into shell for round; HD 10d8+10; MV 40' or swim 30'; SP: Psychic Chorus of Children, Produce Anti-aging serum; SV Fort +10 Ref +0 Will +5; AL: L

The Tortoise Guardian is 100 feet long with a face evoking that of a kindly old man with kind eyes. The tortoise is a surprisingly able swimmer, and floats on the surface, looking for threats to his young wards.

The Tortoise Is the result of ancient genetic experimentation, and survives entirely on the brains of intelligent beings. It protects the children of hex 150, and provides them with a serum, in it's blood which halts aging. Each brain the turtle consumes allows it to produce enough anti-aging serum to stop aging in 10 individuals for 26 weeks.

When encountered on shore, the Guardian Tortoise Will be protected by a psychic chorus of children. This allows the Turtle to utilize the following Telepathic psionic powers (see UX02: Mind Games) Dominate, Command, and Distract. The Focus die is based on the number of children present. One child grants the Turtle a Telepathy Focus die of d3 and every two additional children increase the Focus die by +1 die step, to a maximum die size of d10.

Wise-Eyes



Wise-Eyes (Powerful Once-men Psychics): Init +1; Atk club +3 melee (1d4+2) or grapple +3 melee (1d3+2 subdual); AC 12; HD 3d6+1; MV 30'; Act 1d20; SP Psionics, Sneak +5, Track +3; SV Fort +3, Ref +1, Will +1; AL L.

Unlike their fellow Once-men, Wise-Eyes have a commanding and intelligent look to their eyes. They are generally as proud as they are psychically powerful but are always looking to the needs of the communities they rule over.

Wise-Eyes have the following psionic abilities (see UX02: Mind Games):

Psychometabolism (Focus die d3) powers:
Healing Mantra & Vertigo

Clairensience (Focus die d3) powers:
Read Aura & Remote Viewing

Psychokinesis (Focus die d3) powers:
Force Shield

Telepathy (Focus die d3) powers:
Remote Communication

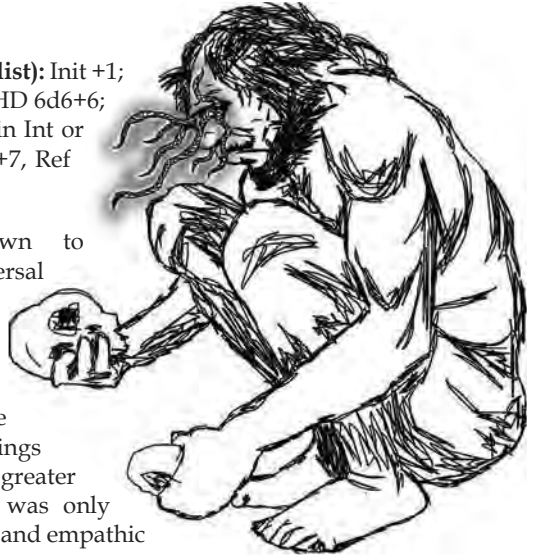
Also, they add +1 to their psionic invocation rolls for every two Once-men within 20 feet due to the subconscious bond between the Wise-Eyes and their tribe.

There is a 55% chance that any Wise-Eyes encountered will have 1-3 functional technological weapons or tools scavenged from within the park. There is a 15% chance of them wielding a Living Crystal Weapon as well (see UX02: Mind Games, pg 46).

Empty-One

Empty-One (Corrupted Cro-Mentalist): Init +1; Atk club +3 melee (1d4+2); AC 14; HD 6d6+6; MV 30'; Act 2d20; SP Psionics, Drain Int or Per, Sneak +10, Track +8; SV Fort +7, Ref +1, Will +5; AL C.

Some Cro-Mentalists are drawn to plumb the depths of the Universal Metaconsciousness that are best left unseen. Within these dark places dwell other, inhuman things that are somehow tied to humanity in unknowable ways. Empty-Ones are those who encountered such things and were seduced by their offers of greater knowledge and power. The cost was only their morality, sense of community, and empathic connection to any other living thing.



Empty-Ones have the following psionic abilities (see UX02: Mind Games):

Psychometabolism (Focus die d6) powers:

Tier 1: *Assist Saves vs. Poison & Disease, Healing Mantra, Vertigo*
Tier 2: *Affliction, Maximize Vigor, Mind over Body*
Tier 3: *Inulnerability & Wither*

Clairsentience (Focus die d3) powers:

Tier 1: *Hypercognition, Remote Viewing*
Tier 2: *Guided Strike, Object Reading*
Tier 3: *Assist Critical Hit Rolls, Foresight*

Psychokinesis (Focus die d6) powers:

Tier 1: *Force Shield, Kinetic Burst, Remote Hands*
Tier 2: *Redirect Blow, Remote Grapple, Reshape*
Tier 3: *Assist Melee Damage Rolls, Force Construct, Kinetic Damper*

Telepathy (Focus die d6) powers:

Tier 1: *Distraction, Thought Tap*
Tier 2: *Edit Memory, Hear Deception*
Tier 3: *Transmogrify Mind*

As an action, an Empty-One can focus on one living being within 100 ft and drain 1d3 Int or Per to use as Psiburn (UX02: Mind Games, pg 4) on a later action. The target must make a Will save (DC 13) to avoid the attribute damage. An Empty-One cannot store up more than 10 attribute points at one time.

Coming Next Issue!

MONSTERS!!! Yes, it will be another issue full of wonderful, horrible creatures to unleash upon unwary adventures.

In this issue:

- * The 2nd half of the Dinotastic Park semi-hex crawl
- * Another slew of new monstrous denizens living under the glowing dome
- * Two new character classes:
 - > the Cro-Mentalist - a powerfully psychic Once-man
 - > the Robo-priest - An empowered servant of the benevolent Ultimospark
- * and much, much more!



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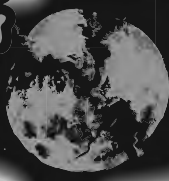
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CRAWLING UNDER A BROKEN MOON

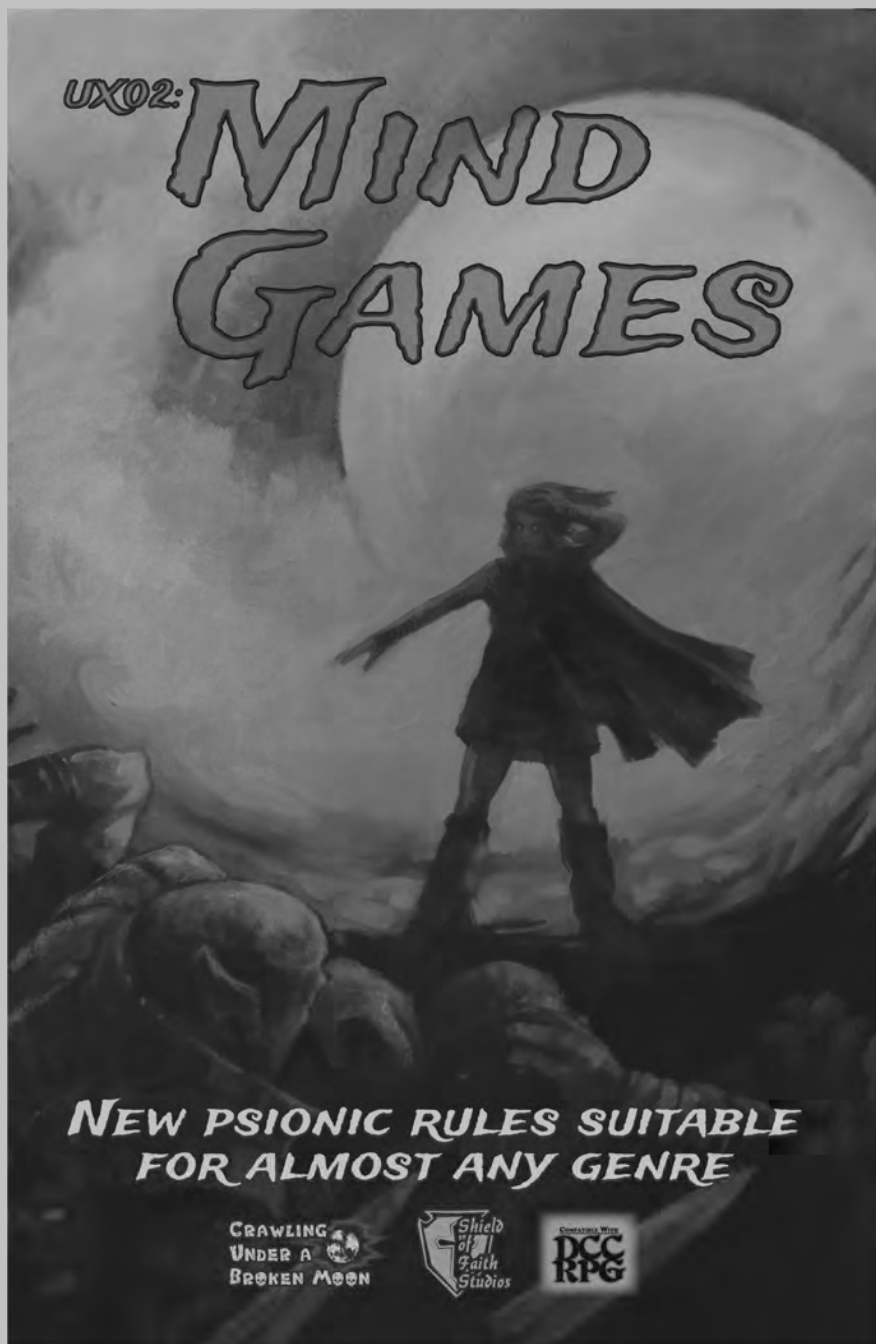


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CRAWLING UNDER A BROKEN MOON

Welcome to the Sixteenth Issue of Crawling Under A Broken Moon!

MONSTERS!!!!!!!!!! Like I said in issue #10, I love monsters. I have been looking forward to doing another all monster issue and *here it is!!!*

For me, the selection of monsters in an RPG helps me grok the intended setting much more than any amount of world info or cultural explanations. That is why *every* issue so far has a at least one Twisted Menagerie monster in it.

Without further ado, here is a fresh hoard of abominable assailants for your campaign!

Reid "Reidzilla" San Filippo

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The Black Cloud

By Kevin Searle

Black Cloud: Init +2; Atk suffocating smog +5 melee (2d4) or radioactive lightning bolt +5 missile fire (2d10, 30'); AC 16; HD 6d8+3; MV 30; Act 2d20; SP immune to mundane physical attacks; SV Fort +5, Ref -3, Will +5; AL C.

The Black Cloud is a sentient, billowing mass of choking smog and pollution. It pours forth across the blighted coasts and once-thriving industrial zones of ancient Umerica. The center of this unlikely creature is a single, glowing red core powered by discarded nuclear waste surrounding it by a 15' to 30' radius. It seeks vengeance against the descendants of those who unwittingly created it during the peak of their civilization. The Black Cloud does this by either engulfing and suffocating its victims or shocking its enemies with radioactive, crimson lightning bolts.

Confrontations with a Black Cloud usually result in death for those unlucky enough to engage one. It is impossible to destroy, unless its attacker uses an energy or sonic weapon. The gray haze of a Cloud is generally impervious to damage - the pulsing core itself must be destroyed or contained in order to defeat it.



Adventure Hooks

- ▶ The party stumbles on an abandoned, yet pristine, research facility of the ancients. There are no signs of life - just the malfunctioning robots guarding and tending the labs and its secrets. As dusk approaches, a dark fog rolls in and the real resident returns!
- ▶ A war mage has discovered the location of a Black Cloud and desires its nuclear core for use in his latest doomsday device. The players, owing the sorcerer as part of a previous bargain, are tasked with retrieving it alive.
- ▶ Resting in a meager village after their latest exploits, the locals inform the group that some residents have been turning up dead every morning either charred and blackened or as if they choked on the air they breathed.
- ▶ A wizard the party has befriended tells of a rival war mage looking to complete the doomsday weapon he has been constructing. In order to stop the mage from completing his nefarious goal, the friendly wizard asks the group to stop his rival's minions from retrieving "the heart of a black cloud".

Business Revenant *By Jon Carnes*

"Oppppppptimization....., must find process mappppppp, must compleeeete project."

Business Revenant (Undead Project Manager): Init -1; Atk Briefcase Bash +4 (1d6 +2), Handshake (See below), Confer Belt (see below); AC 12; HD 4d8+4; MV 25; Act 1d20; SP Single-Minded Devotion; SV Fort +4, Ref -2, Will +6; AL Lawful.

Team Member (Hypnotized Entourage): Init-3; atk: Club +3 d4 +1 damage, AC 11, HD 2d8+2, MV 30, Act 1d20, SV fort +1, Ref -1 Wil +1, AI: Lawful

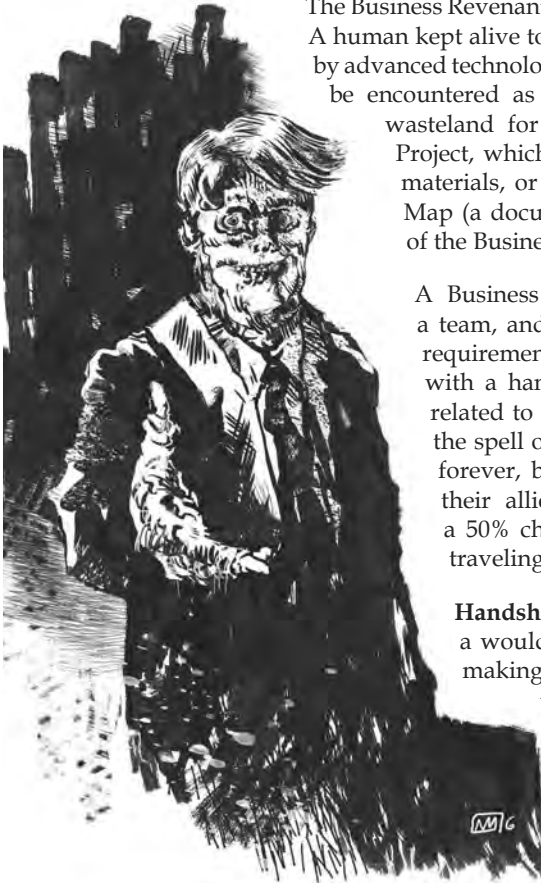
The Business Revenant is a creature from the distant past. A human kept alive to complete a long forgotten project by advanced technology. A Business Revenant will likely be encountered as it searches across the American wasteland for what it needs to complete The Project, which could be team members, project materials, or the holiest of holies, The Process Map (a document describing the entire course of the Business Revenant's project).

A Business Revenant prefers working with a team, and will gather people based on the requirements of The Project, infecting mortals with a handshake, or by giving them titles related to colored belts. Those caught under the spell of a Business Revenant are not lost forever, but will require serious help from their allies for deprogramming. There is a 50% chance that a Business Revenant is traveling with 2d7 team members.

Handshake: The Business Revenant grabs a would-be Project Member by the hand, making a melee attack at +4. If this hits, the individual targeted must make a DC 16 will save as radioactive mind control nanites course through their body, or fall under the Business Revenant's control, as per the Charm Person spell (DCC rule book, pg 131, result level 15), for 1 turn. A character

under the sway of the Revenant feels as though he or she is part of something greater, and temporarily views The Project with religious fervor.

Bestow Belt: The Business Revenant grabs a colored belt from their briefcase, and bestows it on the strongest willed individual nearby (as determined by the individual with the highest personality). The belt acts as a receiver for radio



commands, and is difficult to remove, requiring a DC 15 strength roll to remove. If an individual is unwilling, they can resist this attack with a DC 15 reflex save as they attempt to wriggle away.

Roll d7 for color of belt and consult the table below. Typically the Business Revenant attempts to bestow belts upon individuals who are already hypnotized by the handshake attack. Note, an individual under the spell of a handshake is considered willing for the purpose of this attack.

- White** The individual will complete 1 word commands, Will save every 2 hours, subject gains +1 to fort saves while under the effects
- Blue** The individual will complete 1 word commands, Will save every 6 hours, subject gains +1 to fort saves while under the effects
- Black** The individual will complete 1 sentence commands Will save every 2 hours, subject gains +2 to fort saves while under the effects
- Red** The individual will complete 1 sentence commands, Will save every 6 hours, subject gains +2 to fort saves and requires no food while under the effects,
- Green** The individual will complete complex commands, Will saves every 4 hours, subject gains +2 to fort saves, and requires neither food nor rest while under the effects
- Orange** The individual will complete complex commands, Will saves per 12 hours to break free. The subject requires neither food, sleep, nor rest, gains +2 to all saving throws, and the ability to regenerate one hit point per turn while under the effect of the belt.
- Purple** The individual has completely bought into the process map, and will become a fully fledged Business Revenant at the end of the next quarter (full moon), and must be rescued by allies before then. Prior to that transformation, the subject gains all the benefits of entry 6

Single Minded Devotion: The Business Revenant can push itself beyond the breaking point in the pursuit of The Project. If the Business Revenant is actively pursuing project related goals, it will likely reform after being destroyed. When a Business Revenant is destroyed through normal means, roll a fortitude save, DC 14. If the Revenant passes, it will reform within d5 turns. If the business Revenant beats a 19 on the Fortitude save, it will reform in d5 rounds, but at ½ health. The Business Revenant can be totally destroyed with banishment, immolation in a volcano, or with advanced energy weapons, per the discretion of the judge.

The Project : The Project is left intentionally vague in this text to give leeway to the judge. The project originated with a corporate or government body, and had a national or even international scope. This could be a massive corporate training and documentation project, a shady military contract, or perhaps even the production of a film. Either way, the Business Revenant doesn't know the whole picture, and acts with single-minded devotion to an incomplete vision. Below is a table with several reasons for the business revenant to be present.

Why is the Business Revenant Here? Roll 1d7:

- 1 Required project material, such as tech or raw materials
- 2 Clue about process map location
- 3 Recruiting general team members
- 4 One of the PCs shares a genetic link to a former team member
- 5 One of the PCs looks like a former team member
- 6 The Process map is in this general vicinity (the Business Revenant will be there with 4d4 "team members," if this is the case.)
- 7 Business retreat, the Business Revenant is hiding out in a sanctuary to self-repair. There is a 50% chance that this retreat is a team building exercise with 2d5 team members, and a 10% chance that another Business Revenant is present.

Adventure hooks

- ▶ One of the PCs, or a close acquaintance has been belted by a Business Revenant. They can only be free of this burden if they assist the revenant in the completion of the next step of its project (see table above).
- ▶ 4 days ago, a team of scavengers returned to the nearest settlement with tales of a treasure trove of ancient tech inside a building that had been previously buried in rubble. The scavengers mention a glowing display in one of the central chambers which lights the ceiling, showing boxes, arrows and old pre-war writing. This is the original process map, and several rival Business Revenants will soon be converging on it. Will the PCs steal the tech for themselves in the face of an approaching wave of Revenants?
- ▶ A mysterious stranger has been cosplaying as a Business Revenant in order to keep people away from some primo scrounge materials. Inevitably, he opens up the wrong Vault, releasing a long trapped Business Revenant who gives him a purple belt and send him to town to gather townsfolk to dig. The digging releases more Team Members who work together on the next leg of the project.

Cihuateteo *By Sean Ellis*



Cihuateteo: Init +1; Atk claw +3 melee (1d4 plus Convulse Foe) or Cognitive Distortion (Special, see below; range 30', twice a day); AC 10; HD 2d6; hp: 7; MV 30'; Act 1d20; SP Convulse Foe (DC 12 Fort save else -2 to saves, attacks, AC for 1d4 rounds due to seizure), Undead traits: half damage from piercing and slashing weapons and immunity to poisons and disease, Resist Turning (considered 4 HD for purposes of turning attempts); SV Fort +2, Ref +0, Will +0; AL C.

**Cognitive Distortion: When a Cihuateteo attempts to imprint Cognitive Distortion on a mortal brain, the target is allowed a DC 14 Reflex save to avoid. Failure means that the controlling player must make a Luck Check before rolling Initiative or a Skill Check. Unless the Luck Check is passed the character is unable to act due to fear, distraction, or any insane behavior the character chooses to roleplay.*

Cihuateteo is the name given by superstitious barbarians in the lands south of Umerica to corpses reanimated by a faulty nanovirus developed in the 21st century. Characters that suffer damage from both the Cihuateteo's claw and Cognitive Distortion attack must make a DC 10 Will save. Failure means that the character is a carrier of the mystic disease and will become a Cihuateteo themselves in 27.3 days unless the nanovirus is purged from the blood. Each day for the next two weeks, persons in close contact must make a DC 5 Fort save to see if the nanovirus invades their bodies. Failure means the person will become a carrier as well. Being both a technologic and arcane disease, magical means of healing is half as effective (4 dice for a cleric to heal). But most Technologists could whip up a cure if brought the proper gear from a crumbling medical facility...

The Cihuateteo appear as normal human men and women when first encountered, though when the nanobots are ready to replicate the creature's bones exude a pale blue light, causing them to appear as wan skeletons, while surgically sharp talons rise from their fingertips. When a Cihuateteo has infected a host with a successful strike, she then attempts Cognitive Distortion to protect her victim from harm while the virus gestates. This attack is a wireless transmission that is coded into a ray of the same pale light that illuminates their skeleton.

Each nanobot is essentially a technomagic monster, created in much the same way as Owlbears and Orcs were long ago. As such, the bots view themselves as members of a greater community whose only long term goals are propagation and survival. This esprit de corps does not transfer to other artificial life or undead, whom they view as rather pointless. Humanity and other Cihuateteo are all that matter. Cihuateteo think in terms of project goals: find host, infect host, protect host, repeat. Cihuateteo are therefore very team oriented. They tend to work in packs and are rarely found alone. There is also a strange quirk in their biology that enables them to occasionally socialize with other races. When a new host has been transformed into a Cihuateteo, there is a space of time where the creature does not have the reserves to infect a new host. This is when they are often sighted on roadsides at night, and where their sinister reputation as kidnappers and seducers comes from. In any case, Cihuateteo do tend to lure prey into intimate situations before attacking, as the victim is thus unarmed, unarmored, and usually taken by surprise.

Adventure Hooks:

- ▶ A group of beautiful men or women are found picking through a ruined campsite. They claim to have recently been robbed. Perhaps the adventurers could share a bedroll for the night?
- ▶ An important NPC is acting strangely: laughing when they should be working, refusing to complete simple tasks, etc. As time passes, more and more are displaying the same symptoms. Perhaps the characters are successful in curing the psychosis, but are they able to detect and destroy the underlying nanovirus before the entire population emerges as Cihuateteo?
- ▶ A Cihuateteo is discovered in whatever ruins the characters are currently investigating. In a strangely peaceful mood, she is only interested in talking. Perhaps she has some useful information or a riddle. Any boorish company will likely be blasted with Cognitive Distortion, perhaps without their teammates being aware, making for an interesting situation during the next combat encounter!

Data Elemental

Data Elemental: Init +8; Atk slam +10 melee (2d6) or info drain +12 missile (1d6 temp Int damage, range 30 feet); AC 16; HD 8d8, 12d8, or 16d8; MV 60'; Act 3d20; SP phase, hack, elemental traits; SV Fort +7, Ref +10, Will +12; AL N.



