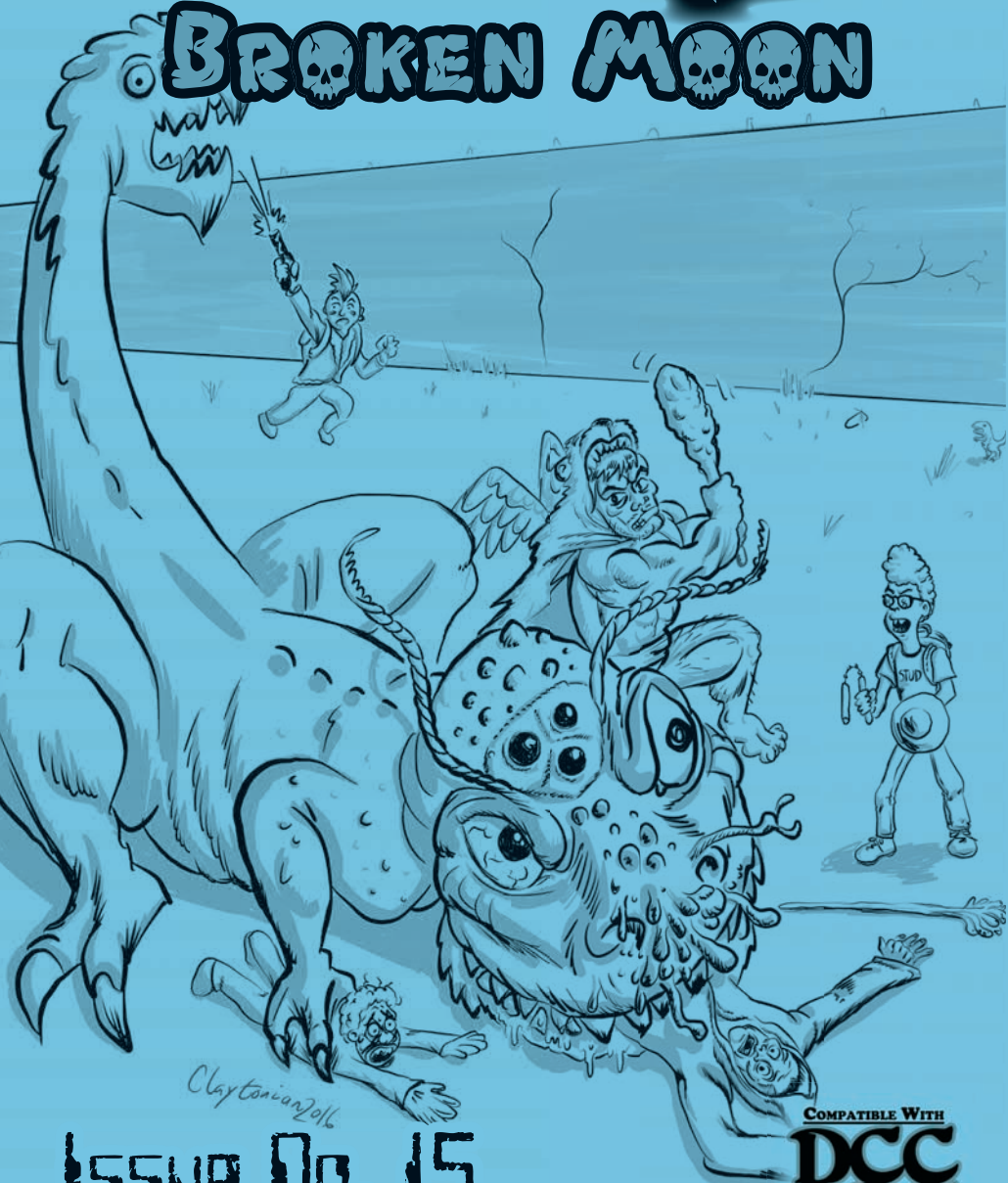


CRAWLING UNDER A BROKEN MOON



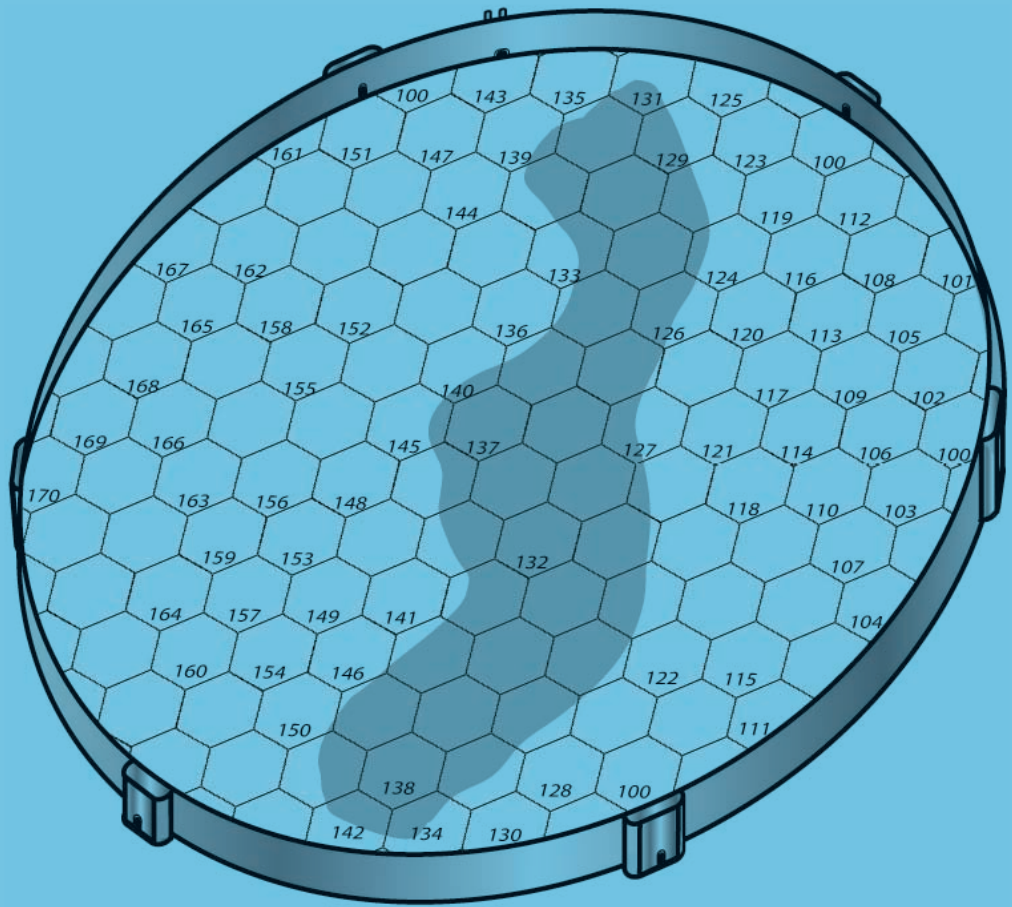
Claytonian2016

Issue No. 15

Oct 2016

COMPATIBLE WITH
**DCC
RPG**

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

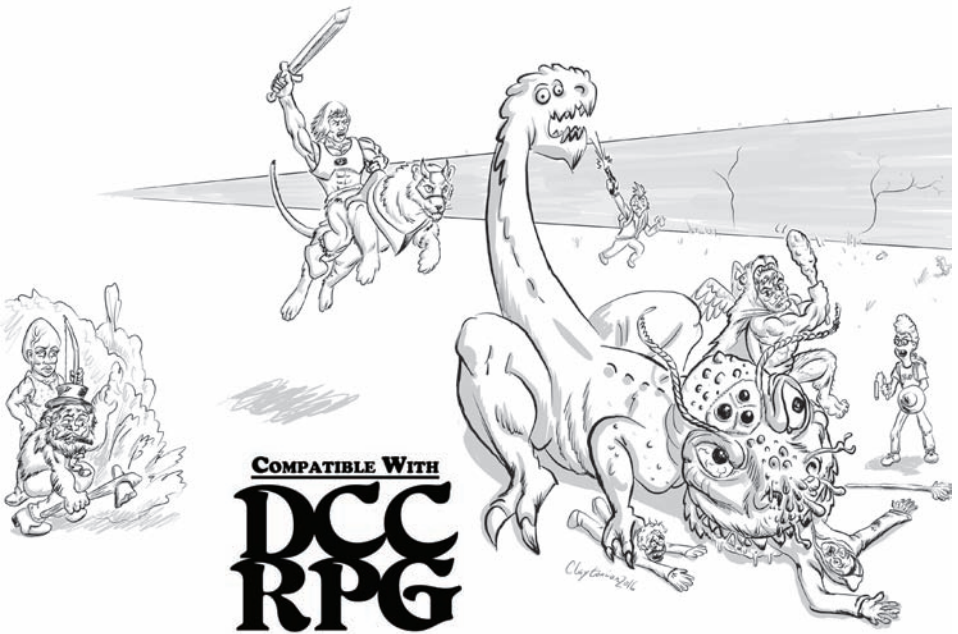
Welcome to the fifteenth issue of *Crawling Under A Broken Moon*!

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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Submission Guidelines

Original submissions are welcome. Anything published will belong to the author, artist, and creator. For art submissions, please send a link to some samples. Old school style black and white line art is preferred. Anything post apocalyptic is always welcome. All contributors will get a free print copy of the zine. Email: crawlingunderabrokenmoon@gmail.com

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.



