



# INFERNO ROAD



# YOU ARE THE DAMNED.

Slaved to the overlords of hell. A soulless grub in a sea of grubs, endlessly writhing in the burning pits of the inferno. Your eternity is suffering and the gnawing hunger for a soul...

## ANY SOUL... ALL SOULS.



GRUBS

# INFERNO ROAD

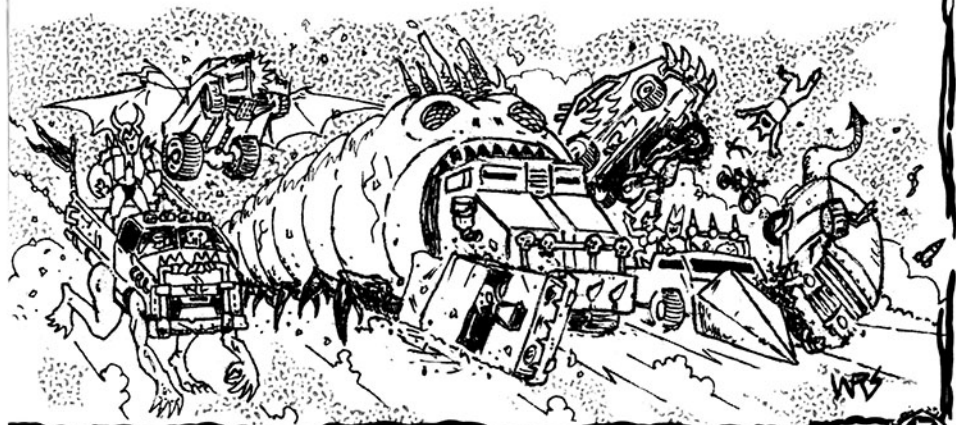
YOU ARE A GRUB

ROLL 3D6 IN ORDER  
FOR YOUR STATS

TAKE 2D4 HP,  
ADD STA BONUS

ROLL D200 OR D300  
FOR TWO FORMER LIVES

ONCE PER GAME YOU CAN  
MANIFEST AN ITEM THAT  
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(ROLL UNDER, LUCK CHECK)

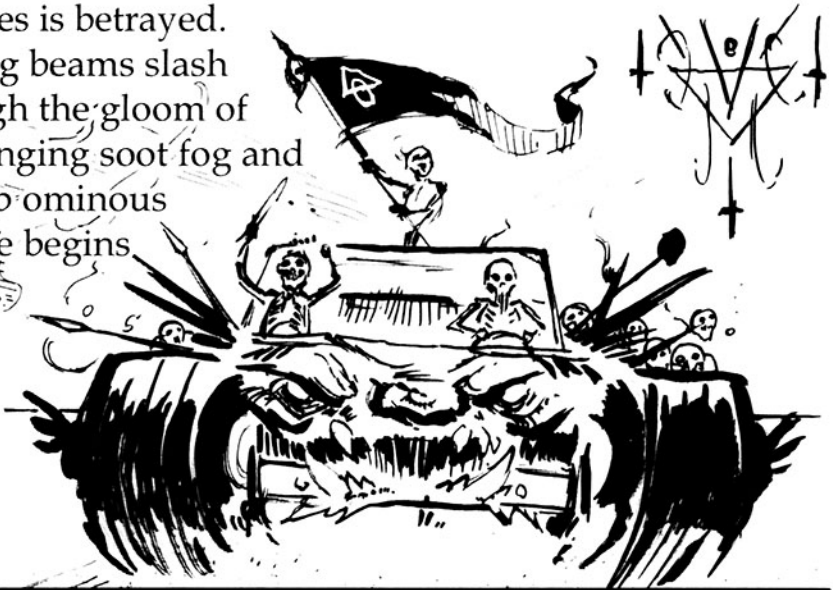


The sky is a roaring fire. Hot sulfurous winds whip over caustic ash dunes and howl through the smoldering ruins of infernal temples and iron prisons. Blue flames of hate burst among the slag heaps of pain. Devil bellies rumble in want of Souls in every hole and crack.