A Data Elemental appears as a human shaped cloud of lines of programming code and compressed information. Unless directly summoned, these info-beings live on the plane of Eternal Memory or dwell in the hardware of ancient, pre-cataclysm computer network servers that are still running.

As there is very little physical substance to a Data Elemental, they can easily pass through solid objects, unless that object holds any sort of electrical or magnetic charge. Coming in direct contact with electrical current will cause 3d8 damage per round to the Data Elemental. Even touching an object that holds or passes significant current (120+ volts) will cause 1d8 damage. Strong magnets will also cause 1d8 damage on contact.

Due to their unique nature, they can quickly access nearly any data from a non-sentient computer system. When attempting to access an intelligent system, they are +10 to all hacking attempts. They can even attempt to access a living person's memories, reflected in their info drain attack. What purpose the Data Elementals have for this data is unknown but scientists conjecture that it may be their food source or be vital to reproduction.

Like all elementals, the Data Elemental is virtually defenseless against its opposite. Unfortunately for the Data Elemental, it has two such foes, the turbulent Lightning Para-elemental, native to the area between the plane of Elemental Air and the realm of Empyrean Dynamics, and the attractive Magnetism Para-elemental, native to the area between the plane of Elemental Earth and the realm of Empyrean Dynamics.

Adventure Hooks

- ▶ While traveling, the group falls victim to a large sinkhole that takes them into a yet unplundered underground military facility with a functioning power source. While attempting to gain access to the still running computer network, they discover another unearthly plunderer.
- ▶ At a wasteland trade oasis, the party is approached by a very nervous robot that will pay handsomely for protection. Other than stating that it is being pursued, the robot will not speak of what is hunting it.
- ▶ After looting a dangerous techno-ruin, the party receives an unpleasant surprise when they power up the fancy computer system they salvaged there.

Demolishroom



Demolishroom (colossal fungus beast): Init -2; Atk slam +15 melee (5d8); AC 19; HD 16d10+20; MV 60'; Act 3d20; SP spine spore spray, damage reduction; SV Fort +12, Ref -2, Will +6; AL N.

Shroomanoids (small fungus humanoids): Init +1; Atk club +1 melee (1d4+rot); AC 11; HD 1d5; MV 20'; Act 1d20; SP confusing giggles, rotting touch; SV Fort +1, Ref +2, Will +2; AL N.

Considered another "favored" creation of Grokk, the Demolishroom is an enormous multi limbed fungi that seems to exist only to roam the land aimlessly and to destroy any building structures more sophisticated than a shanty, cabin, or yurt. Many of the ruins of the ancient great cities were caused by these beasts well after the cataclysm.

In combat, should the giant fungi suffer more than 30hp of damage in any one round it will unleash a terrible swarm of spiny spores in all directions the next round. Anyone within 50 feet must make a Ref save (DC 13) to find cover or suffer 4d4 damage and make a Luck roll for each metal or plastic item they are currently wearing or carrying. Failure means the spores will begin to quickly corrode the item, causing it be destroyed in 2d4 turns.

Due to its massive, fibrous body the Demolishroom ignores the first 1d4 points of damage from all non-magical or energy based attack. Also, it uses the Giant critical table. Fire attacks cause double damage to Demolishrooms.

If slain, the Demolishroom's body will explode in a cloud of fungus spores 2d14 hours later, unless burned. Anyone within 2000 feet of the explosion must make a Fort save (DC 12) or develop a fungal infection in their lungs, causing

1d3+1 permanent Sta damage. The 2000 foot area around the burst corpse will quickly sprout a plethora of rare and potent fungi over the next few days. If left undisturbed, the fungi grove has a 33% chance of sprouting a Zmooph colony (CUaBM #10, pg 27) within 1d3 months.

Shroomanoids

The giant fungi is not actually a solitary creature but a symbiotic home to dozens of other small fungi beings known as Shroomanoids. 3d3 rounds after the Demolishroom encounters melee combatants or a site it wants to destroy, 1d4+2 Shroomanoids will emerge and either gather up any easily obtained fresh organic matter or, if there are no easy pickings, will attack the nearest living creature. Additional Shroomanoids will appear each round until a number of them equal to the Demolishroom's original hit points divided by 5 have emerged (i.e. 110hp means 22 Shroomanoids). They will continue attacking and gathering until their home is killed or the Demolishroom begins moving away from the area.

The Shroomanoids are much deadlier than they appear as if 3 or more are present they can giggle as a free action, causing anyone within 20 feet that does not make a Will save (DC 11) to suffer vertigo and hallucinations. The affected person suffers a -2 to all actions and has a 25% chance of accidentally targeting a random ally instead of an enemy with every attack they make. The effect will end 1d4 rounds after the giggling ceases.

In addition, any successful club attack against a living creature requires it to make a Fort save (DC 8) or contract a rotting virus that the Shroomanoids use to break down organic matter placed in the Demolishroom's "stomach cave". Those afflicted will lose 1 Str & 1 Sta every 6 hours as their flesh begins decomposing until they are dead. Anyone touching an afflicted person, even after death, will have to make the save as well. The attribute damage caused by this effect will not heal naturally and can only be restored by magic or advanced medical treatment.

Should their home be killed, all of the Shroomanoids will flee in a random direction. Should even one escape there is a chance that it will travel deep into the wilds and grow into a new Demolishroom in a year's time.

Adventure Hooks

- ▶ Loaded down with loot, the party is enjoying the available pleasures in a prosperous reclamation mining community. Their revelry is brought to an end by a walking disaster lumbering towards the community.
- ▶ The group receives a frantic, staticy radio message from their home community. Due to distance, the message is hard to make out but the words "giant monster", "help", and "stealing the dead" can be clearly understood.
- ▶ As the party follows a map to a large city-ruin they took from a scavenger, they come upon a massive scene of destruction where the city was supposed to be. Standing in the middle of the wreckage is an immense creature working to knock down the few remaining buildings.

Frab



Frab (filching vegetable crustacean): Init -2; Atk claw +3 melee (2d4) or throw fruit-grenade +5 (see below); AC 16; HD 3d5; MV 20'; Act 1d20; SP thief skills, explosive fruit, addicted to vibrations; SV Fort +5, Ref +4, Will +1; AL C.

The Frab is a man-sized, robber crab-like plant creature with a crusty carapace that easily blends into natural surroundings. Dangling from its undershell are 3d4 spiky yellowish green fruits the size of grapefruit. Below their large grasping claws are several smaller fine manipulation claws that it usually keeps concealed against its thorax near its fruit growths.

The fruit-like growths are highly explosive when removed from their shell-stems. They act as grenades (see CUaBM #2, pg 12); Damage Die: d6, Blast Range: 10ft. It is possible to harvest them from a fresh Frab corpse (DC 15, failure results in an explosion, Ref save DC 12 to throw it away in time). Harvested fruit-grenades will stay fresh (i.e. explosive) for 2 weeks.

If a Frab fumbles throwing a fruit-grenade, there is a 33% chance it will explode at point black range under the Frab instead of rolling on the fumble table. Also, there is a 10% chance that any critical hit scored on a Frab will set off one of the fruit-grenades. If a fruit-grenade detonation, or any other type of explosive, inflicts damage on a Frab that still has unpicked fruit-grenades, there is a 15% chance per fruit that it will explode as well. Thus, a melee critical scored on a Frab with a ripe bunch of unpicked fruit-grenades can result in a multiple explosion massacre, especially if other Frabs are caught in the blast radius.

Natural robbers, all Frab have the following Thief skills:

Backstab	+1	Sneak silently	+5
Hide in shadows	+3	Pick pocket	+3
Climb sheer surfaces	+8	Pick lock	+3
Find trap	+3	Disable trap	+3

All Frabs are very sensitive to vibrations and enjoy them quite a bit. They have enough of an understanding of electronics to wire up simple devices to batteries so as to create the vibrations they crave. Their favorite device to pilfer is woofers from speakers of all types. Most Frab caves will be lined with as many woofers as they can power. Also, magical or technological persuasion or control attempts involving vibrations gain +2 die steps against Frabs.

While not the best of conversationalists, Frabs will make simple deals or trades with other creatures for woofers and strong batteries. This includes offering safely harvested fruit-grenades or electrical devices that do not vibrate enough to be interesting.

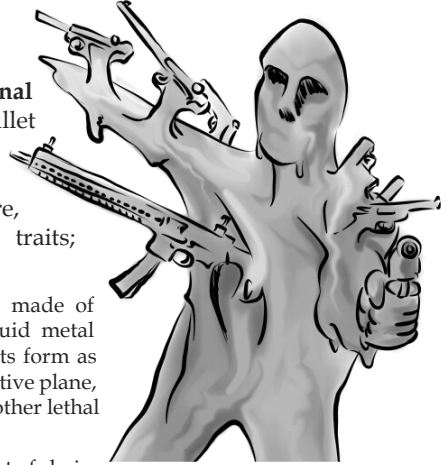
Adventure Hooks

- ▶ The group comes upon a heavily fortified junkyard controlled by a well armed family. They offer valuable parts and safe lodging as a reward for finding a group of thieves that have been pilfering their stores.
- ▶ The party is acting as caravan guards for a truck convoy traveling between large communities. An otherwise dull night of guarding the camp during a layover is interrupted by cries of "THIEF" coming from the mechanist's truck.
- ▶ The group wakes up to find their vehicle and non-personal tech thoroughly stripped of all electronics, motors, and speakers. A trail of odd prints leads into the wastes in the direction of a large rock outcropping.

Gun Elemental

Gun Elemental (native to the plane of Eternal War): Init +4; Atk slam +8 melee (4d4) or bullet barrage +10 missile (4d8, range 200 feet); AC 20; HD 8d8, 12d8, or 16d8; MV 30'; Act 1d20 or 2d20; SP Immune to gunfire, absorb firearms, stray bullets, elemental traits; SV Fort +10, Ref +4, Will +8; AL N.

Gun elementals are roughly humanoid beings made of dozens of firearms sprouting from a dark, liquid metal skin. The firearms eerily flow and shift within its form as the creature moves. Little is known about their native plane, the Eternal War, but one can only imagine what other lethal horrors dwell there.



In combat, the gun elemental will face its opponent of choice and begin unleashing a torrent of bullets in single minded determination until the target is dead. Only then will it pick a new target. While the majority of its "active" guns will be pointed at its current target, many of the other firearms that make up its body will fire randomly in every direction for the duration of the combat. Anyone within 100 feet of an attacking gun elemental must roll under their Luck attribute each round using a d16 or be struck by a stray bullet for 1d8 damage.

Should the gun elemental be reduced to less than 50% of its total hp, it can absorb any firearms it can touch as an action. This will restore a number of hit points equal to the damage rating of the firearm (i.e. a pistol that causes 1d6 damage would heal the gun elemental 1d6 hp). The maximum number of firearms it can absorb per round is equal to $\frac{1}{2}$ of its hit dice. It cannot exceed its original full hp total in this way.

The gun elemental is immune to damage from all non-magical, non-explosive projectiles. In fact, it will recover 1 hp for every successful firearm attack made against it. It is aware of this and will always move towards the greatest volume of gunfight aimed at it. It is possible to lure it in this manner.

Upon its death, its body may be pillaged during the 2d3 rounds before it returns to its home plane. There is a 20% chance each round that either 1d3 perfect condition firearms, each fully loaded with ammo, or 4d10+10 bullets/shells of a random type can be retrieved from the corpse.

Like all elementals, the gun elemental is virtually defenseless against its opposite, the Mercy Elemental native to the plane of Unending Tranquility.

Adventure Hooks

- ▶ Returning home after a successful ruin pillaging, the party finds the road blocked by a standoff between two local communities. It appears that the forces are evenly matched until a massive amount of gunfire erupts in the middle of one side, mowing down the majority of their troops in short order.
- ▶ The group has been paid a large sum to track down the raiders that decimated an ally's trade oasis with a massive hail of gunfire. Following a wandering path of carnage through the wastes, they find many clues that it is not a band of psychopathic raiders that they are following.
- ▶ With a maniacal laugh, the xeno-genie gladly agrees to fulfill the party's wish for an "endless supply of bullets" and then disappears in a sizeable cloud of silvery nanite-mist. As the mist clears they see something standing where the alien trickster vanished from.

Lion Snakes

Lion Snake (mutant predator): Init +4; Atk bite +7 melee (3d4+3) or constrict +5 melee (1d7+grapple); AC 18; HD 4d8; MV 40'; Act 1d20+1d16(constrict only); SP pack tactics, ambush, roar, hide & sneak +6; SV Fort +6, Ref +3, Will +4; AL N.

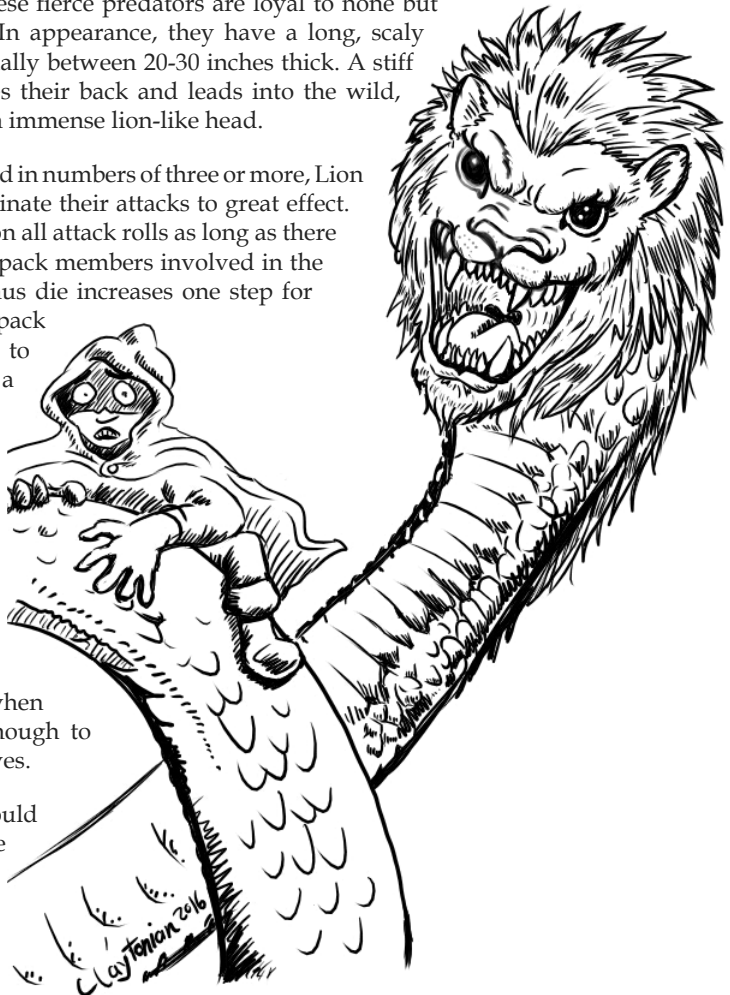
Lion Snake Cub: Init +1; Atk bite +4 melee (1d4+2) or constrict +2 melee (1d3+grapple); AC 13; HD 1d8; MV 30'; Act 1d20; SP pack tactics, ambush, hide & sneak +3; SV Fort +4, Ref +2, Will +1; AL N.

Two-headed Lion Snake: Init +4; Atk bite +10 melee (3d4+4) or constrict +8 melee (1d7+grapple); AC 18; HD 6d8; MV 40'; Act 2d20+1d16(constrict only); SP ambush, roar, rend, hide & sneak +8, further mutation; SV Fort +7, Ref +3, Will +6; AL N.

Equally claimed by the clergy of both sects to be the creation of either Grokk or Mother Nuka, these fierce predators are loyal to none but their own pack. In appearance, they have a long, scaly serpent body usually between 20-30 inches thick. A stiff ridge of hair lines their back and leads into the wild, bushy mane of an immense lion-like head.

When encountered in numbers of three or more, Lion Snakes can coordinate their attacks to great effect. They gain a +d3 on all attack rolls as long as there are at least three pack members involved in the combat. This bonus die increases one step for every additional pack member present, to a maximum of a +d6 for six pack members. It is rare for a pack to have more than six adult members as the young are encouraged to leave the pack and seek their own fortune when they are large enough to hunt for themselves.

Able hunters, should a pack be aware of unsuspecting prey and have at least a turn to utilize their



expert stealth they may set up an ambush and lie in wait until the perfect moment to strike. If the prey has not detected the imminent attack, the pack gains a +1 die step to all attacks during the surprise round. This is in addition to their coordinated attack bonus above if applicable.

Any target entrapped by the Lion Snake's constrict attack will suffer the listed damage at the end of each round until they have broken free from the grapple (DCC rulebook, pg 96). They must also make an Agi check (DC10) each round or drop whatever they are holding in their hands.

The roar of a Lion Snake is a unsettling peal of raw bass fury with undertones of a gravelly hiss that can be heard for miles. Anyone within 100 feet of a roaring Lion Snake must make a Will save (DC 14) or hastily flee for the next 1d3 turns. Prey animals will suffer a -4 penalty to this save. Lion Snakes rarely employ this in combat unless the battle is going very poorly for the pack.

There are stories of an even larger, more deadly cousin of the Lion Snake that has two heads. Thankfully these anomalies are solitary hunters as they are more than lethal on their own. Their dual roar has all of the properties of a normal Lion Snake with the additional effect of causing 2d6 damage to anyone within a 30ft wide, 60ft long cone, Ref save (DC 11) for half damage.

If a two-headed Lion Snake successfully strikes the same man-sized target with bite attacks from both heads on the same round, the beast will hold the victim fast in its double jaws. Then it will use both heads to mercilessly pull and twist with all of its might, causing an additional 2d8 damage. Should the victim survive, they will be tossed aside at the end of the round and they cannot act until the end of next round, due to pain and disorientation.

There is also a 25% chance that any two-headed Lion Snake has an additional mutation. Roll on the Hybridization Mutation tables (CUaBM #2, pg 4-6) to determine the nature of the mutation.

Adventure Hooks

- ▶ The "perfect" campsite the party has settled into is unfortunately right in the middle of a local pack of Lion Snake's hunting grounds.
- ▶ The group is paid to find out what happened to a small caravan of Shroomer ranchers. While investigating the wreckage of the caravan, the pack ambushes them.
- ▶ A brush fire near a small water farming community drives a pack of Lion Snakes into their settlement. It is a good thing the party is currently resting up at the community's tavern, or is it?

Organic Data MULE (Mobile Ubiquitous LAN Extension)

By Anna Costa with ideas from Claytonian

Organic Data MULEs are unnaturally-occurring animals with vast swathes of information encoded into their very DNA. Breathing reliquaries of the ancients, MULEs often harbor precious libraries of pre-cataclysm data, imperfectly preserved or corrupted through generations of breeding. MULEs may appear as any mundane species, but are exotically differentiated by a host of signature mutations. Few wasteland factions know of their existence; even fewer possess the means to reverse-engineer the technology – yet it can be done.



Table ODM-1: Types of Data Found in MULEs (Roll d10)

A wide variety of information may be secreted away in living MULEs (the following are simply examples). Parsing MULE data involves sequencing the genome in an operational laboratory, then running the compiler program spoken of in rare instances of surviving MULE literature. Due to the nature of DNA duplication, data can be partially or wholly corrupted.

1	Schematics for a wide variety of Era 3 and Era 4 weaponry. Possessing this data grants +3 to weapon tinkering and gunsmithing.	6	Genetic ark containing the genomes of thousands of extinct, pre-cataclysm species: insects, animals, and plants.
2	Three-dimensional models of artificial limbs and organs; made for use with advanced rapid prototype printers.	7	Installation files for a primitive virtual world of sword and sorcery; gameplay is simple, but psychologically addicting.
3	Consciousness of tens of thousands of people stored as strings of code. Individuals could feasibly be exhumed from this digital afterlife.	8	Treatise on temporal measurement. Discusses ancient art of timekeeping; provides instructions for atomic clocks; hints at time travel technology.
4	Map detailing locations of bunkers and safe houses across Umerica; stocked with undisturbed supplies, technology, etc.	9	30,000 ancient digital missives revealing the crooked hypocrisy of a long-dead politician; amusing, but useless.
5	Several dozen experimental formulas for reversing the effects of mutation. Requires a functional laboratory.	10	The national library of an extinct nation state. A boon of information in myriad languages, many indecipherable.

Saddled with hundreds of thousands of duplicate genes, the genome of a MULE is more diverse than a human's by a factor of twenty. All these redundant genes possess a unique plasticity, enabling a wide range of mutations in response to environmental conditions. Neck-teeth to discourage predators, eyestalks granting superior sight, bony plates shielding vulnerable areas: the ancients engineered MULEs for adaptive survivability. Those eager to uncover or document a strain of MULE may hunt for tell-tale anomalies (see Table ODM-2 for more information). Occasionally, humans were used as MULEs by shadowy patrons or organizations. Some of these organizations survived the cataclysm, protected in deep underground bunkers and extra-terrestrial hideaways. Perhaps a mutant PC is descended from such stock!

Table ODM-2: Base Mutation Table (Roll d%)

The amount of data a MULE (or herd of MULEs) carries in its DNA correlates directly to level of mutation. Judges are encouraged to create mutations or edit existing ones.

1-25	1-25% data capacity; roll once each on Fortification mutation table(s).
26-50	26-50% data capacity; roll once each on Fortification, Physiology mutation table(s).
51-75	51-75% data capacity; roll once each on Fortification, Physiology, Instability mutation table(s).
76-100	76-100% data capacity; roll once each on Fortification, Physiology, Instability, Weaponization mutation table(s).

1 or 100: Mule at empty or full data capacity; in addition to above, roll once on table of choice until unique result is achieved.

ODM-2a: Fortification Subtable (Roll d4)

1	Armored Plate - Patches of bony plate (scaly or smooth) defend beast's vulnerable areas; AC+2 and -5 move
2	Suffocating Slime - When skin is pierced, beast's pores rapidly ooze a thick, mucuously compound; SP half damage from slicing and piercing weapons
3	Neck-Teeth - Bony spikes wreath beast's throat and spine, deterring predators; AC +2, opponents making unarmed and natural attacks suffer 1d4 damage
4	Death Coma - On command, beast suspends metabolic processes beyond point of clinical death; non-responsive to external stimuli for up to one hour

ODM-2b: Physiology Subtable (Roll d4)

1	Glass Form - Musculature and organs are barely visible beneath beast's translucent, non-reflective skin; +3 to hide when standing still (+4 in direct sunlight)
2	Eye Stalks - Highly articulated eyestalks grant beast superior sight and (like a slug) superior smell; +5 to track by smell, +1d5 to initiative rolls
3	Vegetization - Symbiotic fungi and flowers blossom thickly across beast's hide; beast only requires water when exposed to 5+ hours sunlight daily, SP half damage from bludgeoning weapons
4	Natatorial - Possessing both lungs and gills, this amphibious beast is equally at home hunting on land or in water; +5 swim checks, +15 swim move speed

ODM-2c: Instability Subtable (Roll d4)

1	Expanded Mind - Remarkably intelligent, beast masters commands with ease and comprehends most speech; understands up to two languages
2	Dynamic Camouflage - Rapidly altering coloration ensures beast is exceedingly difficult to track against any backdrop; +2d4 to hide, moving or still
3	Rapid Regeneration - Due to rapid cellular regeneration, beast's broken bones and wounds mend at alarming rate; SP gains 1d3 hit points per turn when injured

4	Amorphous Form - When threatened, beast melts away into a pool of slippery ooze for 1d3 turns; actions restricted to movement only, +15 to swim and move speed
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ODM-2d: Weaponization Subtable (Roll d4)

1	Calcite Spears - Hyperactive pineal gland produces crystalline quills on beast's back; may be launched at cost of 1d3 hit points, 1d6+2 piercing damage
2	Sucking Tentacles - Tentacles lash out from beast's side when it strikes, hooking onto prey and draining blood; SP automatic 1d4 damage after normal attack
3	Corrosive Vomit - Glands inside beast's mouth spray attackers with noxious acid; all attacks deal additional +1d5 acid damage, SP criticals damage worn armor (AC reduced by 1d3 until armor is repaired)
4	Spring-Loaded Extremities - Beast's appendages are capable of lightning speed, and attacks strike with alarming velocity; SP +20 to move speed for three rounds, add 1d4 damage to normal attacks

Creating DATA MULES

The following is an example of a common wolf modified by mutations from the four tables provided. The Data Wolf is at 90% data capacity; thus, it has four mutations, one from each table.