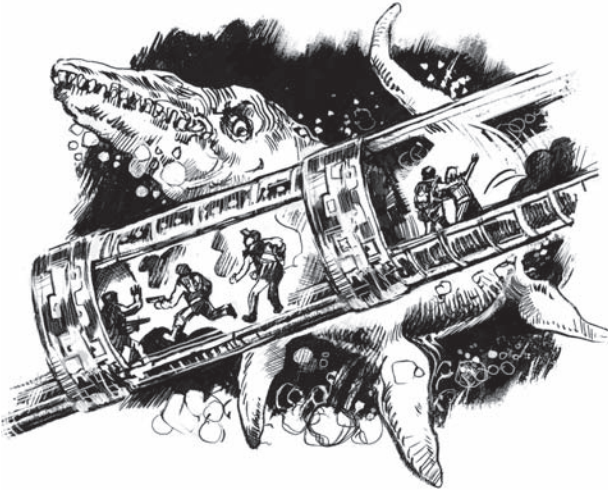
Abandoned and crumbling elevated monorail track, which rises 90 feet from the water. It has a support beam every 1000 feet and is an attractive spot for ambush predators and cruel opportunists. Roll Once per hex for structural decay and 2x per hex for wandering critters.

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)

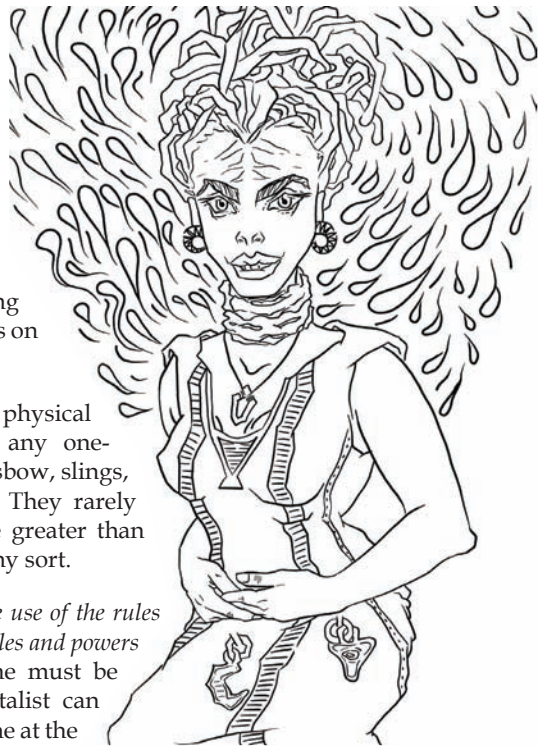
Weapon Training: No strangers to physical combat, Cro-Mentalists can use any one-handed melee weapon, bows, crossbow, slings, slingshots, pistols, and shotguns. They rarely employ armor with a Fumble die greater than d10 but will freely use shields of any sort.

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.

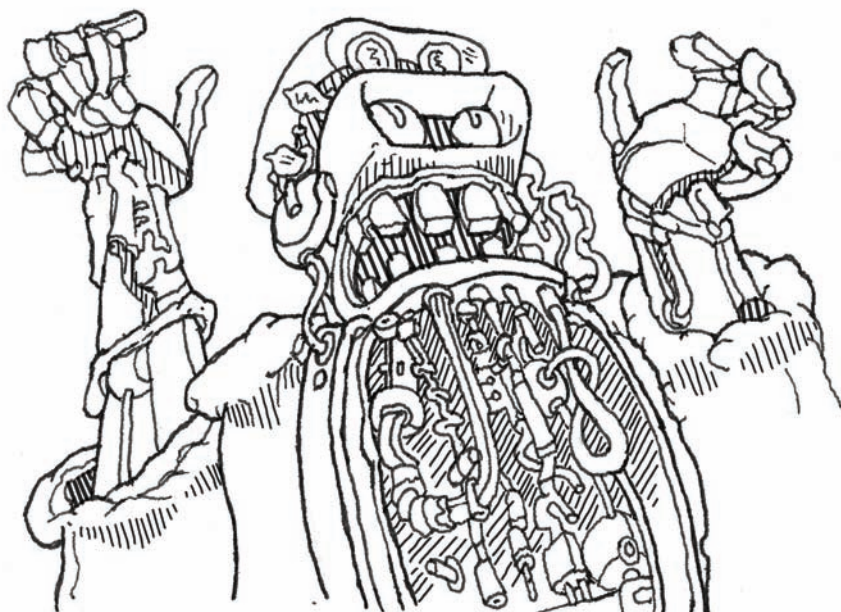
For each ally consenting to help, the Cro-Mentalist can increase one of their Focus dice by one step per ally, with an upper limit of d16. This increase only lasts for one round but may be renewed at the beginning of each round as long as each ally acquiesces to continue assisting.

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.