Cutting through it all like a straight razor through soft flesh, a white highway paved with the skulls of the damned stretches to the burning black horizon.

A bellow of boundless rage, titanic and rolling like a great wave of doom, shakes the blackened stones. The Lord of the Flies is betrayed.

Blazing beams slash through the gloom of the clinging soot fog and a deep ominous rumble begins to rise.



## **"Trigger Warning: Everything"**

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# INFERNO ROADS

THE ROOT OF ALL EVIL IS THE HEART OF A BLACK SOUL: A FORCE THAT HAS LIVED ALL ETERNITY,  
NEVER ENDING SEARCH FOR A TRUTH NEVER TOLD, THE LOSS OF ALL HOPE AND YOUR DIGNITY. --ARAK

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### The Forms

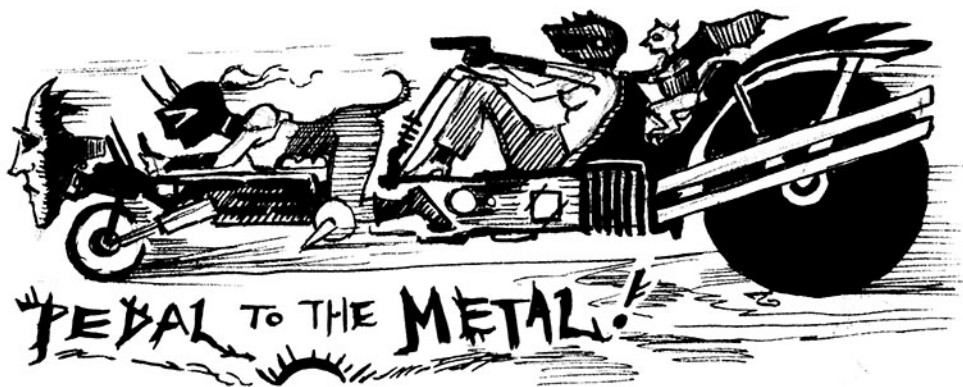
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A massive doom wagon thunders over the horizon on steel plated wheels. The juggernaut is armored in slabs of scabrous flesh. Rumbling past in a flash of sparking wheels and stabbing blue exhaust flames, it leaves only the echoes of mournful cries and the stench of burning blood in its wake.

The Great Deceiver howls again, red lightning rips the sky, the ground splits and black blood seeps from the jagged stones.

The Lords of Hell  
have heard their  
master's call  
and rally to his aid.





Roaring and wailing, Soul-fed demon engines, barely contained in speeding warbuggies of every description, thunder over the rise like a pyroclastic tide. Leering devils in black leather grip wheels barely in control of their howling machines. Screaming succubi cling to spiked roll cages, twirling barbed whips over head. Psychedelic fire flares from wicked chromed pipes. Snarling Imps strapped with bandoliers of improvised explosives hop from one swerving machine to the next. Pennants of flayed skin flap furiously from skull festooned banner poles. Thick necked demons pound their chests with iron wrapped fists and chant blasphemous slogans into the burning wind. Diabolists mounted on shrieking war bikes, bound with cold iron and blazing runes, drag unholy icons on chains, throwing waves of sparks. The roaring, shrieking, heavy metal tide thunders on. Fueled by burning lusts and high octane rage, the chaotic convoy speeds after the renegade doom wagon and it's cargo of the Dark Lord's carnal prizes, leaving only burning tire tracks and the wreckage of the fallen in it's wake.

# MECHANICAL BASICS

**1. PLAYERS START AS GRUBS.** They can upgrade by eating Souls. Players use the Forms Spinner and add a random trait from Soul Upgrade chart each time a Soul is eaten. Forms can change but traits stay the same.

**2. GRUBS REVERT TO SUBGRUBS WHEN THEY ARE KILLED.** Subgrubs can be killed and eaten and are considered the same as Souls. Rules for Subgrubs are on page 24. If a Subgrub gets destroyed a player gets a new Grub that is fired out of the DREG WAGON, a catapult truck That follows the caravans of INFERNO ROAD.