Common Wolf: Init +3; Atk bite +2 melee (1d4); AC 12; HD 1d6; MV 40'; Act 1d20; SV Fort +3, Ref +2, Will +1; AL L.

Data Wolf: Init +3 (+1d5 init from Eye Stalks); Atk bite +2 melee (1d4, +1d4 from blood drain); AC 14 (+2 from Armored Plate); HD 1d6; MV 35 (-5 from Armored Plate); Act 1d20; SP gains 1d3 hit points per turn when injured (from Rapid Regeneration), blood drain (automatic 1d4 damage after normal attack, from Sucking Tentacles), +5 to track by smell (from Eye Stalks); SV Fort +3, Ref +2, Will +1; AL L.

Adventure Hooks

- ▶ Within the Robo-Priest temple's sacred halls, disciples of Ultimospark whisper of a cryostasis vault containing a blasphemous herd of sheep-like MULES. These MULES are said to harbor vile videographic evidence of natal celebrations, travel logs, and rites of passage. The temple begs the PCs to recover the profane beasts, so they may sacrifice them and pay data-dump veneration to the Ultimospark.
- ▶ A group of brisk Yestermen in antique military vestments request that PCs investigate a Soviet orbital shuttle landed nearby. Rumor suggests the vessel was caught in a time rift eras ago, and contains a Corgi cosmonaut programmed with sensitive data. This canine MULE could be the key to resolving a long-standing feud between members of extinct nation states.
- ▶ The Cyberhive buzzes with tales of undead dire wolves infected by a unique reanimator fungus. PCs meet a Robolich (CUaBM issue #2) whose specialty is the discreet study of MULES; he suspects this unusual strain was created when the cosmic event interacted with the vegetation mutation. The lich-scientist requests that one or several of these beasts be subdued and brought back to him for further study.

The Posse of Perception

By Quinn Coffman

Amongst the many constantly rising and falling factions of Umerica, the Posse of Perception holds many lands. From a small gang they climbed, using their heightened senses and careful planning to perform coups, stage revolts and crush enemies. From humble origins, they now have spread out, seeking new targets.

The Posse uses a hierarchy of members to keep order, each member is marked by highly recognisable body alterations.

Tier one are the grunts, they do the heavy lifting, fighting and dying for the other tiers. They are marked by their heightened sense of feeling. The alteration that marks this increased sense is a gigantic hand sprouting directly out of the neck in place of a head.

Tier two are the captains, leading bands of Tier ones and keeping order within the mob. They are marked by their heightened sense of hearing, often using this to act as look outs. In place of a head, a large ear facing outwards is what discloses the Tier two's position.

Tier three act as messengers and bards, inspiring the mobs of Tier ones and projecting them into combat. They sport a fleshy head with nothing but a large mouth on it. This in addition to their, heightened sense of taste and vocal volume, marks them as Tier threes.

Tier fours are the scholar class of the posse, focusing in ways to poison their enemies. Tier fours act as assassins and advisors, dealing with tracking any escaped prisoners. Their excellence in alchemy is due to their increased sense of smell. They are marked with, a protruding nose for a head and heightened sense of hearing.

There is only one Tier five, ruling the entire posse with his enhanced sense of vision and psionic abilities. The Tier five has the head of a swollen eyeball instead of a head, it pulsates and leaks fluids constantly. The Tier five has many gifts, including spell casting and psychic abilities.



	Tier 1 (The Hands)	Tier 2 (The Ears)	Tier 3 (The Mouths)	Tier 4 (The Noses)	Tier 5 (The Eye)
Init	+2	+2	+2	+3	+4
Atk	Rusted Pole +1 melee (1d3+1)	Dart Launcher +1 ranged (1d6+2)	Bite +1 melee (1d4+2) or Scream +2 ranged (1d8+1 Sonic)	Acid Spray Gun +2 ranged 50' (1d6+3 and +1 point of damage a turn, until magically healed)	Staff (1d6+4) or Plasma Scimitar (1d12+4)
AC	12	13	14	10	16
HD	1d4-1	1d6-1	1d10-1	2d6	3d12 (HP 27)
MV	15'	25'	25'	30'	30'
Act	1d20	1d20	1d20	1d20	1d20 + 1d20 (casting only)
SP	See below	See below	See below	See below	See below
SV	Ref +1 Fort +0 Will -1	Ref +1 Fort +2 Will -1	Ref +2 Fort +1 Will +0	Ref +0 Fort +1 Will +3	Ref +2 Fort +3 Will +4
AL	Chaotic	Chaotic	Chaotic	Chaotic	Chaotic

- Tier 1 heightened sense of feeling, can sense creatures vibrations up to 50' away, +2 to grapple-like attacks to hold targets.
- Tier 2 heightened sense of hearing, can sense creatures vibrations up to 100' away, cannot be surprised in combat by any but magical means.
- Tier 3 heightened sense of taste, heightened vocal volume, can be heard for 600' around, any other members of the Posse gain a +1 to all roles when hearing the scream of a Tier Three.
- Tier 4 heightened sense of smell, can smell creatures up to 70' away, gets a +5 on check to track targets it can smell.
- Tier 5 heightened sense of sight, can see as a result of 26-28 and below, on the 4th level wizard spell "Wizard Sense" (DCC rulebook, pg 245), can also cast spells as a 3rd level wizard, with 3 1st lvl spells, 2 2nd lvl and 1 3rd level spell, psionic abilities: Telepathy (restricted to the giving of messages to others minds' range 1,000'), Telekinesis (can lift any object weighing 800lbs or less).

The Posse was originally started by Tier Five. Once a human moisture farmer, he one day found an underground complex while digging a ditch. After entering it, he climbed into one of the many machines inside the building. What Tier Five didn't know was that the building used these machines to upgrade pre-apocalypse soldiers with genetic alterations. The whole operation was run by a complex AI, but over the years of decay this AI had been corrupted. This led to the machine's disfigurement of Tier Five.

After, leaving the facility, Tier Five soon found out about his powers, with them he could experience so much more than before. He now understood the world

around him. He knew the planet's past greatness, and how it and he were doomed. Tier Five's fear for his own death was replaced with thought, his mind wracked itself with visions of ways to survive, until he had it. His plan was to use whatever power he could to survive.

The first to join him were kidnapped by Tier Five, and altered in the machines. Tier Five would either sneak into settlements and kidnap villagers, or threaten the village with force if they didn't deliver people as tribute. Once he acquired the victims, they'd be subjected to the machine's power, and converted into the Posse. Since the beginning, the Posse has grown large. Beyond gathering members, the Posse also searches for tech that may help Tier-Five's escape. The Posse stays motivated with promises of escape, but in reality Tier Five is only looking out for himself, bringing along any of his followers is an after thought. Tier Five's ultimate plan is to have Umerica's eyes be as open to the horrors of the world as his is, if only so that he may escape.

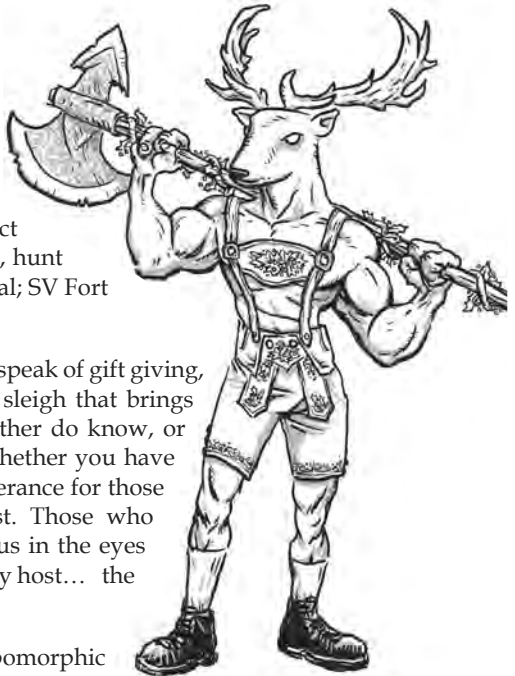
Adventure Hooks

- ▶ Locals come to the party begging for their help. People are going missing! Also strange lights and sounds come from the northern hills. Little do the villagers know, the Posse Of Perception has moved into this area and are building some kind of flight craft in the northern hills. The villagers have been abducted and transformed as extra labor in the construction.
- ▶ The party stumbles upon a dying Tier 4, who begs for their help in returning him to his village over the ridge. In reality, he's leading them directly into an ambush of lower tiers. Unknown to both the party and the Posse, is that the ambush site is right above the lair of a gigantic crustacean-lizard.
- ▶ A recently found loot cache includes a radio that continually picks up static from one place. Unknown to the party, this is Tier-Five's base. At the same time, an acid storm appears on the horizon. It may look like whatever this place is, it's the party's only hope.

Reindire

Reindire (Guardians of Good Cheer):

Init +3; Atk enchanted greataxe +6 melee (1d12+4 plus magic*) or horn gore +5 melee (1d4+3); AC 15; HD 4d10; MV 40', fly 60'; Act 1d20+1d14(Horn gore only); SP flight, hunt the wicked, sneak silently +7, immortal; SV Fort +8, Ref +4, Will +6; AL L.



Drop the name "Santa" and folks will speak of gift giving, cookie gobbling clergy, and a flying sleigh that brings joy wherever it goes. Most people either do know, or choose to forget, that Santa knows whether you have been bad or good and he has little tolerance for those who are always on his naughty list. Those who commit crimes especially blasphemous in the eyes of Santa may be visited by his heavenly host... the dreaded Reindire.

The Reindire are immortal anthropomorphic reindeer that serve Santa with absolute loyalty. Their hooves are charmed to make no noise and leave no hoofprints. Each is armed with an enchanted greataxe that is a beautifully gilded with precious metals and stones. Roll on the table below to determine the magical property of each axe.

Table RD-1: Enchanted Greataxe Properties - Roll 1d10

1	+2 to hit and damage
2	Firey aura causes +1d8 damage
3	Always returns when thrown, +2 to hit when thrown
4	+4 to damage
5	+8 to hit, 3/day

6	Teleport up to 20 feet, 3/day
7	+1d3 to all saves, roll each time
8	Inflicts 1 attribute damage per hit, rolled randomly
9	Crit on 15+
10	Heal a total of 6HD per day

Reindire are either sent out on solo missions or in groups of exactly 9, with one clearly marked as the leader with a glowing nose. They are intelligent and while they are fluent in just about every spoken language, they are creatures of few words. They will do their best to not harm anyone but their intended target, chosen by Santa, and they will NEVER harm a child by ANY direct or indirect action. They will hold to this even if it means dying repeatedly over the course of the mission.

When on a mission they will always know the general direction and location of their target(s) but will still need to hunt them down when they get close. Versus any magics or powers that might hinder their ability to locate their target, they receive a +5 to the save.

If felled in combat, the reindire’s body will quickly fade away and will reappear 1d3 turns later within one mile of the target. Should the reindire’s enchanted greataxe be pilfered before the body fades, it will remain with the thief instead of manifesting with its rightful owner. This respawning magic will continue throughout the duration of the mission, which can last no longer than 24 hours. Should the target evade the “punishment” intended by Santa for longer than that, they cannot be hunted by the reindire again for an entire year.

An axe stolen from a fallen reindire will turn on its wielder at the worst of times. Each battle, the GM will secretly make a luck check for the wielder. If it is a failure it will turn on the wielder sometime during this battle, chosen by the GM. The most common effect is a mishap that causes an automatic fumble, at +4 to the fumble table roll, and also inflicts the weapon’s damage to the wielder.

Should anyone choose to significantly aid the reindire in its mission, such as fight alongside it or heal it, it will offer a small gift in return when its mission is complete. Roll on the following table to determine the gift.

Table RD-2: Ally Gifts - Roll 1d8

1	1d3+1 Peppermint Candy Canes (heal 1 HD each)	5	Sprig of Holly (restores 1 Luck per day for the next 2d7 days)
2	Sack of delicious cookies, 5d3 in total (each cookie acts as one meal’s food and water, never goes stale)	6	Christmas Cracker (when opened casts Food of the Gods - DCC Rulebook, pg 262, result 28)
3	Tin of enchanted cocoa (Turns up to 10 gallons of tainted water into safe, sweet, hot cocoa)	7	A small red sack (will hold up to 50 lbs of material without encumbrance, weight, or noticeable bulk)
4	Silver handaxe (magic: +1 to hit and damage, true silver, & indestructible)	8	Floppy red hat (-1 die step to all Luck checks)

Adventure Hooks

- ▶ While enjoying a hot meal at an O’Burger, a woman races into the restaurant. She takes one quick look around and offers a backpack full of high quality medical supplies to the party in return for protecting her. While she quickly agrees to anything to seal the deal, several horned humanoids charge into the place looking for her.
- ▶ Trekking through a bramble forest, the party encounters a wounded horned humanoid. It eyes them wearily but does not attack. Should any of them be devotees of Santa, they will feel kinship with the beast.
- ▶ After looting a abandoned chapel dedicated to Santa your group discovers decorative socks full of coal among their possessions and an ominous feeling of being hunted...

Tru-Pet

Tru-Pet (Synthetic Animal Companion: Small Dog model): Init +4; Atk bite +1 melee (1d3); AC 14; HD 1d8+1; MV 30'; Act 1d20; SP synthetic, regenerates 1 hp per hour, very loyal, tricks; SV Fort +4, Ref +3, Will +2*; AL L.

Tru-Pet (Synthetic Animal Companion: Large Dog model): Init +3; Atk bite +3 melee (1d4); AC 13; HD 2d8+2; MV 40'; Act 1d20; SP synthetic, regenerates 1 hp per hour, very loyal, tricks; SV Fort +6, Ref +2, Will +2*; AL L.

Tru-Pet (Synthetic Animal Companion: Guardian Dog model): Init +5; Atk bite +5 melee (1d5+2); AC 15; HD 4d8+4; MV 50'; Act 2d20; SP synthetic, regenerates 1 hp per turn, very loyal, tricks; SV Fort +8, Ref +4, Will +4*; AL L.

Tru-Pets originate in an alternate universe where the great cataclysm never occurred and humanity advanced to amazing technological heights. Occasionally due to the fractured dimensional barriers a Tru-Pet slips into this world.

Being 100% artificial, Tru-Pets do not age and require neither food nor rest. In addition, they will regenerate 1 hp per hour, even if reduced below 0 hp but not utterly destroyed. Once a week they must spend 10 minutes connected to a significant power source for rapid recharging. This means that stray Tru-Pets can most likely be found near accessible power sources. If they run out of charge they "sleep" until they can absorb 30 hours of solar energy.

A stray Tru-Pet will bond to the first living being that shows it significant affection and will remain bonded to them until that being dies or the Tru-Pet is destroyed.

While there are many models of Tru-Pets, the dog based models are one of the most popular. This is due to the exceptional loyalty factor this model exhibits. Tru-Dogs gain a +8 to Will saves involving remaining loyal to their bonded owner until death.

The guardian model is based off of a military prototype and is intended to be combat ready while appearing no different than a large dog model. This allowed it to serve as a low profile bodyguard for high threat owners.

Most Tru-Dogs encounter will know at least one "trick" and possibly several more. Roll 1d5 to determine how many times to roll on the Trick Table below. Guardian dogs will automatically have the Guard trick.

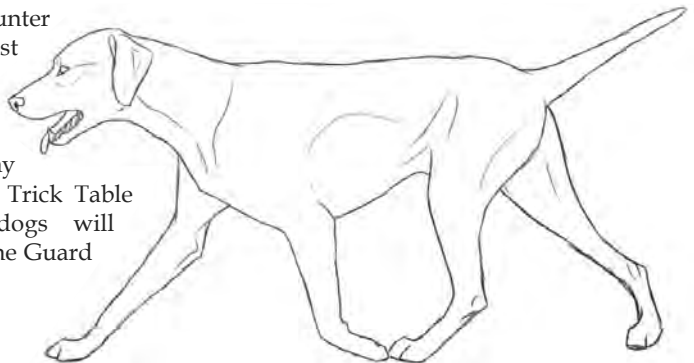


Table TT-1: Trick Table

Roll 1d8

- 1 Guard: The Tru-Dog has been programmed to be able to serve as watchdog and protector. It increases its Action die to d24 for perception checks in watch mode or when defending its bonded owner.
- 2 Seek: The Tru-Dog can be given the command to search and locate a general type of object via vocal command or a specific person/object if presented with a proper visual and scent sample.
- 3 Help: This Tru-Dog has received special programming to assist persons with some manner of physical handicap, such as blindness, deafness, or limited mobility.
- 4 Save: The Tru-Dog has been designed to render limited medical aid to persons suffering from hypothermia, exhaustion, shock, minor asphyxiation, and other minor life threatening conditions until proper medical help can arrive on the scene. They can perform a Recovering the Body action for party members (DCC rulebook, pg 93).
- 5 Perform: This Tru-Dog has been programmed to perform acrobatic stunts or involved productions. All such actions are performed with a d24 action die.
- 6 Sport: The Tru-Dog has been designed for high physical performance sports such as racing, parkour, or disc catching. Its Move is increased to 50' and all physical non-combat actions are performed with a d24 action die.
- 7 Deliver: The Tru-Dog has been programmed to deliver the contents of a case attached to its belly to a person based on specific visual references and general geographic location information.
- 8 Promo: The Tru-Dog can speak and has the ability to easily memorize up to a 30 second message/advert jingle and then announce the message throughout a large group of people.

Adventure Hooks

- ▶ After one of the party is knocked unconscious or has fallen due to hp loss, they are pulled safe from the fray and revived by a large, very friendly dog.
- ▶ The group stumbles on the scene of a fresh massacre with settler and raider bodies strewn about the road. To one side is a small group of terrified children huddled together and standing behind a very large dog. It is covered in blood and has just dispatched a raider.
- ▶ While searching through the ruins of some sort of entertainment park, the party encounters a healthy looking friendly dog. It will follow the party until adopted or chased off.

Wraith Rider

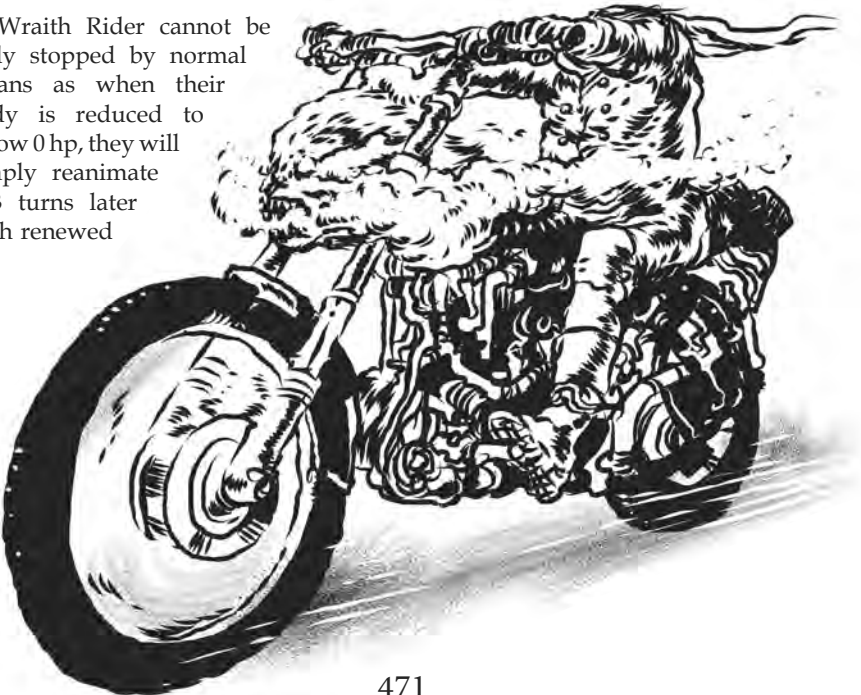
Wraith Rider (undead engine of vengeance): Init +1; Atk spiky punch +5 melee (1d4+1) or smoldering chain whip +5 melee (1d5+3, reach 10ft, can set fires); AC 15; HD 4d6+4*; MV 25'; Act 1d20+1d20(driving only); SP empower vehicle, body is indestructible, chill aura; SV Fort +8, Ref +1, Will +8; AL C.

Empowered by an unknown spirit from the plane of Eternal Unrest after suffering a traumatic violent death, a murdered human may transform into a Wraith Rider. These single minded undead are merciless reflections of their former selves that exist to avenge their murder and, if possible, complete the task they died trying to finish. They will only attack those that get in their way and ignore everyone else, except possibly former loved ones.

Regardless of the original cause of death, a Wraith Rider appears as an ashen beheaded corpse wearing clothes similar to what they died in but darker and much more menacing in appearance. If encountered on foot, they will be carrying their desiccated head; otherwise their head will be affixed to the vehicle they are driving as a prominent ornament. The ragged neck stump, empty eye sockets, and open mouth constantly issue dark exhaust fume like vapors.

The vapors that surround the immediate area around the Rider are shockingly cold. All living creatures within 10 feet of the Rider must pass a Will save (DC 10) each round to avoid suffering a -1 die step penalty to all actions due to involuntary muscle tremors. Every minute spent within 10 feet of the rider will inflict 1 point of cold damage.

A Wraith Rider cannot be truly stopped by normal means as when their body is reduced to below 0 hp, they will simply reanimate 1d3 turns later with renewed



hit points (roll their HD again). The only way to kill a Wraith Riders is to directly attack its head (area effects and collateral damage is ignored). The head has an AC 20 and 20hp. The head's hit points do not recover on their own and can only be restored by a willing chaotic cleric.

If the Rider affixes it head to any vehicle in running condition (requiring 1d3+1 rounds), the vehicle will immediately transform into a darker, scarier version of itself and begin exuding the same dark exhaust fume like vapors that emanate from the rider (causing the same chill effects). The bedeviled vehicle gains the following bonuses: +2 to Init; +1d4 to all rundown attacks and damage; +2 AC; +4 HD; Cruise and Max Speed is increased by +2; +4 to Fort and Ref saves; it requires no fuel and gains the following Vehicle Traits: Rugged, Off-Road, & Ram Plate (rules and stat blocks for vehicles can be found in CUaBM issues #6-7). These bonuses will remain until the vehicle is destroyed, the Rider removes its head, or the head is removed via direct action (such as a Mighty Deed).