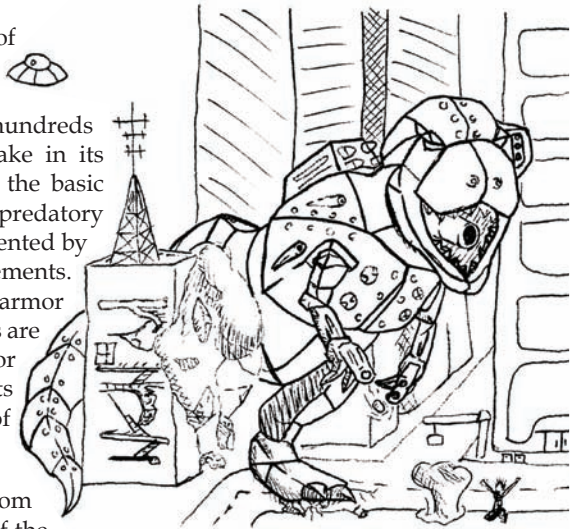
Reach - due to its long neck, the dinosaur can attack the shoreline or the deck of a boat within range while swimming.

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.

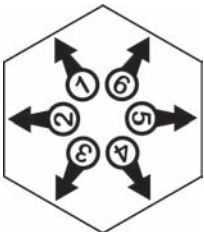
The Mecha Megasaurus

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):

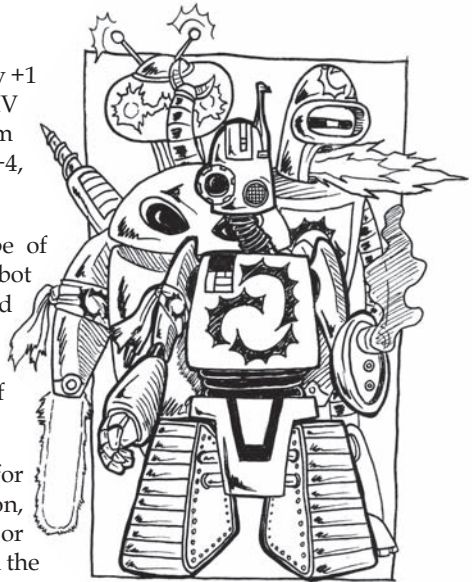
- ▶ A Divine Aid roll of 25+ could be enough to stop the colossal beast or at least have the deity send a giant champion to fight it.
- ▶ The Wise-Eyes (at Hex 157) may have developed a powerful psychic boosting helm that might be able to put it back to sleep, or possibly control it...
- ▶ The Supreme 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.

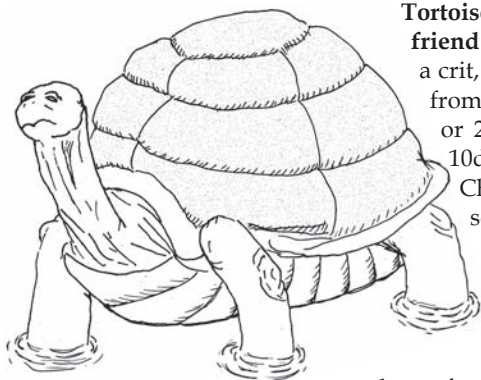


- 1 Fabrication - The robot was designed to create or repair materials. Roll 1d4 on the sub table to determine what type of specific fabrication:
 - 1 Handybot - a wide variety of built in tools for general repairs to homes and vehicles.
 - 2 Construction - heavy tools designed for building construction. 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

Clairsentience (Focus die d3) powers:
Read Aura & Remote Viewing

Psychokinesis (Focus die d3) powers:
Force Shield

Telepathy (Focus die d3) powers:
Remote Communication

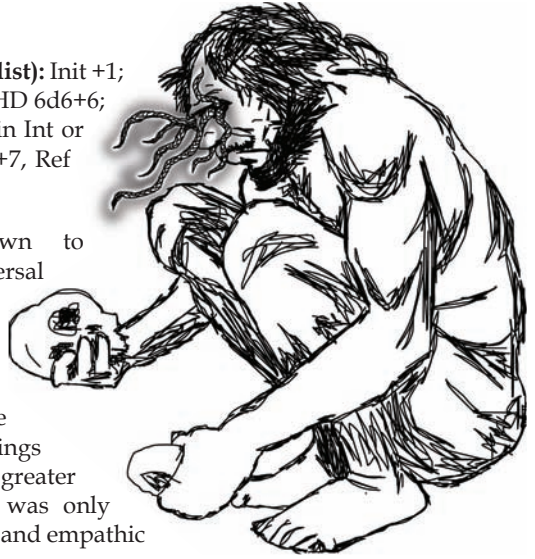
Also, they add +1 to their psionic invocation rolls for every two Once-men within 20 feet due to the subconscious bond between the Wise-Eyes and their tribe.

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: *Invulnerability & 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.

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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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