**3. EACH PLAYER HAS 2 PAST LIVES.** They are allowed a Luck (Soul) check at anytime to manifest an item pertaining to that past life, but only once per game per life.

**4. EACH PLAYER HAS A HELL PRINCE AS A PATRON.** This is the devil that dropped them onto INFERNO ROAD. All the Hell Princes are beneath Satan himself. Loyalty to a Hell Prince IS UP TO THE PLAYER. The Hell Princes compete to take control of the Devil's Rolling DOOM TRACK and rescue Satan's Wives.

**5. THE PLAYERS KNOW INSTINCTIVELY THE DOOM TRACK IS WHERE THE MOTHER HOARD OF SOULS IS TO BE FOUND.** The players are infinitely hungry for Souls.





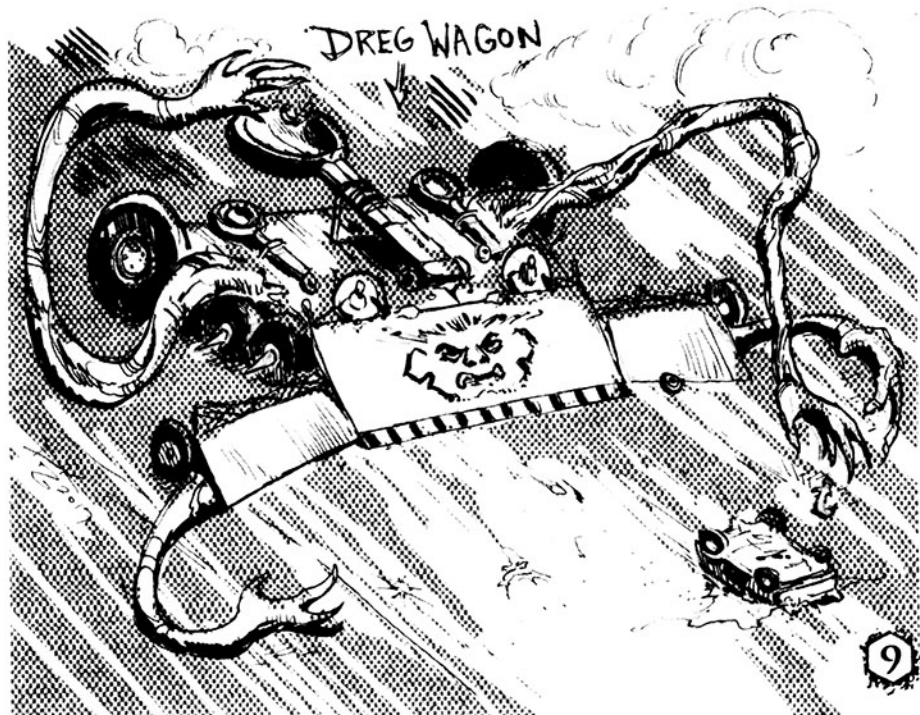
## 6. EVERYTHING THAT PLAYERS KILL HAS AT LEAST ONE SOUL.

Roll on the Soul chart on the inside back cover to see what form it takes. There may be other Souls along the way to be consumed.

## 7. ANYONE FALLING OFF THE CONVOY WILL BE SCOOPED UP BY THE DREG WAGON AND FIRED BACK ONTO A RANDOM VEHICLE (OR TABLE IN MULTI-DM GAME).

Players picked up by DREG WAGON will be stripped of Souls at the DM's discretion.

## 8. SOULS CAN EITHER BE ADDED TO "SOUL" (AS LUCK) ABILITY SCORE OR EATEN. In some cases the DM may overrule this. Fleeting Luck Soul Tokens are more prone to be lost than Souls in the number written on a character sheet