Adventure Hooks

When encountered, the Wraith Rider will always be focused on achieving vengeance or completing a final task. For a random obsession, roll 1d5 on the table below:

- 1 Killed by a roadgang while trying to make a delivery. Wants to recover the package while slaughtering the roadgang.
- 2 Doublecrossed on a mission for the 3 Royals. Killed for knowing too much. Heading to the Citadel of Scrap for vengeance.
- 3 Searching for a stolen daughter and the fiends that took her. Will hunt the fiends down one by one until she is freed.
- 4 Killed by a local community for a crime they did not commit. Wants to expose the real culprit while hunting down those that set them up.
- 5 Killed by one of the characters during a previous adventure. It is now looking for revenge.

Coming Next Issue!

- ▶ An Interesting Place to Die: The Necromancers of the Space Needle and the Lands of the Reanimatronic Dead
- ▶ Nexoskeleton - Biological power armor crafted from reanimated flesh
- ▶ Other pieces of abominable Necrotech
- ▶ And much, much more!

In this issue:

MONSTERS!!!

Another whole issue dedicated to a slew of wild and weird creatures for players to encounter in the strange and twisted lands of Umerica!



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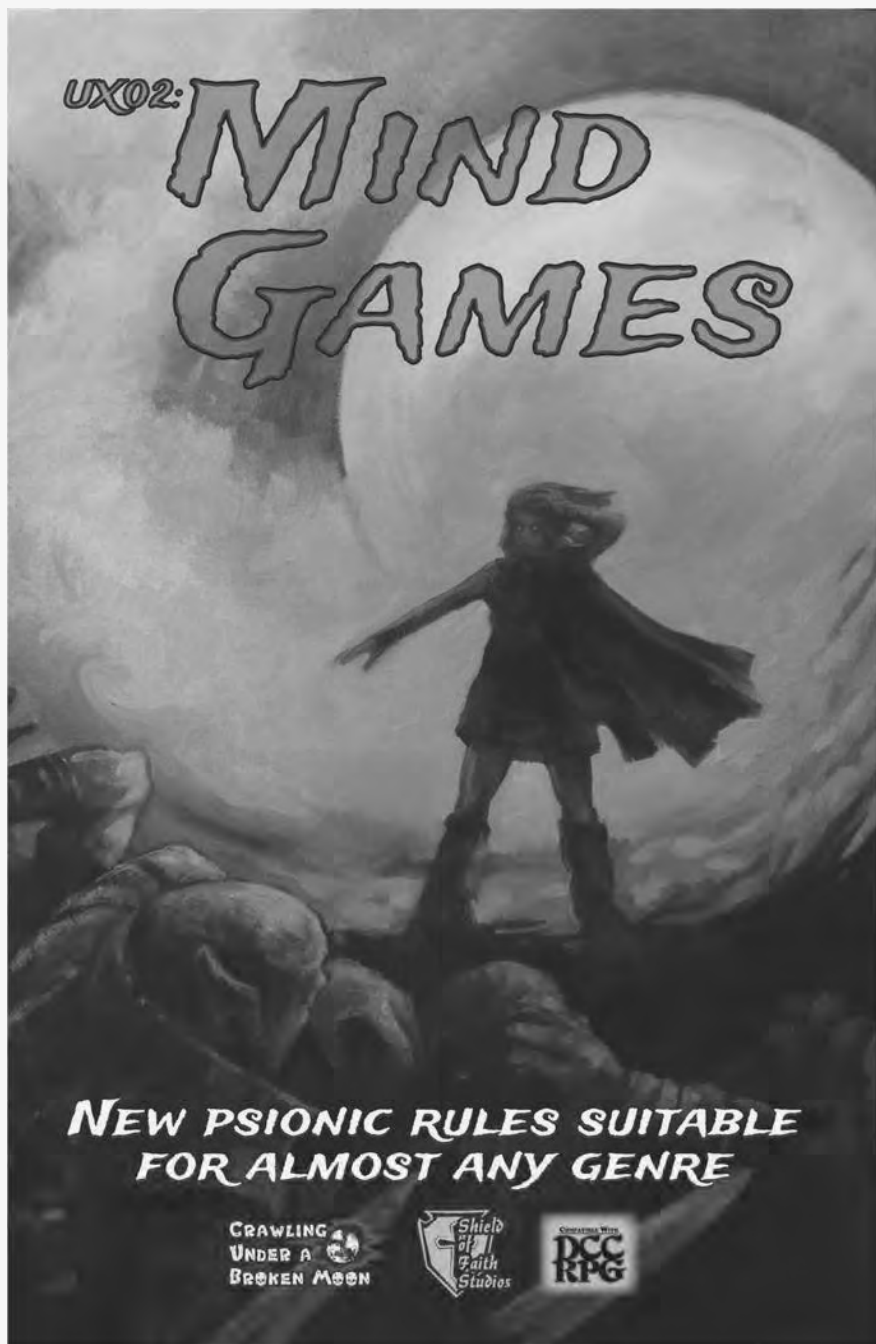
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CRAWLING UNDER A BROKEN MOON

Welcome to the Seventeenth issue of *Crawling Under A Broken Moon*!



For this February issue I thought it might be nice to cover something romantic. Well... Necromantic really. Its pretty much the same thing, right?

Anyways, all things undead have been a fascination of mine since I was young. The Romero films are fond memories. While I've included bits of undead in many issues, I thought it was high time to have an issue *dead-icated* to them, Umerica style.

So, prepare yourselves for a heapin' helpin' o' deadness by the Puget Sound in the North Western stretches of Umerica.

Reid "Reidzilla" San Filippo

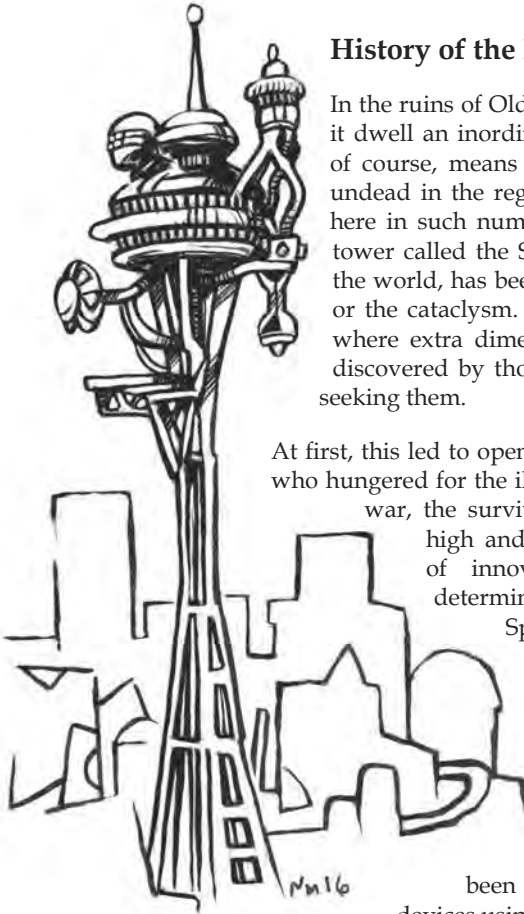
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An Interesting Place to Die

The Necromancers of the Space Needle and the Land of the Reanimatronic Dead

By Reid San Filippo, Talon Waite, and Tim Bruns



History of the Region

In the ruins of Old Seattle and the lands that surround it dwell an inordinate number of necromancers. This, of course, means there is also a startling amount of undead in the region as well. As to why they gather here in such numbers, the answer lies in the ancient tower called the Space Needle which, unlike most of the world, has been untouched by the ravages of time or the cataclysm. Within the Space Needle is a place where extra dimensional necromantic secrets can be discovered by those willing to commit themselves to seeking them.

At first, this led to open warfare between the necromancers who hungered for the illicit arcane secrets. After decades of war, the survivors decided that the cost was too high and peacefully settled on competitions of innovative necromantic discovery to determine who would gain access to the Space Needle's secrets each month.

These competitions have led to many cutting edge advancements in the formation of undead, the many uses of reanimated flesh, and necromantic magic in general. The most widely known application of these discoveries has been NecroTech, advanced technological devices using reanimated flesh as high-perpetual motive force generators powered by negative energy batteries. Another is ManaJava, a type of enchanted brew made from coffee beans affected by the cosmic forces of the cataclysm and decades of necromantic background radiation.

Looking for work in all of the wrong places

Despite the area being thick with the walking dead, it is remarkably amicable to traders and travelers looking for work. The necromancers who dwell here do not

have time to hunt down the rare ingredients or technological components they need for their great works; nor do they wish to waste time with mundane tasks too complex for moronic reanimated servants. This means there is always work for those who would risk the chance of ending up as part of the next great work...

The following is a small list of the various Necromancer Guilds that an enterprising group of talented individuals could inquire with to find employment:

THE STEIN SOCIETY - Specializing in traditional (read primitive) scientific methods.

THE NECREVOOLUTIONITES - Avant garde theoretical NecroScience at its finest. A think tank that does not dabble often in the actual application of their works.

NECOGNITION COMBINE - The originators of NecroTech and still one of the finest manufacturers of it.

UNION OF SERVICE - Known for developing the RapidRaise system of accelerated mass undead production.

THE ANTI-LIFE LEAGUE - Specializing in the development of high-quality, intelligent undead and self-improvement reanimation techniques.

When an adventuring party is attempting to find a paying gig, roll 1d8 on the table below to see some possible opportunities.

- 1 **Only the best will do** - (High pay) the guild needs a bushel of freshly harvested bodily specimens. The catch is that they must fit a very specific criteria and be less than 6 hours dead. Roll 1d6 to determine the criteria: 1 - organs from a large predator creature, 2 - Eyes from adolescent humans, 3 - spleens untouched by drugs or alcohol, 4 - 150ft of vegan intestine, 5 - brain and organs from a pre-cataclysm cryo-sleeper, 6 - 2d4 pairs of femurs of an exact set of dimensions.
- 2 **Keeping up with the John Does** - (Medium pay) Sneak into a rival guild's lab and make copies of their current project plans and result reports. Portable scanner is provided but must be returned intact.
- 3 **The Case of the Missing Corpse** - (Medium pay) Investigate a break in that resulted in the loss of several experimental cadavers. Bonus pay if the cadavers are returned unspoiled.
- 4 **Dump and Run** - (Low pay) An easy job. Just take these failed experiment corpses out of the city and dispose of them discreetly. Unfortunately, the experiments get homesick halfway there...
- 5 **Looking for Mr. Goodbody** - (Medium to High pay) As the guild was putting the final "touches" on their latest and greatest creation, it decided to get some fresh air and left. Nets are provided to help capture it, once located. Bonus pay if delivered unharmed.
- 6 **Garden Run** - Some rare herbs are needed for a new ManaJava concoction. Good news, they are not too far from the city. Bad news, they can only be found in the Dead Woods, the infamous dumping ground of decades of failed experiments.
- 7 **Nerco Repo** - (Medium pay) Several guild clients are very behind on their payments for some cutting edge NecroTech. The guild wants either the items returned or payment in full.
- 8 **Spring Cleaning** - (Low-High pay) The storage catacombs this guild uses to house failed experiments has gotten a bit full. They need any active experiments "dealt with" so the cleaning crew can get to work.

Notable Locations

THE SPACE NEEDLE

Disk Level

To this day, no sage or wizard has determined why the antennas of this structure are the only means of communicating with the Grand Synod of Astrolichs, who dwell in another dimension. All that is known is that as long as the rotating disk level moves at a revolution cycle of 47 minutes, wizards occupying the disk level can commune with the Synod in hopes of gaining elusive necromantic secrets.

As there is only so much room on the disk level, there is a great deal of competition among the Necromancers that live within the ruins of Old Seattle. Only the best and most ambitious have the privilege of “disk time”.

Skullbucks

Skullbucks is the most prominent Manajava shop in the Space Needle. It is located on the top floor below the disk level and houses spacious seating. There are two rows of stand alone tables which are flanked by booths that are set into the walls. The barista counter spans from one wall to the other offering several java stations to choose from.

In addition to the grand operations of Skullbucks, it boasts their own unique Manajava Blend called the Triple Burnt Chocolate Infusion as well as some unusual regulars such as Gary the coffee drinking skeleton and his ward Krissy.

***Triple Burnt Chocolate Infusion:** This proprietary brew causes a 1d3 temporary Luck boost for 1d6 hours. This temporary Luck can be spent in the usual ways but once it's gone the characters start using their natural Luck. Abuse of this brew can quickly gain the ire of the gods. (50-80gp)*

Gary the Skeletal Warrior - Gary was an adventurer from bygone days but his success as one ended in the Space Needle as he and his group ran afoul of a powerful Necromancer. During Gary's resurrection something funky happened and he retained all of his intelligence and freewill which he quickly turned on his new-found master and slayed him. Gary soon realized there was no going back to his former life so he got a job keeping the peace at Skullbucks and seeks out the pleasure of life regardless of his skeletal state. As time went on, the slain Necromancer's brother died mysteriously and Gary adopted his daughter Krissy who is an up and coming Necromancer, as well as one of the best baristas Skullbucks has ever seen.

Gary (4th level Skeletal Warrior [2015 Gongfarmer's Almanac, pg16]): Init +5; Atk magic sword +d6+2 melee (1d8+2 plus Will save (DC 13) or be paralyzed, crit on 19-20); AC 16; HD 4d10; HP 21; MV 30; Act 1d20; SP undead immunities and crits, bound by will, addicted to coffee; SV Fort +2, Ref +3, Will +4; AL N.

Gary is a six foot four skeleton clad in enchanted chainmail and a black robe. He possesses a magical sword plus various other weapons and items.

Gary is always friendly to newcomers and will offer them information or even help for a price. He is usually found in the corner booth by the bar brooding over a cup of java and one of his romance novels where he can keep a close eye on the rest of the room and Krissy.

Krissy - Krissy is the beautiful daughter of a Necromancer that died of mysterious causes and is Gary's unofficial adopted daughter. She works at Skullbucks as a barista (if you ask around, one of the best if not the best) to earn some money and collects magical information of various sorts. She is an up and coming Necromancer and has been working on a plan to gain the favor of the Synod of Astrolichs in order to leave the area once and for all. She is always professional in dealing with customers and treats newcomers with measured paranoia as she wants no interference in her plans.

Krissy (1st level Wizard): Init +1; Atk crowbar +0 melee (1d4); AC 12; HD 2d4; HP 5; MV 30; Act 1d20; SP very beautiful +3 to Per checks, SP spell cast 1d20+2; Spells known: Charm Person, Chill Touch, Mend, & Sleep ; SV Fort +0, Ref +2, Will +3; AL N.

Krissy is curvy with beautiful large dark brown eyes, about five foot seven, and has dark hair that is just past her shoulder which possesses streaks of purple, teal, pink, and blond color. She wears a combination of dark leather armor, the Skullbucks standard uniform, and a pair of sneakers.

She is usually seen behind the bar with a smile on her, innocently flirting with customers, as she dances around to the music playing in the background. On her breaks she usually sits with Gary and reads from a large old tome.

THE UNDERGRUNGE

The whole of the Undergrunge is built in the flooded undercity of old Seattle. When at peace, the rotting wooden streets are filling with undead, and decaying buildings hold host to a booming, if sodden economy. When at war, the Undergrunge is a hopping musty music scene beset by soul-rending music and sonic warfare. From the raw pumping grind of the Grunge Mummies to the sick dance beats from Neclectro cult raves, domination of the Undergrunge quite literally shakes the foundations of the city.

The Undergrunge market is a place where anything can be had for a cost, and it's not always in material goods. Items, body parts, souls, and cheap beer are all common place trading items in the deep blue market. It's where a necromancer can get what he needs, no questions asked, even in a city that usually doesn't ask questions about such things. The strange mixture of salt water, minerals, magic, and radiation has given the local waters a preserving effect on dead tissue. Combined with the market's dark and secluded nature, it's a natural spot for trading the unnatural.

The Grunge Mummies are a gang of reanimated flannel wrapped corpses that bring a deep grinding sound and angst ridden lyrics to the scene. These Kizz worshipers can head bang with the best of them, and they don't even need to use

their own heads. The abundance of rotted wood in the Undergrunge has made it easy for them to build rotting instruments that can drive that deep groove even under water. The deep distorted roar has been known to accompany raids from skeleracons, which seem drawn to and driven by the grunge.

Meanwhile, Techno Discos has claimed his own cult in part of the Undergrunge, driven by his Neclectro DJs. These DJs use NecroTech keyboards, turntables, and other instruments to create deathly hypnotic trance beats that drive the rave zombies to dance and do their bidding. When the bass gets thumping and the lights start flashing, these rave zombies can even emerge from the Undergrunge in search of a good time and an after-rave snack.

QUEEQUEG'S QUOFFEE



One of the most popular and prevalent coffee shops in Old Seattle. Each location is small but is open 24 hours a day. Their signature coffin logo can be found nearly anywhere in the city, either on a busy street corner or on discarded cups rolling around in alleyways.

The most remarkable thing about Queequeg's is that behind every barista counter in each shop is the exact same tattooed man serving up the coffee. He does not say much and refuses to explain how and why he is standing behind every counter at the same time.

The tattooed man will allow regulars to run a tab and smiles wickedly when someone asks what happens to those who skip out on their debt. He also will make special request brews on occasion, if properly persuaded.

While Queequeg's does not have a signature Manajava brew of their own, they have good ties with the Anti-Life League and might be able to offer some of their more esoteric brews on request.

THE CATHEDRAL OF STYLE

This garish temple is located a few blocks from the Space Needle and streets around it are well lit. Its interior has the appearance of both a decadent place of worship and a designer clothing store. This is because it is the home of Annanita, the Fashion Lich who is an avid devotee of Lady Douangphrachanh (a local minor deity of clothing design and trend setting).

The pious undead fashionista has been designing the clothes of the Necro-elite in Old Seattle ever since contact with the Synod of Astrolichs was established. Each article of clothing she makes is a work of art and costs x10 the normal amount. Anyone wearing an outfit created by Annanita gains a +3 to all Personalty checks involving social interactions, making a good impression, or giving commands.

The gilded and gaudy statuary littering the cathedral's interior are more than decoration. They are gargoyles (DCC RPG, pg 413) and Annanita can awaken 2d3 of these gaudy gargoyles with a simple snap of her withered fingers, once every 10 rounds (1 minute).

Annanita is always interested in exotic materials for her clothes and loves making deals. If adventurers ask about some work, she will be looking for one or more of the following materials, roll 1d8:

- | | | | |
|---|-------------------------|---|----------------|
| 1 | Lobstrosity shell | 5 | Pigtipede skin |
| 2 | Flying Laser Ursine fur | 6 | Xenotaur skin |
| 3 | Scorpionoid shell | 7 | Dino-leather |
| 4 | Lion Snake skin | 8 | Reindire hide |

THE FUEL FARM

On the eastern edge of Old Seattle are a series of heavily fortified warehouse buildings, each covered with dozens of scorch marks. The area reeks of gasoline and large signs stating "NO FIRE BEYOND THIS POINT" ring the former industrial park.

Within each warehouse are dozens of convict slaves herding vast mobs of penned in Petrol Zombies (CUaBM #6), collecting their petroleum vomit, or filtering the vomit to be used for fuel. There is a 10% chance per 12 hours that an entire pen of Petrol Zombies will spontaneously explode and fill that section of the warehouse with fire and smoke.

Since NecroTech has lessened Old Seattle's need for petrol, fuel can be purchased here at good prices (10-30% off normal price). This fuel is a bit more volatile than normal gasoline and is 8% more likely to catch fire or explode than usual.

THE DEAD WOODS

North of the city is a large stretch of deep forest that many necromancers have made use of to dispose of particularly embarrassing or dangerous failed experiments. Decades of dumping caustic necromantic materials into the woods has made it a weird, dangerous place to venture. It also is a treasure trove of esoteric necromantic bits and bobs.

Possible encounters within the woods, roll 1d7:

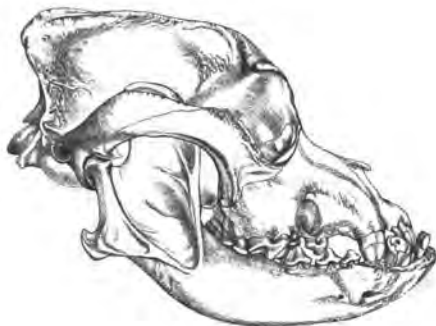
- 1 A Necrocornicon (CUaBM #10) has taken residence in a glen near the edge of the woods. It has lured 2d4 young women from the city and turned them into Wight Ladies. It will use its guise as a unicorn to lure intruders into an ambush situation.
- 2 Many of the assorted body parts discarded in the woods have formed into Parts Pile (pg 27) and continued gaining mass from other abandoned corpses to reach an astounding 12 HD in size (+3 to hit, +3 to damage, and +3d16 action dice). Due to the general reek of rot in the area, a victim cannot smell its approach.
- 3 A gaggle of 3d4 zombies (DCC RPG, pg 431) all connected by implanted wires and surgical tubing so they must move as a group. This reduces the group's Move to 10.
- 4 This area is haunted by 2d3+1 Ghouls (DCC RPG, pg 414) that have numerous NecroTech halogen lamps embedded into their flesh that shine constantly. They will use their lights to distract and confuse their prey. Once per encounter, the group can produce an effect similar to the Color Spray spell, effect level 14 (DCC RPG, pg135). They also have been given an augmented Move of 50.
- 5 A glowing hollow strewn with various NecroTech lanterns is the home to a Shadow (DCC RPG, pg 425). It has gathered the lights to set up a perfect hunting ground here. In addition to its normal abilities, this Shadow is resistant to spells (50% chance of any spell not affecting it)
- 6 There is a pit here that appears to have been covered in once but has recently been excavated, possibly from the inside out. 2d6 skeletons (DCC RPG, pg 426) still dwell in the pit and will climb out if they detect prey. Their bones are fetid and covered in strange, bioluminescent mold. Any creature damaged

by one of these skeletons must make a DC 12 Fort save or contract Grave Rot (loss of 1 hp per day, and no natural healing). Grave Rot can be healed only through magical means.

- 7 A group of 3d4 Lab Assistants (see Peasant, DCC RPG, pg 434, armed with bone saws - dam 1d5) are hastily burying dozens of blood soaked sacks. They will flee if approached but are easily dominated (Per check, DC 10).

Things of value that could be found within the woods, roll 1d7:

- 1 A mishmash of NecroTech components worth 3d16gp
- 2 A set of ManaJava brewing equipment in good condition (CURSED: all java brewed with this equipment will increase the chance of the drinker raising as a random undead upon death by 3% per cup imbibed).
- 3 A NecroTech JawBolter (pg 18), damaged (Fumble on 1-3). It has 4d6 shots left in the battery and an 8 tooth jawbone loaded.
- 4 A soiled journal with 1d3 random wizard spells written in it. When a spell from this book is learned, the roll for Mercurial Magic is made on a d30 instead of a d100.
- 5 A bloody backpack containing: Thermal sleeping bag, a zippo lighter, bottle of lighter fluid, hand-crank floodlamp, a box of 24 cheesy tuna flavored Go! Bars, a 1 liter plastic water bottle (half full), and a compass.
- 6 A patch of luminescent mystic herb plants. Over the course of 30 minutes, 5d20gp worth can be harvested from the patch. These herbs are best used in necromantic rituals or ManaJava brewing but if taken raw they will render the chewer numb to all pain for 2d4 hours. The GM will track all damage taken by the character during the duration of the effect as they will have no real idea of how damaged they are.
- 7 A small cage containing a floating, rune covered dog skull. If released, the skull will serve its liberator loyally until death. It can perform tasks and tricks similar to a well trained dog.



Wikinomicon

Blood Blade Weaving

Level: 2

Range: Varies

Duration: Instant

Casting Time: 1 Round

Save: Varies

General: The caster can manipulate his own spilled blood or the blood of his foes to craft deadly attacks upon his enemies. At least 1d3 Stamina points worth of blood is required to cast the spell (cannot be counted towards spellburn) and it must have been spilled within the last 3 minutes. The caster can specifically choose a lower effect than one that he rolled if he so chooses.

Manifestation: The blood effected floats into the air as the caster waves his hands. It forms into lethal shapes to inflict pain and death upon the caster's foes.

Corruption: Roll 1d4: (1) blood oozes from the caster's pores intermittently; (2) The color of the caster's blood changes{roll 1d5: 1 - yellow, 2 - blue, 3 - black, 4 - white, 5 - clear}; (3) The caster's veins bulge permanently all over their body and pulse visibly; (4) The caster has a 10% chance to vomit up blood every time a spell is cast.

Misfire: Roll 1d4: (1) one of the caster's ally's skin becomes covered in bruises; (2) all edged weapons within 10' of the caster begin to drip blood no matter how many times they are cleaned; (3) one random being within 50' becomes a hemophiliac; (4) All cut wounds suffered within 100' of this casting of the spell for the next year inflict an additional 1 point of Sta damage per wound due to excessive bleeding.



Spell Effects

- 1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.
- 2-11: Lost. Failure.
- 12-13: Failure, but spell is not lost.
- 14-15: The blood hovers into the air and forms into dozens of glass-like shards. These strike all foes within 10' for 1d3+1 damage.
- 16-19: The blood hovers into the air and forms into several jagged spikes. These either strike all foes within 10' for 1d5+1 damage or may be launched up to 100', doing 2d8 damage to one target.
- 20-21: The blood hovers into the air and forms into 1d4+1 spinning blades. They all fly into one target within 50 feet, causing 1d8 damage per blade and then each blade can strike a different target up to another 50' away for 1d8 damage. Alternatively, The blades can strike all foes with 15' for 1d3 damage each blade.
- 22-25: The blood forms into spinning blades as above but 2d3+1 blades are formed plus the initial and secondary ranges are increased to 100'.
- 26-29: The blood forms into 1d4+1 crimson javelins that each fly up to 150' and strike a different target for 3d4. Should any of the javelins kill their first target, those javelins can then strike an additional target within 100' for 2d4 damage. Alternatively, all of the javelins can be launched at one target within 150', causing 2d8 damage per javelin.
- 30-31: One foe within 50' suffers 2d4 Stamina damage as one crimson javelin bursts forth from its body for every hit die it has. These javelins then strike different targets up to 150' away for 3d6 damage. Should any javelin kill its target with the first strike, it may be directed at another target within 100' feet causing 2d6 damage.
- 32-33: All foes within 10' suffer 1d3 Stamina damage as blood violently bursts forth from their bodies. 1d3 crimson javelins are formed from each foe's blood that then strikes a target of the caster's choosing within 100' for 3d6 damage. Should any javelin kill its target with the first strike, it may be directed at another target within 50' feet causing 2d6 damage.
- 34+: A sword of blood bursts forth from the veins of all foes within 50' causing 1d4+1 Stamina damage to each one. Each vermilion sword then delivers 3d6 points of damage to their begetter for the next 1d4+1 rounds.

Fleshcraft *By Talon Waite*

Level: 4

Range: Touch

Duration: 1 Hour/Per Caster Level
(Once per day/ per target)

Casting Time: 1 Round

Save: Fortitude vs. Spell Check DC (for unwilling opponents)

General: Flesh, organs, and bones become mere clay under the Necromancers caress. For unwilling targets this can be a painful experience as bones and flesh are moved and twisted to fit the Necromancers vision. The caster can specifically choose a lower effect than one that he rolled if he so chooses.



Manifestation: The Necromancer grabs their target's flesh and moves it in obscene ways as their fingers can sink beneath the skin to manipulate the muscle and bone underneath.

Corruption: Roll 1d6: (1) The caster's flesh melts off of his face - leaving nothing but a skull; (2) The casters muscles bulge and break through the skin - causing a horrific image of raw muscle wrapped in thin tendrils of skin; (3) One of the caster's appendages grows to an abnormal size; (4) caster's hands twist and curl into claws; (5) caster's hair grows and becomes stark white; (6) Caster's voice becomes raspy and sounds like bones grinding against bones.

Misfire: Roll 1d4: (1) The caster's muscles knit together immobilizing him for 1d4 rounds; (2) The flesh becomes soft and malleable - appearing to almost fall of the bone. Movement speed is reduced by $\frac{1}{2}$; (3) Sharp bone spurs randomly erupt from the caster's body causing 1d4 damage; (4) The caster's skull elongates and narrows causing a -2 penalty to all vision and sensory related rolls that are beyond 10 ft.

Spell Effects

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint; (4+) misfire.

2-11: Lost. Failure.

12-17: Failure, but spell is not lost.

18-19: The Necromancer is able to subtly affect their target's body and can move 1 attribute point to another between all attributes except Luck. The target experiences agonizing pain and must make a Will save or pass out for 2d4 rounds in addition to suffering 1d3 points of damage.

- 20-23: The Necromancer is now able to move up to 3 attributes points from any combination of attributes to any combination of other attributes, except Luck. The target experiences agonizing pain and must make a Will save or pass out for 2d4 rounds in addition to suffering 1d3 points of damage.
- 24-25: At this level of control, the Necromancer can reduce or increase two attributes of his choice, except Luck, by either +2 or -2 in addition to increasing or decreasing movement by 5ft. The target experiences agonizing pain and must make a Will save or pass out for 2d4 rounds in addition to suffering 1d3 points of damage.
- 26-28: The Necromancer can reduce or increase two attributes of his choice, except Luck, by either +3 or -3 in addition to increasing or decreasing movement by 5ft. The target experiences agonizing pain and must make a Will save or pass out for 2d4 rounds in addition to suffering 1d3 points of damage.
- 29-33: The Necromancer can reduce or increase two attributes of his choice, except Luck, by either +3 or -3 or move any combination of 6 attributes points around between all attributes except Luck in addition to increasing or decreasing movement by 10ft. The target experiences agonizing pain and must make a Will save or pass out for 2d4 rounds in addition to suffering 1d3 points of damage.
- 34-35: The Necromancer can reduce or increase any three attributes of his choice, except Luck, by either +2 or -2 or move around any combination of 6 attribute points between all attributes except Luck in addition to increasing or decreasing movement by 15ft. The target experiences agonizing pain and must make a Will save or pass out for 2d4 rounds in addition to suffering 1d3 points of damage.
- 36-37: The Necromancer can reduce or increase any three attributes, except Luck, by either +3 or -3 or move around any combination of 9 attribute points between all attributes except Luck in addition to increasing or decreasing movement by 15ft. The target experiences agonizing pain and must make a Will save or pass out for 2d4 rounds in addition to suffering 1d3 points of damage.
- 38+: The Necromancer can reduce or increase any three attributes, except Luck, by either +4 or -4 or move around any combination of 12 attribute points between all attributes except Luck in addition to increasing or decreasing movement by 20ft. Or the Necromancer can choose to permanently affect an attribute by +1 or -1. The target experiences agonizing pain and must make a Will save or pass out for 2d4 rounds in addition to suffering 1d3 points of damage.

Necrotech-R-U's

By Reid San Filippo and Talon Waite

Out of the necromantic competitions that Old Seattle is obsessed with have come many avant garde apparatus that might be of interest to a wasteland wanderer. Here are a few that are the most common known.

Nexoskeleton - Biological Power Armor Crafted From Reanimated Flesh

Original concept extracted from a dream had by Benjamin Baugh, used with permission.

Nexoskeletons are horrific biological power armors crafted from reanimated flesh and enhanced with eldritch technologies. All Nexoskeletons possess the following universal traits;

- ✦ Mindless undead ignore the wearer
- ✦ Lay on Hands can damage the wearer
- ✦ All versions of the Nexoskeleton run on negative energy and each one possesses a unique network of batteries to store this energy (see the Necro-batteries section, pg 18). Each suit has roughly a dozen or so batteries implanted in it and cannot function for more than a few days without recharging.
- ✦ Those that die while wearing a suit of Nexoskeleton tend to raise as a Power Wight (pg 23) due to the suit bonding to their corpse.



Hide of Undeath (light nexoskeleton): This suit of leather armor is made from the cured hide of zombies. The hide itself appears to be a pale green and grey color but otherwise appears to be a normal set of hide armor. If you look closer there is strange circuitry that can be seen embedded in the hide. When a person wears the armor they automatically feel stronger and out of touch with the living world.

Hide of Undeath possesses the following abilities when worn:

- ✦ +3 AC, -3 Check Penalty, Fumble Die d8
- ✦ STR increased by +1
- ✦ Personality decreased by -2
- ✦ Becomes immune to sleep, charm, and paralysis spells, as well as other mental effects and cold damage.
- ✦ Damage Resistance 1d3 against bludgeoning weapons/attacks

Rattlebones (medium nexoskeleton): This armor appears to be scale mail but made from chunks of overlapping bones and metal plates. The metal appears rusty in some places and in other places, polished like new.

Rattlebones possesses the following abilities when worn:

- ✦ +5 AC, -5 check penalty, -5' speed, Fumble Die d12
- ✦ STR increase by +3
- ✦ Personality decreased by -4
- ✦ Becomes immune to sleep, charm, and paralysis spells, as well as other mental effects and cold damage.
- ✦ Damage Resistance 1d3 against piercing and slashing weapons/attacks

Frankenfort (heavy nexoskeleton): This massive suit of armor is about 9 feet tall and appears to be stitched together from various fleshy sources with crisscrossing leather and metal plates along with random bolts sticking out of various places. The wearer literally climbs into the back of the armor and the armor seals itself up around the wearer.

Frankenfort possesses the following abilities when worn:

- ✦ +8 AC, -8 check penalty, -10' speed, Fumble Die d16
- ✦ STR increase by +6
- ✦ Personality decreased by -8
- ✦ Becomes immune to sleep, charm, and paralysis spells, as well as other mental effects and cold damage.
- ✦ Damage Resistance 1d5 against all non magical attacks
- ✦ Once every 1d4 rounds can shoot a bolt of lightning (atk ranged 2d6 dam)

Undead Grafts

Sometimes there are no other means to fix an injured comrade except by grafting something undead to their still living body. These undead grafts can take the shape of mere skin patches, to eyes, a jaw, or even entire limbs. These grafts appear obviously unliving but each has been enhanced with various tech. All can be seen with wires, bolts, metal plates, tubes, strange protruding vials with bubbling liquid, and the like.

The melding of undead with living flesh is a sanity breaking experience. The subject must make a Will save (DC 10) or permanently lose 2 points of Intelligence or Personality for each graft attachment process they go through.

Eye of the Watcher: One or two eyes from the reanimated undead replace a person's normal eyes. If only one eye is replaced they gain Darkvision 60 ft. but if both eyes are replaced they gain Darkvision 120 ft.

Ears of the Bat: These elongated bluish ears give a bonus of +2 to all hearing checks.

Golem Jaw: This oversized fanged boned maw gives a bite attack that does 1d8 points of damage. Due to the character's elongated and obscene jaw it makes it hard to speak and it takes a Will Save of DC 10 to be able to focus enough to speak in full sentences.

Zombie Arm: This zombified arm increases the owner's Str by +1 (when using said arm) and does other normal arm things. If both arms are zombified then the owner's strength is increased +3.

Claw of the Wright: This pale hand ends in a set of black, wicked claws that do 1d6 damage.

Legs of the Brute: If both legs are possessed the speed increases by 15ft.

Cured Skin: These patches of what appears to be dried mummy flesh is imbedded in the owner with various patterns. This gives the owner a +2 AC bonus.

Flesh Engines

These hideous, muscle driven motors create a tremendous amount of torque for comparatively small amounts of negative energy, usually provided by a system of Necro-batteries. If used to replace vehicle combustion engines, they reduce the Speed and Max values by one but the fuel die is replaced by a battery die that is +2 die steps bigger. Smaller versions can be used to drive power tools and the like. These are even more efficient and last 100% longer on a Necro-battery charge.

Necro-batteries

Most of the NecroTech devices encountered will incorporate or require negative energy to function. The most common storage unit for these are Necro-batteries, which resemble electrical charge packs but are much more ornate and usually covered in runes.

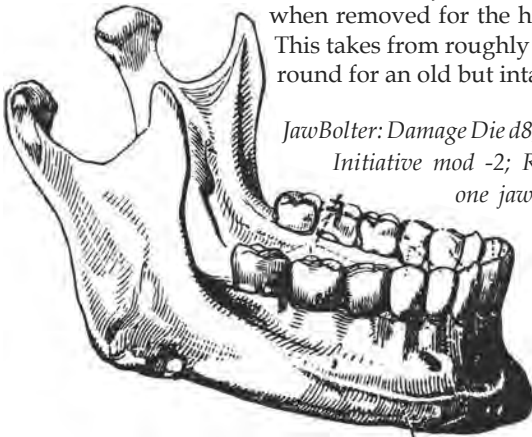
Also unique to Necro-batteries, the method used to recharge them is based on the owner's alignment:

- ✦ Lawful persons must recharge their Necro-batteries by a natural energy source such as a lightning storm or spells effects that are necromantic or elementally based. Spells cast for the purpose of recharging a Necro-battery have no other effect. The replenishment is based on the level of the spell cast or the number of damage dice divided by two for natural energy effects.
- ✦ Those of Neutral alignment can only recharge their Necro-batteries by absorbing energy from the remains of undead foes. This is based on the HD of the defeated undead.
- ✦ The chaotic ones must drain energy from other living creatures to replenish the energy on a Necro-battery. This is based on the HD drained from the creature.

JawBolters

These appear to be some sort of rifle augmented with fleshy actuators and a humanoid jawbone inserted into the side of the weapon. With internal feed actuators, the jawbolter plucks the teeth off as the jaw feeds through the rifle, similar to an ammo belt, and magically fires the teeth out like bullets. To reload, just insert another betoothed jawbone. The bolter's Necro-battery is good for 80 shots, roughly five human jawbones.

To function as ammunition for the jawbolter, a lower jawbone must be intact when removed for the head and generally stripped of flesh. This takes from roughly 5 minutes for a fresh corpse to one round for an old but intact skeletal remains.



JawBolter: Damage Die d8; ROF Single fire or Auto (8 rounds); Initiative mod -2; Range 60/120/180; Ammo capacity one jaw, ~16; Necro-battery life 80 shots; Era 4 (Special).

For additional information on firearms see CUaBM #1, pg 14.

MANAJAVA

ManaJava, a mystic brew made from necromantically ensorcelled coffee beans grown in irradiated soil, is available in many varieties. The enchanted effects of the drink are only potent while it is still hot. Storing it in a heated container can extend its potency for 6d6 hours. Reheating the drink will not restore its magic properties. Below are a handful of examples that a Baristamancer might have available.



SPIRIT SPICE - Imbiber can choose anytime within the next 6 hours to transform into a gaseous form for 1d4 turns. While in this form he is immune to mundane physical attacks. (10-20gp)

CINNAMON HEAT - For 1d4 hours, imbiber resists first 10 points of cold or ice damage taken each round, and receives a +4 bonus to all saves to resist cold-based effects. (10-20gp)

MINT MENTIS - For the duration of 1d3+1 hours, the imbiber gains a +1 die step bonus to all Int checks. If more than one draught is taken within a 24 hour period, when the duration expires the imbiber suffers a -1 die step penalty to all Int checks per draught taken for the next 24 hours. (20-50gp)

BITTER BOOST - For the duration of 1d3 turns the imbiber gains an extra 1d14 action die. Once the duration has elapsed, the imbiber suffers a -1 die step penalty for the next 1d3 hours. This penalty may be delayed by drinking another cup of Boost but the final duration of the die step penalty will be (Number of Draughts +1)d3 hours. (40-70gp)

VANILLA VIGOR - Allows the imbiber to remain awake for 3d20+40 hours without needing any rest, after which they will fall into a deep, coma-like sleep for the next 2d24+10 hours. No natural healing occurs during the period of wakefulness or slumber. (10-20gp)

POWER-CCINO - For the duration of 1d3+1 hours, all spellburn committed by the imbiber gains double the normal spellcasting bonus. Once the duration is over, the imbiber suffers an amount of temporary attribute damage equal to the amount spellburned under the ManaJava's effects. Each point of attribute damage is randomly assigned to either Str, Agi, Sta, Per, or Int. (50-80gp)

Raise Mocha - When fed to a dying person or recent corpse this draught will temporarily animate the body as a Caffeinated Corpse (See pg 22) under the control of the cup holder. (40-70gp)

NEXPRESSO - A potent potable that only a select few can brew. The drinker gains a pale pallor and similar qualities and immunities as an undead (while still being alive) for 1d3+1 hours. They are immune to critical hits, disease, poison, sleep spells, charm spells, and paralysis spells, as well as other mental effects and cold damage. If a double shot is taken, the imbiber also uses Crit Table U: Un-dead (DCCRPG, pg 390) if they score a critical hit on an opponent. A triple shot grants the imbiber power similar to the Chill Touch spell (DCCRPG, pg 133). They receive a +1 to attack rolls, and every creature the imbiber attacks takes an additional 1d4 cold damage.

The drawback of this brew is threefold: firstly, the drinker can no longer feel their body as a living person can so they are unaware of how much damage they take from any attack, other than general observations based on the size of the wound. The GM will track all damage taken during the duration of the effect. Next, the during the duration of the effect, the imbiber can be turned as an undead of equal hit dice plus one. Finally, should the imbiber die within one day per shot taken, they will automatically raise in a few hours as a Shadow (DCCRPG, pg 425). (70-100gp)

ELEVATING REPOSE - This brew was developed by the Anti-Life League and is only available on request from the few baristas that they are allied with. In addition, it takes months for the meticulous preparation and brewing process to be done correctly so it is VERY expensive (~1000gp).

When imbibed, the drinker will experience the ultimate coffee experience and then gently drift off into a peaceful sleep as they die. 2d24 hours later they may raise as an intelligent undead. Below is a list of saving throws that must be made (rolled in order) to see how the conversion process went:

- ✦ Fort save (DC 13) versus Death (no reanimation possible). On a success, they roll on Table 9-5: Physical Appearance of Un-dead to determine the nature of their undeath.
- ✦ Will save (DC 13), success indicates the imbibers class abilities, alignment, memories, and personality remain in tact. Failure could mean they are a different person now or that they were possessed upon reanimation.
- ✦ Fort save (DC 13), success indicates their Hit Die is increased by +1 die step (reroll all HP). Failure means their Hit Die is reduced by -1 die step (reroll all HP). If the save result was over 20 they also gain 1d3 additional hit dice.
- ✦ Will save (DC 13), success indicates they may roll one time on Table 9-6: Traits or Properties of Un-dead (DCC RPG, pg 381) to determine what powers unlife has bestowed upon them. If the save result was over 20 than they may roll twice and keep both powers.

TWISTED MENAGERIE

Rave Zombies

Rave Zombies (the dancing dead):
Init +1; Atk thrashing limbs +3 melee (1d4); AC 13; HD 2d7+2; MV 30; Act 2d16; SP undead immunities and crits, infectious dance; SV Fort +3, Ref +1, Will NA; AL C.

These crazed undead can spontaneously raise from the corpses of Technos Discos followers (usually in groups of 3 or more) or can be created by necromancers that have learned to raise the dead with enchanted music. It is unknown if this necromantic raising process taps into the power of the Terrible Bringer of Beats or another, more vile, source of horrifying melodic energy.

These zombie like creatures tend to dress in remnants of garishly colored clothing and usually are adorned with at least 2d4 eternal chemiluminescence accessories (usually bracelets, necklaces, or other bubbles). There is a 1 in 6 chance for each Rave Zombie to be armed with a Glowstick Flail (damage 1d4+1, eternal dim-light radius 15 feet) that spontaneously appeared when that Rave Zombie was raised. Also, techno dance music emanates from their bodies loud enough to be heard up to ¼ mile away per 3 Rave Zombies present.

Rave Zombies are constantly dancing, even while running. Any magics or effects that cause them to be totally immobile will inflict 1 point of damage per round to them as they attempt to gyrate against their bonds. This will also silence the music radiating from their bodies.

Anyone within 100 feet of a group of Rave Zombies must make a Will save (DC 8+1 per 3 Rave Zombies in the group) or be compelled to dance. Other actions can be attempted while dancing but they suffer a -2 die step penalty. Each round spent dancing requires a further Fort save (DC 8+1 per 3 Rave Zombies in the group) or suffer 1 point of temporary Stamina damage. Anyone reduced to 0 Stamina by dancing will die and raise as a Rave Zombie in 1d3 turns. The only way to free dancing victims is to kill all of the Rave Zombies or prevent them from dancing for at least one minute (10 rounds).



Caffeinated Corpse

Caffeinated Corpse (the coffee animated ghoul): Init +3; Atk bash & bite +2 melee (1d6); AC 12; HD 2d4+1; MV 60; Act 1d20; SP undead immunities and crits, jitter touch, sense coffee 1000ft; SV Fort +5, Ref +3, Will NA; AL C.

Ghastrista (greater coffee ghoul): Init +4; Atk bash & bite +5 melee (1d6); AC 14; HD 6d4+3; MV 90; Act 2d20; SP undead immunities and crits, greater jitter touch, sense coffee 1 mile, brew master; SV Fort +7, Ref +4, Will NA; AL C.



Raised by pouring a rare brew of ManaJava into a corpse's mouth, these undead will only be animate for a short time unless they get more coffee... and they know it. They can sense the brewing of coffee from 1000 feet away and unless ordered otherwise by their master, they will always be moving towards the largest nearby source of coffee.

Caffeinated Corpses look similar to "normal" zombies but are constantly twitching from the enchanted caffeine coursing through them. Another difference is that they run VERY fast whenever they move.

After the initial cup of joe that awakened them, a Caffeinated Corpse will deanimate after 1d3 hours unless they can find more sustenance. Each additional cup of ManaJava consumed will extend

their existence by an additional 2d4+4 turns. Regular coffee can be consumed as well but it only grants 1d3 turns of unlife per cup.

A Caffeinated Corpse is under the control of whoever holds the cup that contained the ManaJava that raised it. They cannot attack the cup holder or ignore their commands.

Any living man-type creature struck by a Caffeinated Corpse must make a Fort save (DC 14) or suffer jitters so intense they cause a -1 die step penalty to all actions for the next 1d5 hours. These jitters can be temporarily relieved by consuming coffee but only for 1d3 turns per cup.

There are stories of a greater type of Caffeinated Corpse, known as a Ghastrista, that are much more intelligent and powerful. Should a Ghastrista gain access to the proper equipment and supplies, they are more than capable of brewing their own joe. They can even brew ManaJava with enough time and a source of enchanted beans. The jitter effects of a Ghastrista's attacks last for days instead of hours.

Power Wight

Lesser Power Wight (NecroTech enhanced corpse): Init +1; Atk bash +4 melee (1d5+3) or weapon +4 melee (dam+3); AC 13; HD 3d12+4; MV 20; Act 1d20; SP undead immunities and crits, ignore crit 33%, enhancements, absorb electricity; SV Fort +7, Ref +1, Will NA; AL C.