1-2 Infant  
3 Toddler  
4 Tanker  
5 Banker  
6 Lawyer  
7 Vindictive little girl  
8 Child volcano  
victim  
9 Child kite hobbyist  
10 Civil war veteran  
11 Amnesic ascended  
master  
12 Scientist  
13 Naval officer  
14 Medieval swordswoman  
15 Interplanetary  
smuggler  
16 Astral traveller  
17 Witch  
18 Russian poet  
19 Archaeologist  
20 Test pilot  
21 Polo player  
22 Lost cosmonaut  
23 Neanderthal  
Hunter  
24 Neanderthal  
Shaman  
25 Korean war porter  
26 Teenaged napalm  
victim  
27 Bermuda triangle  
sailor  
28 Boxer  
29 Philologist  
30 Depressed failed  
artist  
31 Stalingrad victim

32 Waitress  
33-36 Politician  
37 Satanic teen  
38 gym teacher  
39 Math teacher  
40 pre-school teacher  
41 Skinhead  
42 B&B owner  
43 UFO spotter  
44 Great Lakes sailor  
of 1812  
45 Canadian doom  
medalist  
46 Shell shocked  
trooper  
47 Surrealist sculpter  
48 Maori harpooner  
49 Opium addict  
50 Klartesh smuggler  
51 Manson family  
member  
52 Nazi stormtrooper  
53 Atomic scientist  
54 Red army regular  
55 Rick Greenfield  
star chef  
56 Star Jackson  
57 Dyak Pirate  
58 Legionnaire  
59 Arctic aboriginal  
60 Icelandic vet  
61 Disco dancer  
62 Atlantean  
63 Ansby villager  
64 Last of the  
mohicans  
65 WW1 Tommy  
66 WW2 Jerry  
67 Cartoonist  
68 Kamikaze pilot

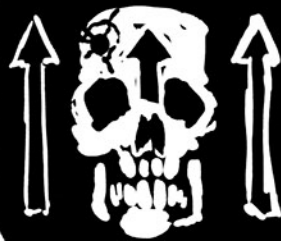
69 Boarding school  
student  
70 Tokyo gore police  
71 Delusional  
super-villain  
72 Mongolian  
horseman  
73 Canadian  
Immigrant  
74 X Games pro  
75 Asian peasant  
76 Wind farmer  
77 Hammer salesman  
78 Preacher  
79 Catholic priest  
80 Serial killer  
81 Press secretary  
82 Swindler  
83 Conquistador  
84 Optimist clown  
85 Pessimist clown  
86 Hockey player  
87 Musketeer  
88 Mongolian  
Bowman  
89 Washed up  
RPG writer  
90 Earthling  
future-women  
91 Earthling  
future-man  
92 Space prospector  
93 Strange man  
94 Ditch digger  
95 Greek philosopher  
96 Egyptian slave  
97 Zulu warrior  
98 Sheik  
99 Whaler  
100 Yourself

101 Your mother  
102 Cussing pig farmer  
103 Seamstress  
104 Ghetto kid  
105 Elf ( Yes really)  
106 News model  
107 Navel officer  
108 Archeologist  
109 Mystery cultist  
110 Irish clogger  
111 Akkadian  
conscript  
112 Modern soldier  
114-115 Lawyer  
116-118 Rich fuck  
119-120 Congressman  
122 Prisoner  
123 Prison guard  
125 Sex criminal  
126 War criminal  
127 Doctor  
128 Loan shark  
129 Gambler  
130 Martian colonist  
131 Fireman  
132 Hula hoop girl  
133 Pop Singer  
134 Egyptian pharaoh  
135 Hobo  
136 Voodoo  
practitioner  
137 Red army soldier  
138 Red Navy sailor  
139 1950s housewife  
140 1960s housewife  
141 1970s housewife  
142 Roman orator  
143 Ancient greek  
poet  
144 Hindu peasant

145 Hindu tax collector  
146 Hindu gentry  
147 Railway laborer  
148 Translator  
149 -150 Tang dynasty  
laborer  
151 Stoner  
152 Jazz musician  
153 Girl Scout  
154 Victorian  
Inventor  
155 German  
communist  
156 French anarchist  
157 Nigerian jihadist  
158 Samoan tattooist  
159 Sorcerer's aid  
160 Magicians model  
161 Sharecropper  
162 Speakeasy  
gangster 1920's  
163 Ballerina  
164 Mercenary  
165 Eschewed  
psychic  
166 Altar girl  
167 Renaissance pope  
168 Renaissance  
bishop  
169 Nun  
170 Satanic nun  
171 Amoral nun  
172 Child  
photographer  
173 Sub-saharan  
nomad  
174 Taxi driver  
175 Daguerreotype  
Documentarian  
176 1980's metalhead