Greater Power Wight (reanimatronic juggernaut intellectual): Init +2; Atk bash +8 melee (1d5+4) or weapon +8 melee or ranged (dam+4) ; AC 14; HD 6d12+10; MV 25; Act 2d20; SP superior intelligence, undead immunities and crits, ignore crit 50%, enhancements, absorb electricity; SV Fort +9, Ref +2, Will +6; AL N.

Using the secrets of both golemcrafting and necromancy, these creatures are always planned works created in a lab and never spontaneously occur. They are creations formed from the finest parts of various corpses and incorporate NecroTech devices within their bodies.

They generally have the appearance of heavy bodied, 7ft tall humans with arcs of energy playing across several exposed mechanical bits. Greater Power Wights have a much more refined, less corpse-like appearance than their lesser cousins due to the added care taken during their construction.

Due to redundant systems and reinforced tissues, Power Wights can outright ignore critical hits scored upon them 33% of the time. Greater Power Wights ignore crits 50% of the time.

Any electrical damage inflicted upon one of these creatures does no damage but instantly heals the creature for $\frac{1}{2}$ of the damage normally inflicted.

All Power Wights are constructed with several useful NecroTech enhancements, Lesser ones having 1d2+1 and Greaters having 1d4+2. Roll 1d10 on the table below to determine what enhancements a particular Power Wight has. Duplicate results are allowed and either act independently or are combined into a greater enhancement.



- 1 **Extendable Arm** - The Power Wight's primary arm can rapidly extend 10ft farther than normal. This can be used to deliver a surprise melee attack (treat as a backstab, once per combat) or attempt to grab a victim and quickly pull it towards the wight (treat as a grapple attack with success indicating the target is pulled next to the Power Wight).
- 2 **Powered Melee Weapon** - One of the Power Wight's limbs is equipped with a NecroTech enhanced melee weapon that does +2 die steps more damage than normal (one-handed weapons only).
- 3 **Armor Plating** - The AC of the creature is increased by +3 and it ignores the first 1d3 points of damage from all attacks.
- 4 **Negabolt Caster** - Several electrodes protrude from the Power Wight's body and can be used to fire a bolt of negative energy at an opponent (negabolt +3 ranged, 3d5 damage, range 20/40/80). This requires an action and can only generate one bolt per three rounds. Any undead hit by this bolt will actually heal instead of suffer damage.
- 5 **Might Augment** - The beast may supercharge its muscular system with negative energy and +2 to all rolls involving Strength, including to hit and damage rolls. This effect only lasts 1d3 rounds and requires 2d3 minutes to recharge.
- 6 **Essence Drain** - On a successful touch attack, the Power Wight forces the target to make a Fort save (DC 13) or suffer 1d3 temporary Sta damage. The energy drained from the target can instantly recharge any other NecroTech enhancement.
- 7 **Mystic Engine** - Once every 3 rounds, as an action, the creature can use the engine to cast a spell built into the engine using 6d4 as the casting dice. The spell available is determined randomly from spell levels 1-3 each time it is used.
- 8 **Necro-shock Leads** - All melee attacks made by the creature do an extra 1d4 negative energy damage.
- 9 **Speed Augment** - The creature may supercharge its neural tissues with negative energy and gain an extra 1d24 action die for 1 round. This requires 3 rounds to recharge.



10 **Detachable Parts** - The Power Wight can detach one or more body parts (max equal to HD) without injury and they will function independently (atk +2 melee (1d3); HP 8; MV 15; Save All +1). The creature can see and hear perfectly from each detached part.

Greater Power Wights are usually quite intelligent and have a penchant for academic studies. As they are of Neutral alignment, they prefer to seek enlightenment and survival instead of outright savagery. They will utilize thoughtful tactics in combat, set traps, and employ minions when possible.

As they have an innate understanding of the nature of undead and NecroTech, they can create 1d3 HD worth of unintelligent corporeal undead every week, given the proper materials and lab space. Also, for every decade they exist they become an expert at one particular field of academic study, gaining a +4 to knowledge rolls regarding it.

Corpsenado

Corpsenado (undead funnel cloud): Init +5; Atk wind buffet +9 melee (1d4+4) or throw debris +5 missile (1d3+3) ; AC 18; HD 10d8+10; MV 90; Act 4d20; SP undead immunities and crits, vortex, spawn zombies; SV Fort +12, Ref -5, Will +5; AL C.

Only the ancient Astrolichs truly understand how to summon and control one of these titanic abominations from the plane of Eternal Unrest. Many who try to harness their howling rage eventually lose mastery over them and join the hungry thralls within the funnel.

The Corpsenado is a sentient funnel cloud of rageful, anti-life energy whose goal is to scour the life from the surface of whatever plane of existence they inhabit. In the distance they appear as a purplish tornado with arcs of greenish lightning flashing from within. From a closer vantage point hundreds of animated corpses can be seen flailing within the twisting funnel cloud and glowing eyespots are visible peering out from its center mass.

During combat the Corpsenado can, as an action, fling 2d4 zombies (DCC RPG, pg 431) out to a range of 150 feet. These zombies take no appreciable damage from being thrown and are able to attack at the end of the round that they were spawned. There is no limit to the number of zombies a Corpsenado can spawn.

Anyone or thing within 50 feet of the funnel must make a Strength check (DC 15) or be sucked up into the funnel. Victims caught in the funnel take 1d4 damage each round from flying debris and have a 50% chance of being attacked by a zombie that collides with them. All actions taken within the funnel are performed at -2 die steps. The victim must be inventive on creating ways to escape the funnel (i.e. launching themselves off a large object within the funnel, shooting a grapple line arrow into a nearby structure, using magic, a Mighty deed, etc). All DCs to escape will range from 18-25. Anyone that dies within the funnel will raise as a zombie within 1d4 rounds.

Alternatively, a person caught within the funnel can attempt to maneuver into the center, requiring a Str or Int check (DC 15) each round and attack the glowing heart of the Corpsenado (AC 12; HP 20). If the heart is reduced to 0 hp, the funnel will dissipate and return to its home plane. The heart cannot be attacked from outside of the funnel by any mortal means.





Parts Pile

Parts Pile (swarm of reanimated body parts): Init -1; Atk limb bash +3 melee (1d3) or grapple +5 melee (see below) ; AC 11; HD 3d8*; MV 20; Act 3d16*; SP undead immunities and crits, devour, surprise, stench; SV Fort +4, Ref -1, Will NA; AL C.

When still, these amalgamated creatures appear to be a roughly 5 foot pile of foul, rotting body parts of various humanoids. If an Int save (DC 15) is failed, the Parts Pile swarm has successfully ambushed its prey and its opponents are surprised. This gives the swarm +1 die step to all attacks during the surprise round.

Each round that the Parts Pile moves at least 10 feet it exudes a reeking miasma at a 10 foot radius. Anyone caught in the miasma must make a Fort save (DC 10) or retch for the next 1d4 rounds, imposing a -1 die step to all actions. The miasma cloud only lasts one round. Also, as it moves the swarm leaves a trail of noxious bodily fluids. This makes it easy to track.

There is a 50% chance that in melee combat it will attempt to grapple an opponent. If it is successful, the victim is dragged into the center mass of the pile. While in the pile, the victim will suffer 2d3 damage per round as bits and pieces are stripped from their body and the swarm will heal 1 hp per round it has a living victim grappled within its mass. Also, any failed melee or missile attacks against the Parts Pile have a 66% chance of hitting a grappled victim instead.

Should a Parts Pile have uninterrupted access to fresh corpses, it can slowly salvage new parts to increase its power. For every five corpses it has access to, taking 30 minutes per corpse, it gains 1 HD. Also, for every 3HD gained in this manner it also gains +1 to hit, +1 to damage, and an additional 1d16 action die.

There are rumors of greater versions of the Parts Pile that can utilize tools and are clever enough to set traps to capture prey. These Guile Piles can pick locks, set traps, sneak silently, hide in shadows, and climb sheer surfaces as a 2nd level chaotic thief.

R.A.T.S. - Rodents of Abnormal Talent and Size

By Talon Waite

R.A.T.S. (fire breathing zombie rodents): Init +4; Atk bite +2 melee (1d4 +1 plus disease) or breath weapon; AC 13; HD 1d8+2; MV 30 or Climb 20; Act 1d20 SP undead immunities and crits, +5 sneak silently, disease (DC 7 fort save or additional 1d6 damage), breath weapon (once per turn cone of 10' wide and 30' long, all within range must make a Reflex DC 12 save or take 1d6 fire damage); SV Fort +4, Ref +2, Will NA; AL C.

R.A.T.S. appear as a terrible mass of mangy fur patches, plague scarred skin that is completely missing in places, sunken flesh, empty eye sockets, and at times maggots can be seen worming their way through their very flesh.

These R.A.T.S. are not a side effect of necromantic energies gone awry, but are a deliberate creation from one of the Necromancers in the space needle. This individual realized that the best way to gain the upper hand with his competition was to sabotage them. So, with careful study and years of experimentation the R.A.T.S. were born.

These giant zombified rodents of abnormal talent and size were imbued with the ability to breathe fire. This ability is what makes them so dangerous - as fire is the quickest way to destroy years of scrolls and tomes, as well as important pieces of equipment and other dead things. For some time there was a rash of mysterious fires throughout the space needle before the residents realized the true horror of the R.A.T.S. and they were traced back to their creator.

Every so often these R.A.T.S. still appear and wreak havoc because the formula for creating these creatures survived the death of their creator and has been passed around in several of the select circles of Necromancers. The R.A.T.S. were created to be specialized soldiers and have no supernatural way of infecting other rodents to become like them.

Right before reanimation begins R.A.T.S. are bound to a special fetish which is actually a mummified body of a normal rodent. Once bound, they can follow mental and verbal commands of the creator of the fetish (the fetish does not work for other individuals). If the fetish or caster is destroyed, the R.A.T.S. bound simply wander off in search of things to burn or eat.

Rumor has it that there are small groups (2-4) of these R.A.T.S. wildly roaming around the lower parts of the Space Needle and surrounding areas.

Coming Next Issue!

- ▶ A new Interesting Place to Die: The Menfish Pyramid of the Bass Masters!
- ▶ Scrapplers of the Wastelands: A Mighty meaty mercenary PC class
- ▶ And much, much more!

In this issue:

- * The Necromancers of the Space Needle and the Land of the Reanimatronic Dead
- * NecroTech - wondrous items brought to you by cutting edge necromancy
- * The Wikinomicon - containing a pair of spells to die for
- * And a slew of new undead beasties to kill your players with

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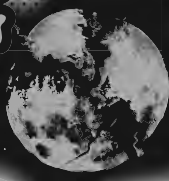
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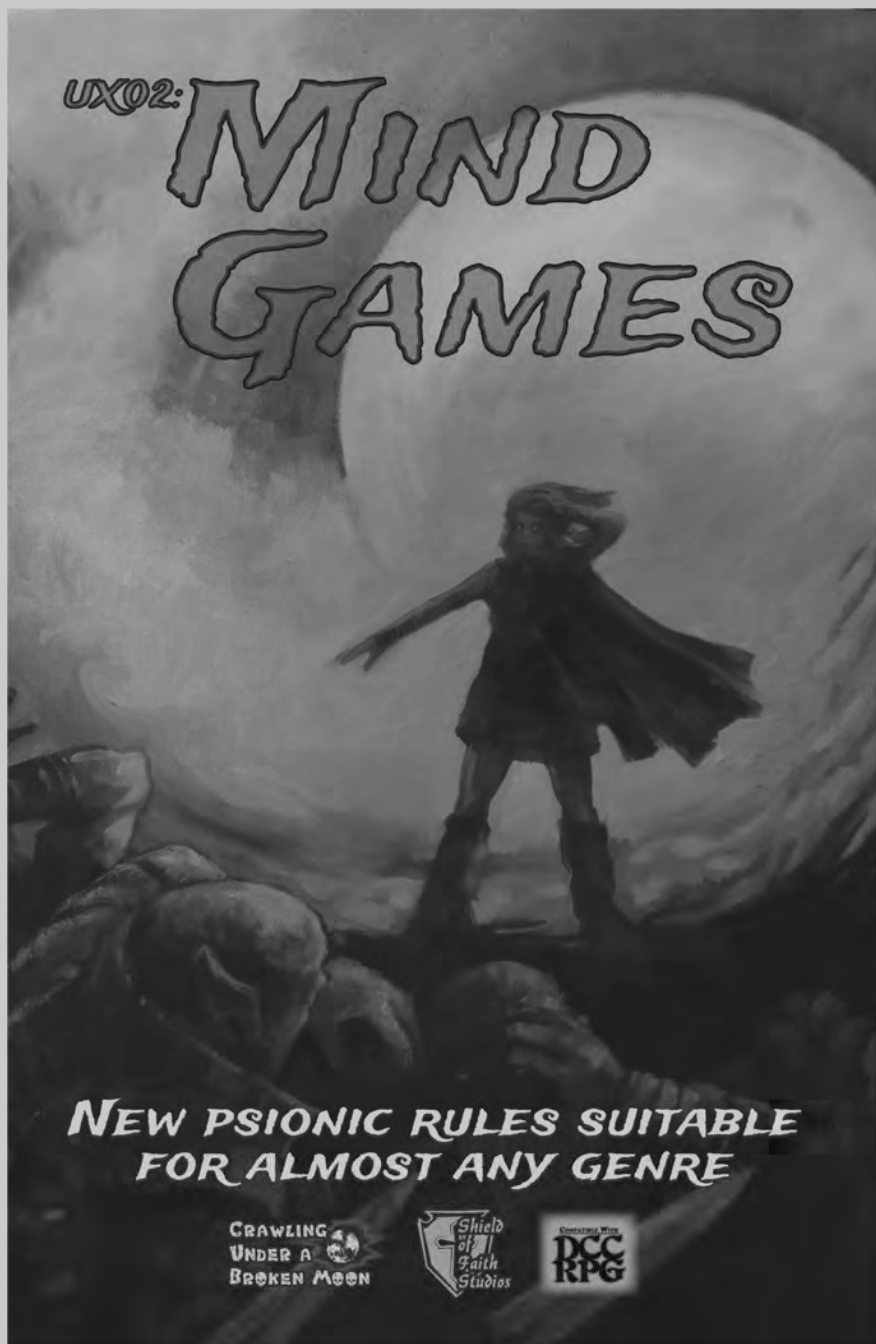
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CRAWLING UNDER A BROKEN MOON

Welcome to the eighteenth issue of *Crawling Under A Broken Moon*!

Something fishy is definitely going on with this issue! Fishfolk, fishfolk love, fishfolk hybrids, aquatic monsters, and rules for underwater combat? Yes, it is all here.

Join me as we take a trip down the Mississippi for a heapin' helpin' of Sects, Tugs, and Rock n' Roll! Hail to Tahck'ing, baby!

Reid "Reidzilla" San Filippo



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An Interesting Place to Die

The Menfish Pyramid of the Bass Masters!

By Reid San Filippo and Bob Brinkman

FM99.9 - All Bass Rock, All Day Long

"The Pharaoh of Bass calls to all of the wanderers of the wastes! Come and join us at the gleaming pyramid of bounty, brotherhood, and safety! Leave your lives of fear and desperation to join our eternal cosmic concert to the king of the dimensional seas."

Anyone traveling within 200 miles of the pyramid can easily tune most any radio to hear the multi-band broadcast that transmits day and night. The broadcast alternates between guttural, high energy music and charismatic messages inviting everyone to come to the pyramid of the menfish and join their community. The messages always speak of safety, food, and shelter for everyone.

Many have followed the messages down the Misshipy river and have chosen to settle there among the fishfolk. Even more travel to their port city to trade goods or find work.

Misshipy River Valley

Many areas along the Misshipy river are filled with danger and strange inhabitants. Among those who live in the river valley there are many who worship "Tahck'ing the most merciful" .. His followers are easily spotted, and take great efforts to be visible, often donning the brightest and most reflective items that they can, further adorning themselves with bits of shiny metal. These pilgrims travel the Misshipy river valley, hoping to find converts to their faith (who they then escort to the Temple of Grace. The followers of Tahck'ing are known by their creed, "Do not engage in behavior that is horribly unkind" - a belief that only applies to those who agree to follow their faith. The cult is engaged in a holy war against the fishfolk of the Pyramid (due to them being real tasty when fried up in butter).

Tahck'ing's Temple of Grace - A sprawling compound, protected from the outside world by a towering wall (adorned with sparkingly polished skulls) is the home of the Tahck'ing's Cult. Invited guests are treated to lavish feasts consisting of strange meats and fruits while uninvited guests are often turned into....strange meats and fruits. Pilgrims eating at the temple do so in complete safety while strangers dining at the Temple are required to make a DC 10 Fortitude save or be filled with a desire to continue eating. The DC increases by 1 for each failed round and, on failing a DC 20 check, the diner's guts rupture, leaving an offering to be made into more fried "Balloony."

Strange-looking and yet inexplicable devices here convert sound into electricity, allowing the cultists to enjoy all the "modern" conveniences. Never plunging into darkness, the lights of the Temple of Grace shine out into the night, pulling power from radios tuned into the broadcasts of the Pyramid's. The followers of Tahck'ing are immune to the power of the broadcast, favoring their own hymns and songs.

Cave of Repose - Located beneath a massive cemetery, the cave is found at the very center of the Necropolis. The cave is not large, only 60' across, but has many strange and distinctive features. Heavy looking stalactites hang from the ceiling, appearing to be made of natural limestone. In fact, they are carved of lightweight foam and are held in place by large spikes driven into a concealed wooden ceiling. The center of the cave is a small pool of deep blue liquid. Lines along the side show where the level of the pool has diminished over the years. Characters touching the water find their investigating digits permanently stained blue. The cult of Tahck'ing has set up a shrine here and will gladly offer to dye the shoes of any pilgrim coming to this sacred place (granting a +1 bonus on all personality checks involving the non-fishfolk residents of the Misshipy valley).

Music of Tahck'ing filters through the air here, coming from speakers concealed in some of the false stalactites. This is explained by the cult as a miracle and questioning the holiness of such a gift from the god will lead the cult to immediately attack the blasphemers.

Natchez Vicehall - The Natchez VI was an old steamboat used long ago in an ancient Civil War. It was burned, sunk, raised, restored, and now sits on the banks of the Misshipy river as a gambling hall. Its tall smokestack and curved lines

clearly denote it as a former watercraft, certainly not meant for use on land. The old steamship lists heavily to port and, inside, all tables and chairs have off-sized legs to accommodate the extreme slope. Those unfamiliar with the footing in the Vicehall are down -1 die on all melee actions (spellcasting and ranged attacks are unaffected).

The owner of the Natchez Vicehall is Ol' Striper, an unlikeable raccoon-man with one eye and a number of earrings running the radius of his ears. He is more than happy to cheat people out of their money (if he thinks he can get away with it) and, to that end, will ply players with free moonshine. Each drink consumed increases the difficulty of winning at the card games by +1. To gamble, participants must trade goods (such as food or ammunition) into the communal store and, in return, receive brightly colored tokens. While these tokens can be cashed back in at the store, savvy gamblers hold their winnings and generally purchase the newest items shortly after they get traded in.

Gambling at the Vicehall: There are a number of games of chance, all of them are legit games, save for any card game that Ol' Striper sits in on. It is recommended that players not be told the Luck penalty that is added to their total rolls, so as to allow them to learn the games like any gambler would...by losing.

Slot Machines: 1 token per pull, winning requires a successful Luck check (+2 on the die). Each point under the required number equals a token won.

River-Dice: While not crooked, this game is not as "simple and easy to understand" as craps. River-dice is a fast paced game where the rules are constantly in flux based on the number of players, time of day, and even the croupier's boot size. Winning during a round of play requires a successful Luck check (+5 on the die). Each point under the required number equals the multiple of tokens won. Each point over the required number equals the number of tokens lost.

Hangman's Poker: A truly dangerous game, and a favorite of the hardcore gamblers. Hangman's poker is a game of penalties as well as normal gambling. Winners collect their tokens while losers are all slowly strangled by a mechanical device attached to their chair. A table requires 8 gamblers and winning requires a successful Luck check (+3 on the die). Each point under the required number equals the multiple of 7 tokens wins. Each point over the required number equals the number of tokens lost and, additionally, losers are strangled for 1 point of damage. Restoratives are not allowed at the table. Games continue until the first person dies or runs out of funds. In games where Ol' Striper himself is playing the difficulty on the Luck Check begins at +4 (he cheats). Attempting to escape from the game requires a DC 17 Strength check.

Noodler's Hole - In a backwater off of the backwater, in the corner of a forgotten corner, lies "Noodler's Hole". Legends speak of this place of untainted water and of fish big enough to feed an entire family of mutants. For those with the courage to seek it out and to fish in the ancient way, fishing here will yield fish free of

taint, the meat of which is quite delicious. Those proud few are also very aware of the presence of a massive catfish, and know to avoid him. They will not share that knowledge with newcomers seeking to poach their fishing spot.

The water of the fishing hole is clean, but murky, and is free of all toxins, radiation, and pollution. Being so far removed from the main waterway has sheltered the water here. However, nature doesn't require horrific dangers to be dangerous, and here in "the hole", nature is the last thing you'd expect to be trying to kill you.

Beneath the waters lies the giant catfish, "Grandfather", hunkered back into his hole, waiting for some poor fool to stick an appendage in to try to pull him out. Grandfather's size and impressive girth make it impossible for him to leave his hole, he thus relies on passing fish and the occasional fool that tries to pull him out. That generally doesn't end well.

Characters who engage in noodling (fishing by pushing one's arm into a hole and forcibly dragging out the fish after it bites down on one's hand or arm) must make a Luck check adding 2 to the roll. A success means that the fisherman takes 1 point of damage and must make a successful DC 8 Strength check to drag out a large catfish. Failure means that the fisherman has stuck his arm into the wrong fishing spot and has drawn the attention of Grandfather.

Grandfather: Init +0; Atk bite +4 melee (1d16), spine slash +0 melee (2d24); AC 14; HD 8d12; MV 10' or swim 40'; Act 3d20; SP land walk, spine slash, unfettered ; SV Fort +8, Ref -2, Will +4; AL N.

Land walk: If freed from his hole (see unfettered), grandfather is capable of surviving on land for up to 48 hours.

Spine slash: When free to maneuver, grandfather can bring his dorsal spine into action, using its massive surface (coupled with his powerful movement) to drag the fin along the length of victims.

Unfettered: upon being reduced to half hit points, grandfather will find the strength to burst from his hole and will wildly attack anything in the area. Without grandfather taking this action it requires a combined strength of 30 to pull him forcefully out into the water.

Pyramid Port City

Misshipy river merchants and sailors all tell tales of the port city next to the Pyramid. It is a thriving center of trade despite the fact that most of the inhabitants are fishfolk. A good profit can be made as long as you follow the rules and make sure your crew always travels in groups. Walking the city streets alone tends to get you married, or worse.

Throughout the city there are many speakers broadcasting live rock music and messages from the Pyramid. A Will save (DC 7) must be made each hour or a desire to visit the Pyramid will begin to form. Failing two such saves will increase the feeling to a compulsion and three or more failed saves will mean that the victim

will require confinement to keep them from seeking entrance to the Pyramid. Once a person has been in the city for over 12 hours, they have developed an immunity to the effect of the broadcast. Should they leave the city for over 48 hours and return, they will have to make the hourly saving throws for the first 12 hours again but at a +1 save bonus.

The Trade Wharf - Dozens of docks are available for ships to tie off and repair facilities are available for rent. Despite their amphibious appearance, the fishfolk dock workers are generally helpful and even friendly... maybe a bit too friendly.

At the end of each pier are warehouses and a cargo trading market where merchants and captains barter for goods, portage and storage. There are also a few small taverns that cater to sailor's needs for food, drink, entertainment, and companionship.

The Central Market - All of the pier streets lead to this hub of buildings, tents, and carts all dedicated to selling wares from all over Umerica. While not as big as the markets of The Citadel of Scrap, this is none the less one of the best places to find what you need. In particular, the market is well know for an abundance of fresh fish and fishfolk workers for hire.

There are also several eateries and hotels to accommodate visitors. The fishfolk servers at these establishments are quite attentive, especially to unmutated humans. Posted in every building will be colorful posters boasting of the free non-stop concert in the Bass Master's Pyramid.

The city watch (identifiable by their black uniforms with hammer and fish badge patches) has a large peacekeeping presence here and will not tolerate thievery or violence. Those that break the peace tend to be dragged off and either are never seen again or returned days later with tight lips and fear in their eyes.

Uptown - This is where the locals live and shop. Many human/fishfolk interspecies couples can be seen here along with a multitude of human, fishfolk, and hybrid children. The living conditions here are not perfect but the place is clean, safe, and everyone is well fed.

Mud Island - Once part of the mainland, this is now truly an island about half a mile from the shore. This is the home to Master Word's Watchhouse and prison. It is also houses the majority of Menfish Militia controlled by Master Muscle. A few trusted human locals are allowed to live here but most of the citizens know that it is a place you do not want to be.

The Watchhouse is a fortified building connected to a port where a small fleet of high speed pursuit personal watercrafts are docked. Attached to it is a crude but heavily fortified building that acts as the prison.

Anyone arrested by the Watch are ported here for questioning and/or incarceration. Their methods are rough but not necessarily brutal if the arrestee fully complies. Bribery can definitely lessen charges as long as the Bass Masters have not taken an interest in the arrestee. Those that are incarcerated for any length of time live a hard life building and maintaining equipment for the militia but can earn privileges by volunteering for recreational companionship duty at the militia barracks.

The militia is where the more bestial and brutal fishfolk are employed, as long as they can follow orders. Otherwise, they are incarcerated or sent to work in the sea mines. They live in a series of barracks made from the ruins of a pre-cataclysm suburban neighborhood.

Looking for Work - There are numerous job posting boards on the piers and the central market. Roll 1d8 a few times on the table below to see what jobs might be available:

- 1 Run Down River - (Medium pay) Capt. Muggs is looking for a few cagey folk to accompany him on a delivery run down river to Batten Roog. The catch is that a rogue group of militant fishfolk cultists are claiming part of the river route he needs to take.
- 2 Delving the Stix - (Medium pay) A group of merchants are willing to pay well for a group to strike out into the Old Menfish ruins, enter the Stix museum, and bring back any sound recording equipment and music paraphernalia found. It is reputedly haunted and none of the locals will take the job.
- 3 Who Watches the Watch? - (High pay) A local fishfolk merchant believes that the robberies happening at her warehouses are inside jobs organized by corrupt Watch officers. She wants the group to hold up in a warehouse that she thinks is the next target and capture the robbers by any means necessary.
- 4 Keep Your Guard Up - (High pay) A wealthy fishfolk financier (a cousin of Master Dollar) is looking for some skilled bodyguards for his daughter. He mentions that there have been threats upon her but will not elaborate. This is a ruse as he is looking to hire some strong human males for his daughter to try and seduce.
- 5 I'm Here For My Boy - (Medium pay) A stricken looking human is looking for a few "friends" to help him enter the Pyramid and find his son. He was obsessed with going there and broke out of his cabin on the family boat last night.
- 6 Plundering the King - (Very High pay) An agent of the Bass Masters is looking for some non-fishfolk to travel to Graceland and quietly take care of the strangely dressed cultists that live there. Also, it is rumored that there are guitars there fit for a king that he would like brought back to him.
- 7 Salt and Battery - (Low pay) One of the boat captains is looking for someone to deliver a small package to one of the merchants in the central market. She says it is just some rare salt but if the Watch seems too interested in your group, you might want to run...
- 8 The Black Gator - (Medium pay) A local hunter is hiring crew to help her track down a giant alligator with blue black scales that has been attacking food bearing cargo boats. Of course it is a gator! What other type of black reptile would live in the southern swamps?

The Great Pyramid of Bass

This gleaming structure dominates not only the port city but can be easily seen for miles by those traveling on the Mississippi river. It is a mirrored pyramid over 300 feet tall and roughly 600 feet wide at the base. At night it is lit up bright enough to be seen from space.

The main doors are clearly marked for anyone entering in from the port city. The many guards outside seem more ornamental than threatening and no one is barred from entering unless they seem outwardly hostile. Human guests are beckoned to enter with warm greetings.

The Performance Worship Area - upon entering the main doors, visitors are hit with the hard edge of rock and roll being performed live on a circular stage in the center of the lower level. The entire area is relatively open up to the 100 foot ceiling and it gives the impression of being immense. At the very center of the stage is a stairway leading to an elevator door set in a 20 foot wide pillar that goes up passed the ceiling. The stairs are heavily guarded.

Around the stage is a large group of humans, fishfolk, and other people all enjoying the never ending show. Just outside of the spectator area are numerous stalls serving up free fresh food and drinks. Visitors are encouraged to enjoy themselves and stay as long as they like.

Should access to the central elevator be gained by permission or force, it leads to the upper levels of the Pyramid. Without a special key, the elevator will not ascend passed the counsel room. It is a DC 16 check to attempt to pick the special lock.

Every hour a person stays in the performance area watching the show, eating, and drinking they must make a Will save (DC 11) or begin having a serious beer goggle effect towards the fishfolk of the opposite gender in the crowd. As the primary reason most of the fishfolk are at the performance is to find a spouse, any attempts by the victim to act on their new perceptions will be warmly received. Each additional failure will increase this effect until they have failed a number of saves equal to their Will save score. At this point the victim will be very turned on and become totally enamored with the fishfolk person they have been conversing with and will declare their undying love for them. Master Mouth or one of his clergy will most certainly have had their eye on this couple and will immediately steer them to one of the many Chapel Pools of Bliss at the edges of the lower level to marry them.

The enamour and passion will fade after 2-3 days of marital bliss in the chapel pool, at which point the victim will realize the predicament they are in. Should they choose not to fight it, they will be welcomed into the local community, given a house, and offered a choice of jobs

Bass Master Council Room - This is where the Bass Masters meet to discuss plans or to give audience to others. The room is large and lavishly decorated. It has six fancy, high backed chairs, one of which is more grandiose and is obviously intended for the Pharaoh. The only obvious exit is an ornate door with a symbol

of the local god Bass on it. There is a hidden door to the east (DC 15) that leads to a reinforced fire escape stairwell.

Other than a wet bar in the corner of the room there is nothing else of interest.

The Sanctuary - Behind the ornate door lies an even more lavish room with several benches all directed towards an icon of Bass mounted to the wall. The icon appears to be a wooden plaque with some sort of fish mounted to it. If approached, it turns its head towards the person to face them, then wiggles its tail on its trophy plaque and sings lines of lyrics from several random songs. The person who first approached must then attempt to roll under their Luck. Consult the chart below to determine what happened. After the icon has spoken to the first person to approach, it will not awaken again.

Rolled over by more than 5 - The disjointed song lyrics seem to burden your soul and drains one point of Luck from you.

Rolled over their Luck - The lyrics seem to have no meaning to you and you feel cheated somehow.

Rolled under their Luck - As you hear the lyrics they form some sort of meaning in the back of your mind. Within the next hour you can declare a prophetic epiphany and reroll any one failed die roll.

Rolled under by more than 5 - The lyrics touch your soul, in a good way. You gain one point of luck.

The Upper Levels - Using the special key or rigging the elevator will bring them up to the next level. The elevator doors open to a hallway that leads to the personal quarters of all the Bass Masters, except the Pharaoh, and a reinforced door labeled "CAUTION: BROADCAST ROOM".

Quarters of the Bass Masters - Each of these doors are locked and require a lock pick check (DC 13) to open and (DC 15) to avoid tripping an alarm that will summon 2d4 Menfish guards in 1d4 rounds.

Dollar - This room looks like a cross between a bedroom and a bank office. There is a desk in the corner with multitudes of paperwork and financial ledgers. Should a person with an appropriate occupation make a DC 14 Int check, after taking a few minutes looking over the books they can see that Dollar is embezzling a great sum of wealth for his own use. The location on the outskirts of town where it is stored is listed.

Other than that, a DC 12 Int check can find the hidden stash of goods in the room containing: 3d6pp of medical goods and a mint condition pistol with a full magazine.

Thrash - The walls of this room are covered in dozens of rock band posters with notes attached to them about the possible hidden meanings and messages of each one. There is a large bed in the middle of the room and the

floor is strewn with various band tee shirts and articles of women's lingerie. On various stands are 4d4 different electric guitars in excellent condition.

In a cabinet, there is 3d4pp worth of narcotics and a sealed bin containing 3 pounds of fresh black licorice.

Mouth - This room is packed with books based on divinity and marine life. There is a winding path leading through it to a small desk, a bed, and a bathroom. There is nothing of value here other than books.

Muscle - The door of this room has a shotgun trap (DC 15). If undetected it will deliver 2d10 damage to the person opening the door and set off the alarm. The room is very clean and orderly. In addition to a bed and dresser, the room has three locked gun cabinets (DC 14 to open).

(1) Two assault rifles and 15 pre loaded magazines, 30 rounds each.

(2) A case of 12 frag grenades and a case of 20 smoke grenades.

(3) Two pistols and one sub machine gun. Also 100 rounds of pistol ammo and 10 pre loaded SMG magazines, 30 rounds each.

Word - This room is sparsely decorated and gives the impression that it does not see much use. This is because Word usually stays out at the Watchhouse.

The Broadcast room - Behind the heavy steel door (DC 17 to pick) is a room full of electronic broadcasting equipment being run by a shackled robot. If no fishfolk are present, it will kindly ask to be released. It has no combat capability but it is very knowledgeable about technology (+6 to all tech rolls). If salvaged, the equipment in the room is worth a fortune.

The Pharaoh's Penthouse - The last stop of the elevator is the penthouse suite of the Pharaoh. It is a vision of decadence and depravity, including a few "pet" humans chained up for his amusement.

There is also a domestic style robot that approaches the party and asks how their day is going. This is a password prompt and if no one answers "swimmingly" the robot will reveal it is a combat model and attack.

Killbot: Init +5; Atk claw +3 melee (1d6) or blaster +3 missile (1d6, range 40/80/120); AC 16; HD 3d10; HP 17; MV 40'; Act 2d20; SP Ignore the first 1d3 points of damage from any attack; SV Fort +5, Ref +2, Will NA; AL L.

The rest of the penthouse has a luxurious bedroom, huge bathroom including jacuzzi, and a small well stocked kitchen. There is a small safe in the bedroom, DC 16 to open. It contains 3d10pp worth of valuables, 32 hollow point pistol bullets (+1d3 damage), and an ank pendant that heals 1d3hp when worn while sleeping.

The Bass Masters

These are the undisputed rulers of the Menfish area. Their primary goal is to continue growing their community until it is large enough to form another colony along the Misshipy. The long term plan is to eventually have complete control over the entirety of the river and its commerce.

The radio broadcast is doing wonders for “recruiting” new community members and the Bass Masters are enjoying their tremendous success. Only Master Muscle is still alert for hints of danger to their community.



The Pharaoh of the Bass - The Pharaoh is an attractive human / fishfolk hybrid male with a commanding, almost hypnotic, presence. He dresses in Egyptian-ish clothes and a pearl handled .44 magnum revolver is at all times at his side.

Due to his perceived connection to the “god” Bass, most of the fishfolk practically worship him. In their eyes he has brought an unbelievable bounty of wealth, safety, and potential mates to his people. He revels in the power his position gives him and spends a good deal of his time enjoying his favorite vices.

Master Dollar - A lean fishman with a crafty look about him, Dollar is all about profit and affluence. He is dressed in the finest suits he can acquire and is adorned with lots of gold chains and other jewelry. He always has his ledger book with him and a pocket full of nice pens.

While not adored like the Pharaoh, all of the big time merchants that do business in the city know Dollar is the one who controls the money. To get tight with Dollar is to set yourself up for big profit.

Dollar also controls all of the gambling in the city and likes to take high risk chances when the potential payoff looks big enough.



Master Thrash - This tall and stocky fishman is dressed as a stereotypical heavy metal rocker with black leather, spikes, and really big hair. He always has something to say on any topic put before him. Most of Thrash’s time is spent organizing the live music performances in the Pyramid and performing.

Unlike most of his fellows, Thrash is quite devoted to the god Bass as he has had several prophetic encounters with the singing wall idol in the sanctuary. Following these messages has helped the community in many ways and he does not understand why the Pharaoh refuses to believe that Bass is actually real.

Master Mouth - This fat, jolly looking fishman gives the appearance of being everyone's wise old grandpa. He is dressed in catholic style vestments adorned with Egyptian symbols. He always has a bottle of good booze on him and some wry humor to share with the faithful.



He is the matchmaker between new arrivals into the pyramid and the fishfolk that have earned the right to hang out in the entertainment areas. He spends most of his time watching the crowds to see which human newcomers are most affected by the subliminal messages and drugged food. Then he works on matching them up with the fishfolk person he thinks suits them best. Usually this quickly escalates to a marriage and a 2-3 day honeymoon in one of the numerous Chapel Pools of Bliss off of the performance area.

Mouth agrees with Thrash that Bass is much more than a figurehead false god and has also heard the singing wall idol spout prophetic messages.



Master Muscle - Muscle does not care what others think of him. He is a gruff and dangerous looking fishman that only speaks when he has something important to say. He dresses in modern military style fatigues, plus body armor when in public, and he is always armed with his favorite axe and sub machine gun plus various other weapons. He is not a psychopath but he has no problem killing to achieve victory.

While his job is to take care of things when Master Word cannot keep order or when raiders attack, he is quite concerned at the nonchalant attitudes in most of his fellow Masters since the prosperity boom. He is alert to the point of minor paranoia that another power sees the Pyramid as ripe pickings.

Master Word - A scary looking fishman wearing a dark robe in an amalgamated style of both Egyptian robes and British judges robes. When in public he always carries a large two-handed hammer and has body armor on underneath his robes.

His primary job is to oversee the Watch, and the judicial system. When the Watch needs to take widespread public action Master Word is usually at the forefront of the operation.

Word and Muscle often butt heads over who has authority in emergency situations but Word is privately afraid of Muscle and will always back down. He thinks Muscle's paranoia about eminent attack needs to be addressed by the Pharaoh.



What the Carp is Bass?

The exact nature of the local god Bass is a highly debated topic in the port city. Many a heated brawl has started over someone proclaiming that Bass was just made up by the Masters so they can have a reason to be in charge. Others claim that they have received the blessings of Bass and are very devout. The following are just a few of the possibilities of who and what Bass might be:

- ▶ Bass was initially made up but has now come into being through all of the psychic energy being produced in the Pyramid.
- ▶ Bass is really a wily demon that is messing with the Bass Masters and is manipulating them to further its own ends.
- ▶ Bass is none other than the god Kizz in disguise. He loves what the Masters are doing here but knows they would not accept him in his normal form.
- ▶ Bass is just a mechanical novelty item that was twisted into a semi-living, insane creature by the cataclysm. On occasion its lyrical ranting can affect whoever is listening to them.
- ▶ Bass was initially a construct of the Bass Masters but a rival fishfolk cult has remotely gained control of it and are using it to cause division amongst the masters.



Hybrid Character Class

by Talon Waite

A new alluring character class to get hooked on



The Hybrids are a result of the crossbreeding between the humans and the Menfish of the Bass Masters. Hybrids naturally possess an intoxicating beauty and appear almost perfectly human. Though, upon closer inspection these Hybrids possess fish like qualities such as completely black eyes, webbed fingers/ toes, and gills behind their ears.

Hybrids can be found most concentrated around the Menfish Pyramid but due to unusual circumstances they can be found in other locations as well.

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

Weapon Training: A Hybrid is trained in the use of blackjack, dagger, blowgun, dart, long sword, short sword, sling, trident, net, pistols, shotguns, and short bow. They can wear most armors but usually choose their armor carefully as it affects their ability to swim easily.

Alignment: Hybrids usually have a strong family bond and sense of community. Most Hybrids tend to be either Lawful or Neutral but a few selfish Hybrids of the Chaotic alignment exist.

Aquatic: Hybrids possess gills in addition to lungs that let them breathe underwater indefinitely. They also can add their level as a bonus to all swimming checks. Their swimming speed is increased by +10ft, and they ignore the speed penalties and fumble penalties for fighting in deep water/ underwater.

Elemental Fury: Hybrids are exceptionally dangerous when fighting underwater or in other wet environments such as swamps or even if it is raining. The presence of water tends to feed them in unnatural ways. They gain a cumulative +1 bonus to attacks and saves for every two levels they possess.

Unnatural Physique: Hybrids are unnaturally gorgeous due to an odd quirk of genes with the mixing of the Fishmen and humans. When conducting any action where their looks plays a factor they gain a +4 bonus to Personality tests.

Pheromones: The hybrids have the ability to release concentrated pheromones three times per day that have an intoxicating effect in addition to inciting passion in anyone within 30ft that fails a Fort Save (DC 9 + Level) . The people affected by this suffer a -2 penalty to all actions that do not involve indulging in one’s base desires for 2d6 rounds.

Natural Weapons: They possess a set of wickedly sharp retractable claws on each webbed hand. These claws deal 1d6 damage and possesses a paralytic poison. Those struck must make a Fort save (DC 9 + Level) or suffer -1 die step to all actions for one round, this effect can stack.

Table HY-1: Hybrid

Level	Attack	Crit Die /Table	Action Dice	Ref	Fort	Will	Elemental Fury Bonus
1	+0	1d10/II	1d20	+1	+1	+0	+1
2	+1	1d12/II	1d20	+1	+1	+0	+1
3	+2	1d14/II	1d20	+2	+1	+1	+2
4	+2	1d16/II	1d20	+2	+2	+1	+2
5	+3	1d20/II	1d20	+3	+2	+1	+3
6	+4	1d24/II	1d20+1d14	+4	+2	+2	+3
7	+5	1d30/II	1d20+1d16	+4	+3	+2	+4
8	+5	1d30+2/II	1d20+1d20	+5	+3	+2	+4
9	+6	1d30+4/II	1d20+1d20	+5	+3	+3	+5
10	+7	1d30+6/II	1d20+1d20	+6	+4	+3	+5



Blood Dimmed Tides

By Talon Waite

Combat in water deeper than knee high can be dangerous even for the most prepared. One must understand all the dangers of water before choosing to fight in or around it as well as consider their opponent - especially if that opponent has a home field advantage.

When fighting in deep water (above ankles) the following rules apply;

- ▶ Speed reduced by 5ft.
- ▶ +1 to all fumble rolls

When fighting Underwater the following rules apply;

- ▶ Speed Reduced by 10ft.
- ▶ +2 to all fumble rolls
- ▶ Armor check penalty applies to all swimming checks
- ▶ Danger of drowning
- ▶ Due to the friction of the water - all attack rolls and damage rolls on weapons not designed for underwater combat except daggers receive a -1 die step

New Equipment

Weapon	Damage	Range	Cost in GP
Bang Stick	1d16	-	100
Harpoon	1d10	-	6
Trident	1d8	10/20/30	4
Net	Special	10	3
Spear Gun	1d6	30/60/90	25

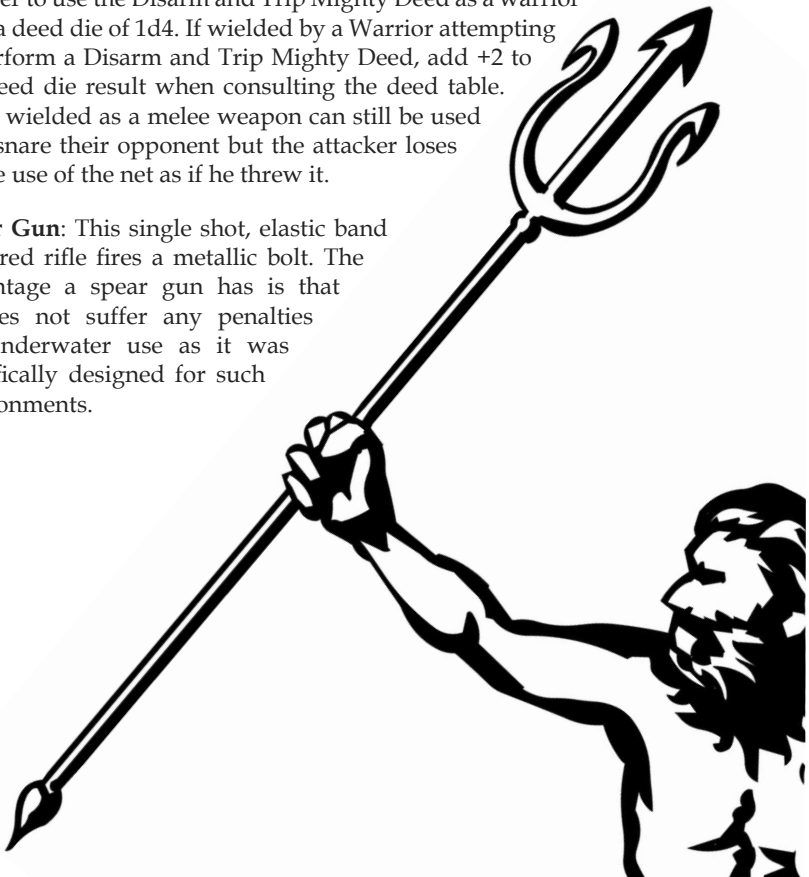
Bangstick: These four foot long poles are designed for defense against large aquatic animals. They are loaded with a single 12 gauge shell and the business end has a dual spring mechanism that fires the shell. When the end is jammed against a creature the spring compresses and sets off the shell. This weapon was made for underwater use and does not suffer the reduced die step for attacks or damage.

Harpoon: This is basically an oversized spear with a hooked, bladed point and exposed metal shaft before the wood handle starts. These can be fired from mounted harpoon guns which are usually attached to a cable to wheel in whatever creature they hit.

Trident: This three pronged spear was originally designed for fishing and other water uses and due to such design it does not suffer the die step penalties related to fighting underwater. In addition, due to the weight of the three prong design the character throwing the Trident can add his Strength score up to the second range increment.

Net: Nets come in different shapes and designs as well as being made out of different materials but they all function the same way. A folded net can be treated like a thrown weapon that ignores any armor bonus to AC because armor is not a real defense against a net. If the opponent is hit, he is considered entangled and suffers a -1 die step on their action dice, -4 penalty to all rolls related to Agility, can only move at $\frac{1}{2}$ speed, as well as being considered prone (opponents receive a +2 bonus to hit). An entangled creature can escape with a Strength check DC of 18, can spend two rounds cutting himself out (with small bladed weapons as bigger weapons get entangled), or having someone else cut them free. If the net thrower decides to control the trailing end of the rope and drag around their opponent the situation becomes an opposed Strength check to control the netted person's movement. Optionally, a net can be wielded in one hand as a melee weapon that does 1d3 damage, and on a hit allows the wielder to use the Disarm and Trip Mighty Deed as a warrior with a deed die of 1d4. If wielded by a Warrior attempting to perform a Disarm and Trip Mighty Deed, add +2 to the deed die result when consulting the deed table. A net wielded as a melee weapon can still be used to ensnare their opponent but the attacker loses future use of the net as if he threw it.

Spear Gun: This single shot, elastic band powered rifle fires a metallic bolt. The advantage a spear gun has is that it does not suffer any penalties for underwater use as it was specifically designed for such environments.



The Old Mutant and the Sea

New vehicle rules for watercraft to ride the toxic waves.

While the waterways of Umerica hardly resemble their former pre-cataclysmic state, many folk still use them as a means of travel that is slightly safer than land transit. They follow all of the rules for vehicles (including Quality levels and Control rolls) with the following exceptions:

Watercraft do not need engines to move. Non-powered watercraft are either propelled by rowing or sails.

Falling out of a moving watercraft is much less lethal than other vehicles.

Table WSPD-1: Watercraft Speed levels

Speed level	Handling Modifier	Wipeout Die	Ram/Collision Damage Bonus	Rough MPH	Move Per Round
1	+2	0	+0	5	40'
2	+1	1d3	+0	10	80'
3	0	1d6	+1	20	160'
4	-1	1d10	+2	35	280'
5	-2	1d12	+4	45	360'
6	-4	1d14	+6	55	440'
7	-6	1d16	+8	70	560'
8	-8	1d20	+12	90	720'

The Vehicle Control roll (watercraft edition)

In addition to the normal modifiers a watercraft has the following additional modifier to the roll:

Rough waters	+2
The craft has taken on water	+2
Stormy weather	+4
Squall conditions	+8
Traversing light rapids	+4
Traversing heavy rapids	+8
Traversing a minor waterfall	+10

Table WWO-1: Watercraft Wipeout Results

Roll the Wipeout die appropriate to the Speed rating of the watercraft (determined on Table WSPD-1) and subtract the pilot's Luck mod. Luck may be burned to affect this result. If a drop in height would cause the craft to make contact with the ground they suffer the Crash Damage listed for the height level they lost control at plus the Collision Damage Bonus for the speed they were traveling at.

- 1-3 **Rough Sailing:** Speed is reduced by 1 and all vehicle control checks next round are at -1 to the roll.
- 4-6 **That was a Rock:** Speed reduced by 1 and craft must make a Fort save (DC 10) or all actions are taken at minus one die step until repaired.
- 7-9 **Hold on!** Speed is reduced by 2 and craft must make a Fort save (DC 15) or all actions are taken at minus one die step until repaired. There is a 15% that the watercraft will capsize. If not, there is a 20% chance it will spring a leak.
- 10-12 **Major Tippage:** Control is lost for 1d3+1 rounds plus speed is reduced by 2 and must make a Fort save (DC 15) or all actions are taken at minus two die steps until repaired. There is a 30% that the watercraft will capsize. If not, there is a 40% chance it will spring a leak.
- 13-15 **Man the Lifeboats!** Control is lost for 1d5+1 rounds and Speed is reduced by 2 and there is a 35% chance of control damage causing all future vehicle control checks to be made at minus one die step. If the loss of control results in a collision, there is a 40% chance that the fuel system catches fire and explodes in 1d5 rounds (no effect for sail or row boats). There is a 50% that the watercraft will capsize. If not, there is a 65% chance it will spring a leak.
- 16+ **Total Titanic:** Control is lost and the craft capsizes. All passengers suffer 2d4+collision bonus damage and must make a Ref save (DC 12) or begin to drown. If the loss of control results in a collision, there is a 60% chance that the fuel system catches fire and explodes in 1d5 rounds (no effect for sail or row boats).

Springing a Leak - A leaking vessel will sink in a number of minutes equal to the size of it's Hit Die (i.e. d10 = 10 minutes). A person bailing can make a Sta check (DC 12) to cancel out the leak each minute. Additional bailers can remove one minute's worth of water each on successful rolls.

A repair check (DC 14) is required to stop the leak while the craft is in the water. This is reduced to DC 10 if the craft is in dry dock.

Non-Powered Watercraft Types

Raft - Usually these crafts are made of logs bound together and not much else. They can carry 1-4 passengers and a small amount of cargo.

Raft: Init +1; Atk rundown +1 melee (1d4+Ram); AC 10*; HD d4; Speed cruise 1/ max 1; Act 1d20; SV Fort -2, Ref +1, Will NA; Fuel Tank NA; Guzzle NA.

* Vehicle only, passenger(s) use individual ACs

Basic Traits: Nimble, Very Dangerous, Open

Rowboats - These are the standard 1-3 passenger watercraft with a set of oars.

Rowboat: Init +2; Atk rundown +2 melee (1d5+Ram); AC 11*; HD d6; Speed cruise 1/ max 2; Act 1d20; SV Fort +0, Ref +2, Will NA; Fuel Tank NA; Guzzle NA.

* Vehicle only, passenger(s) use individual ACs

Basic Traits: Nimble, Open

Small Sailboat - These are single-masted short-range craft that can carry 1-4 crew.

Small Sailboat: Init +0; Atk rundown +4 melee (1d7+Ram); AC 13*; HD d8; Speed cruise 2/ max 3; Act 1d20; SV Fort +3, Ref +1, Will NA; Fuel Tank NA; Guzzle NA.

Basic Traits: none

Large Sailboat - These are multi-masted long-range craft that can carry 3-6 crew and cargo.

Large Sailboat: Init -2; Atk rundown +6 melee (1d10+Ram); AC 15*; HD d12; Speed cruise 2/ max 3; Act 1d20; SV Fort +6, Ref +0, Will NA; Fuel Tank NA; Guzzle NA.

Basic Traits: Living Quarters, Access Deck

Powered Watercraft Types

Personal Watercraft (water bikes) - this covers 1 and 2 rider jetski and waverunner style craft.

PWC: Init +5; Atk rundown +1 melee (2d4+Ram); AC 12*; HD d6; Speed cruise 2/ max 5; Act 1d20; SV Fort +0, Ref +3, Will NA; Fuel Tank 1d5; Guzzle 1.

* Vehicle only, passenger(s) use individual ACs

Basic Traits: Very Nimble, Very Dangerous, Open

Bowrider - These are 2-4 passenger runabout-style vessels.

Large Car: Init +2; Atk rundown +4 melee (2d6+Ram); AC 14*; HD d10; Speed Level cruise 2/ max 4; Act 1d20; SV Fort +2, Ref +1, Will NA; Fuel Tank 1d8; Guzzle 3.

* Vehicle only, passenger(s) use individual ACs

Basic Traits: Open

Trawler - This covers long-range cruising boats with an enclosed cabin containing a small kitchen and bathroom. Crew Capacity: 3-5.

Trawler: Init -1; Atk rundown +5 melee (2d7+Ram); AC 14; HD d12; Speed Level cruise 2/ max 4; Act 1d20; SV Fort +4, Ref +0, Will NA; Fuel Tank 1d20; Guzzle 5.

Basic Traits: Mini Living Quarters, Access Deck

Cruiser - These are larger versions of the trawler designed with a bit more comfort in mind. Crew Capacity: 3-6.

Cruiser: Init -2; Atk rundown +6 melee (2d8+Ram); AC 15; HD d14; Speed Level cruise 2/ max 4; Act 1d20; SV Fort +4, Ref -1, Will NA; Fuel Tank 1d24; Guzzle 7.

Basic Traits: Living Quarters, Access Deck

Houseboat - These large watercraft are small homes with a boat built around it. Crew Capacity: 4-8.

Houseboat: Init -4; Atk rundown +5 melee (2d10+Ram); AC 15; HD d16; Speed Level cruise 2/ max 3; Act 1d20; SV Fort +5, Ref -4, Will NA; Fuel Tank 1d30; Guzzle 10.

Basic Traits: Living Quarters x3, Access Deck

Yacht - This covers the giant, multi-level ocean voyage ships that often have a mini dock in the back for a Bowrider sized craft. Crew Capacity: 8-12.

Yacht: Init -3; Atk rundown +7 melee (2d12+Ram); AC 18; HD d20; Speed Level cruise 2/ max 5; Act 1d20; SV Fort +6, Ref -3, Will NA; Fuel Tank 1d30; Guzzle 9.

Basic Traits: Deluxe Living Quarters, Mini-Dock

Watercraft Vehicle Traits

The following normal Vehicle Traits can be applied to all watercraft except Rafts and Rowboats: Armored, Big Tank (powered only), Dangerous, Enhanced Handling, Extra Cargo, Fuel Efficient (powered only), Open, Possessed, Reserve Tank (powered only), Tough, Very Dangerous, Weapon Mount

New Traits

These cannot be installed on Rafts, Rowboats, or PWC.

Access Deck - Attached to the rear of the boat, the platform make entering and exiting the water easier for swimmers and PWC riders. A smaller craft (PWC or rowboat) can be tethered here.

Deluxe Living Quarters - This boat has an extensive kitchen facility and multiple bathrooms capable of servicing 8 people comfortably or double that with difficulty.

Hydrofoils - These are shaped vanes (foils) that lift the hull clear of the water to increase the boat's max speed by +1. The craft's Ref save is also increased by +1 when traveling faster than Cruise speed.

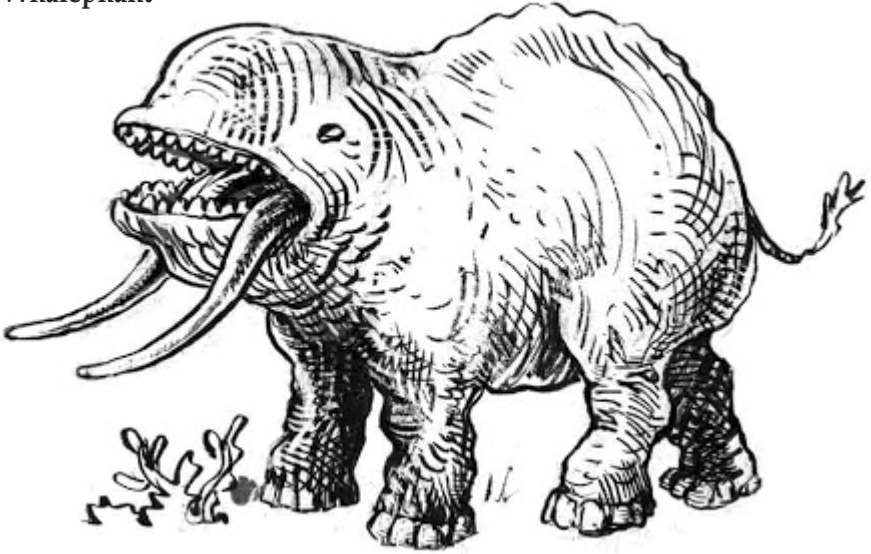
Living Quarters - This boat has a full kitchen and bathroom facility capable of servicing 5 people comfortably or double that with difficulty.

Mini-Dock - This allows the craft to house a smaller craft (2 PWC, 1 rowboat, or 1 bowrider). The craft is housed in the water for easy exit and docking.

Mini Living Quarters - This boat has a tiny kitchen and bathroom facility capable of servicing 3 people comfortably or double that with difficulty.

TWISTED MENAGERIE

Whalephant



Whalephant (amphibious mutant behemoth): Init -2; Atk tusk gore +5 melee (2d6+3) or bite +4 melee (3d3+3); AC 15; HD 6d8; MV 30, swim 50'; Act 2d20; SP Trampling Charge, Pod Attack, stealth +4; SV Fort +6, Ref +1, Will +3; AL N.

Whalephant Calf (juvenile amphibious mutant behemoth): Init 0; Atk tusk gore +2 melee (2d3+1) or bite +1 melee (1d3+1); AC 13; HD 2d8; MV 30, swim 50'; Act 1d20; SP none; SV Fort +3, Ref +1, Will +1; AL N.

These hefty beasts can be found roving coastal waters and large ocean fed rivers throughout Umerica. They tend to travel in family pods of 2-12 members, 1-4 of which will be calves. While they generally prefer to swim, they have no problems lumbering across the land for days at a time.

Despite their large size Whalephants are able hunters and can be quite stealthy when necessary. These omnivorous predators are observant and never seem to target sentient prey, preferring to stalk dumb herd animals and consume foliage over anything else.

Whalephants gain a +d3 on all attack and damage rolls if there are at least 3 pod members present in the combat. This bonus die increases one step for every additional 3 pod members present, to a maximum of a +d5 for 9 pod members.

These creatures do not react well to threats or anyone getting to close to their calves. Should they sense that any of their young is in eminent danger, the Pod Attack bonus is increased by +1 die step and they gain a +4 bonus to Will saves until the threat is gone.

Whalephants display a high degree of intelligence and have very good memories. They can recognize individuals after only one meeting, especially those that have threatened their pod before. Most will avoid the sounds of motors or machines as they know such noises can lead to danger or attack.

If captured while quite young, these beasts can be easily trained and are quite loyal and friendly to their adoptive families. They will willingly act as mounts or beasts of burden as long as they are treated kindly. If well rewarded and pampered, Whalephants can even make devastating combat mounts. Abusive treatment, on the other hand, will have a 5% chance per week it goes on that the beast will turn on its owners in a frenzy of rage.

Hippotaur



Hippotaur (humanoid hippofolk): Init +0; Atk warclub +4 melee (1d10+2) or bite +3 melee (1d5+2); AC 12; HD 2d10; MV 40, swim 40'; Act 1d20; SP Sudden Charge; SV Fort +3, Ref +1, Will +4; AL N.

Hippotaur Warpriest (spellcasting zealots): Init +1; Atk great warclub +5 melee (2d7+3) or bite +4 melee (1d5+3); AC 15; HD 4d10; MV 40, swim 40'; Act 2d20; SP Sudden Charge, Spellcasting; SV Fort +4, Ref +1, Will +6; AL N.

These xenophobic folk make their homes in secluded lakes and swamps. There they maintain a simple, lackadaisical lifestyle of farming vegetation to sate their herbivorous appetites and constructing large thatched huts on the shore to live in.

Observers would note that they seem to always plod along with a dozy gait and never are in a hurry to do anything. This impression is quite wrong as if any

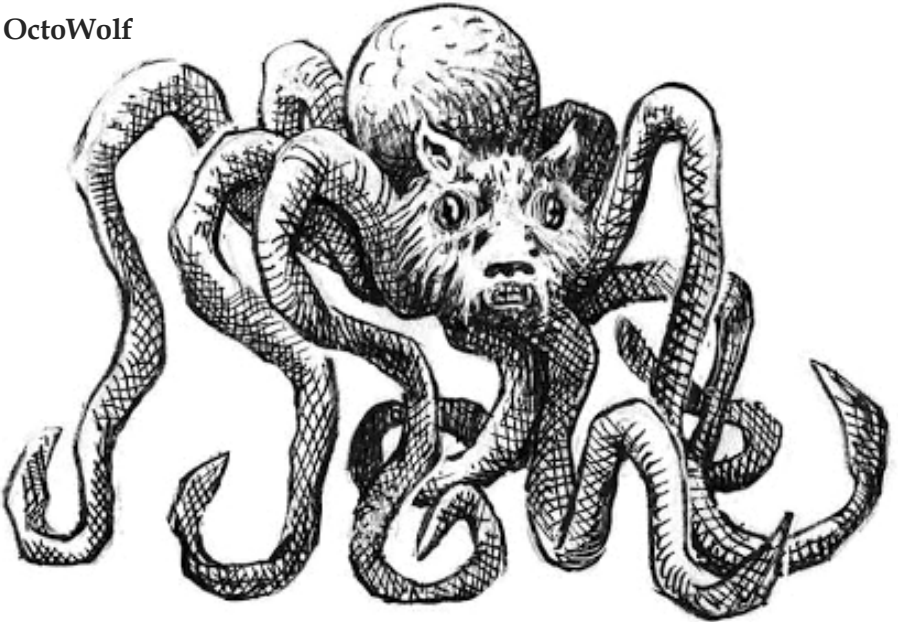
person or beast is spotted anywhere nearby, a Hippotaur will burst into a fury of movement to attack the invader. This will give them a +5 to their initiative and +1d3 to hit on the first round of combat. In addition, they will fight to the death trying to drive invaders from their lands.

All Hippotaurs are armed with a special warclub that they make as part of their coming of age ceremony. They are exquisitely carved with detailed murals of natural scenes and visions from Grokk. The wood has been treated with a mystic blend of oils and saps that renders it harder than iron. Each can fetch between 80-160gp in the right markets.

Some Hippotaur communities are led by a Warpriest of Grokk and are even more intolerant of those who would trespass upon their lands. Hippotaurs led by a Warpriest are driven by brutal zeal and will fight on after reaching 0hp for 1d3 rounds before collapsing and dying.

Warpriests can also lay on hands and cast spells as a 3rd level Cleric (casting roll: 1d20+3). They have access to the following spells: Holy sanctuary, Paralysis, Word of command, Curse, & Wood yarding.

OctoWolf



OctoWolf (extra dimensional amphibious predator): Init +3; Atk bite +3 melee (1d6) or grapple talons +3 melee (grapple +1d3 damage per round); AC 13, underwater 18; HD 3d6; MV 15' (40' in trees), swim 70'; Act 1d20+2d16; SP +5 to sneaking, Ink cloud, Feint, Immune to blindness in water; SV Fort +1, Ref +3 (+5 in water), Will +2; AL C.

It is said that these vicious predators hail from another, nearby dimension and that they slip through planar cracks into the waters of Umerica. Being too clever and fast to be prey for most of the native Urth sea predators, the only reason they have not dominated the seas is that they are highly territorial and generally kill each other on sight.

While they appear to be a creature of the sea, they are amphibious and can move about on land for up to 48 hours before requiring a return to the water to survive. When on land, they prefer to hunt in forested regions where they can climb into the trees and move swiftly among the branches via octo-limbed brachiation. There they will hunt birds and other arboreal creatures.

In the water they are much more of a threat. They move effortlessly with lightning speed as they hunt. When facing larger, more dangerous prey they can attempt to deceive it by feinting. The target must make a Will save versus the OctoWolf's attack roll. If this is failed, the OctoWolf gains +1 die step to its attacks against the target next round.

Another tactic they employ is to dart towards their foe as though they are charging, only to move to the side at the last moment and release a 20' wide cloud of pitch black ink. Anyone caught in the ink cloud is completely blind and suffers -4 to all actions. The OctoWolf has a multitude of motion sensitive cells on each tentacle, effectively making it immune to blindness while in the water. Using this tactic, it gains +1 die step to all attacks until the cloud dissipates in 1d4+1 rounds. An OctoWolf may only release one cloud every 4 hours.

Another curiosity regarding these creatures is their magpie-like desire to collect shiny objects. Should a foe appear to be too difficult to attack or an opportunity present itself, an OctoWolf can employ the following Thieving skills at a +4 bonus to filch a desired sparkly treasure: Sneak silently, Hide in shadows, Pick pocket, & Climb sheer surfaces. Should one find an OctoWolf's underwater den, it will contain 10d100cp in shiny bubbles and have a 33% chance of containing something of high value as well.

Menfish

Menfish (humanoid fishfolk): Init +0; Atk claws +2 melee (1d6+poison) or bite +2 melee (1d4); AC 13; HD 1d8+4; MV 25, swim 50'; Act 1d20; SP Psychic Wail; SV Fort +3, Ref +0, Will +1; AL N.

It is said that these deep sea Menfish, or 'fishfolk' as they are commonly known, existed on Urth long before humans ever did. After the cataclysm, they were certainly one of the first of the indigenous species to recover and reclaim a part of



Umerica from the ruins. The most notable land based fishfolk community is the port city surrounding the Menfish Pyramid on the shore of the Misshipy river.

Oddly enough, these fishfolk can interbreed with humans to produce beautiful hybrid children. This is the reason most land dwelling male and female Menfish are always on the lookout for a human lover or spouse to breed with.

Anyone struck by their claws must make a Fort save (DC 12) or suffer -1 die step to all actions and -5 move for 1d3 rounds due to their paralytic poison. Further failed saves due to successive strikes increase the duration by 1d2 rounds.

When pressed, a Menfish can bellow out a sonic blast that also causes confusion. Anyone within 10' of the creature must make two saves, one Will (DC 12) and one Fort (DC 12). Failing the Will save means the victim's mind is flooded with disturbing flashes of emotion and is dazed for 1d4 rounds. Failing the Fort save means the victim is knocked prone by the force of the bellow. These abilities can be used equally as well on land and underwater. If the below was made underwater, failing either save indicated the victim will also begin drowning unless they are aquatic or have a breathing apparatus. A Menfish can only create one such wail per day.

Some Menfish have learned how to adapt this ability to create a continual, and more enjoyable, lesser effect through singing and have become famous entertainers in the Misshipy area.

Hybomination *by Talon Waite*

Love Gone Terribly Wrong

Hybomination (Deformed Fishfolk Hybrid): Init +4; Atk Twelve tentacles +4 melee (1d6 +1 plus grapple) or bite +4 melee (1d8+1); AC 15; HD 3d8+2; MV 15' or Swim 60'; Act 2d20+1d16; SP +6 sneak silently; SV Fort +1, Ref +3, Will +3; AL C.

The Hybomination is a rare and freakishly mutated monstrosity hybrid from the coupling of humans and the fishfolk. The birth of such a creature is horrific as it literally eats its way out of its mother, resulting in death.

The Hybomination has glossy grey and green slime covered skin, a faceless head - thus sensing prey by electroperception, and where the arms should be are six writhing tentacles on each side. Its stomach hosts a large gaping maw with rows of shark like teeth and a barbed tongue. From the waist down the creature ends in a large powerful tail with flippers at the end allowing movement on land and flawless swimming underwater. Those that fall victim to its bite are left with embedded bacteria covered teeth that cause excessive bleeding - the victim loses 1d3-1 hp per round until magical or advanced medical healing is received or the victim spends one full round removing the teeth from the wound.

The most horrific thing about the Hybomination is that on an instinctual level it knows that it cannot breed with its own kind and seeks to breed with other humanoid beings, often by force. The offspring of the Hybomination have a 50% chance (1-3 on a d6) to be one of them. The other 50% end up being Menfish Hybrids.



In this issue:

* A new Interesting Place to Die:

> The Menfish Pyramid of the Bass Masters!

* The Hybrid, A new alluring character class

* New rules for underwater combat

* New rules for watercraft creation and combat

* And a passel of new amphibious beasties to encounter

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Contained within this mighty tome is all 18 issues of the *Crawling Under a Broken Moon* zine. Each issue is chock full of post-apocalyptic goodness set in the weird and wild world of Umerica.

What you will find inside:

- Over 70 new post-apocalyptic monsters to plague your players.
- Two full adventures and several adventure locations set in Umerica.
- 15 new PC classes - Aetherian Hero, Battle Chanter, Clownnight, Cro-Mentalist, Cyborg, Feral Urchin, Gray, Hologram, Hybird, Mutant, Petrol Head, Robo-Priest, Sky-Sneak, Sorceraptor, & Technologist.
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