177 Victorian urchin  
178 Food vendor  
179 Illegal lab tech  
180 Librarian  
181 Cartographer  
182 Yogi  
183 Hippy dropout  
184 Atomic bomber  
185 Deth ray  
repairman  
186 Space marine  
187 Agent 87234  
188 Surfer  
189 80s Valley girl  
190 Teen musician  
191 Gang member  
192 Coach  
193 Estate tycoon  
194 Reality show  
producer  
195 Sex worker  
196 Mob wife  
197 Still born  
198 Philanthropist  
199 Dog  
200 Vampire

# D200 LIVES PAST





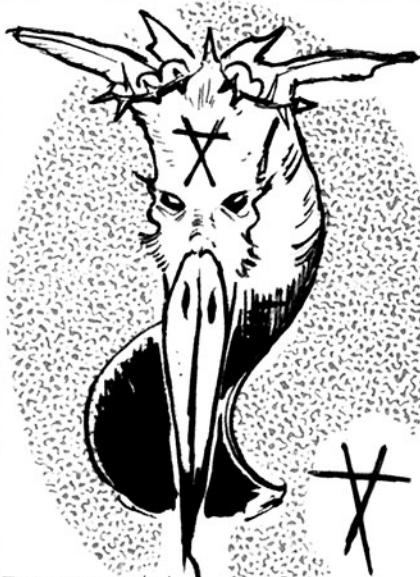
PRINCE  
KARACKAGROTH-  
AZOGAMORG.



PRINCE  
EFLOW



PRINCESS  
PURRRSH-  
AKKAZ TREGGAT



PRINCE  
OROBUS- ABIGOR  
ZEPAR



# HELL PRINCE GENERATOR

**INIT** 1D4 1. ALWAYS FIRST 2. ALWAYS LAST  
3.. USE D30 4. PLUS 1D6 EACH ROUND

**ATTK** 1D6 (ATTACK DIE FIRST)  
1. 2D20 WHIP(2D4) & AXE (1D12)  
2. 1D24 BARBED 2 HANDED HAMMER(2D12)  
3. 2D20 BILE(3D6) & SMASH (2D10)  
4. 3D20 TAIL(1D8), BREATH (2D7), PHLEGM(1D6)  
5. 2D24 HAND CANNON (1D10, EXPLODING 10S)  
6. 2D20 BLACK SWORD X2 DAMG=TARGETS AC

**AC** 1D8 PLUS 12 : RUST, FIRE, AND HIDE

**HP** 1D10 1:36 2-5:57 6-7:69 8:89 9:100 10:200

## BODY TYPE /MOVEMENT

- 1D12 1: CHARCOALED HUMANOID, FLOATS,  
2: BEUTIFIC DRYAD, GLIDES/WALKS  
3: ROBOT / TREADS, JUMP JETS  
4: CLOUD OF FLIES, FLOATS  
5: OOZE, WALKS, OOZES

## SPECIAL

- 1D20  
1-3: 1-4 ADDED HEADS  
4-9: SPIKED ARMOR (+50 HP)  
10-11: BULLET PROOF  
12: IMMUNE SWORDS AND SORCERY  
13: ALL ATTACKS REDUCE AC 1-4  
14: MINION : AC:18 HP:50 1-8 ATCK  
15: ALL ATTACKS REDUCE AC 1-4  
16: HOWLING STRIKES: ALL ATCKS +1D6  
17: ALL HITS REVERT OPPONENTS TO GRUBS  
18: SUPER SPEED ALWAYS GOES FIRST +5 TO HIT  
19-20: ALL HITS ARE CRITS +1D100 HP
- 6: CENTIPEDE, CLIMBS  
7: CHILD, BLINKS  
8. SWINE, FLIES  
9. KITE FLOATS,  
10 GAIN, LIMPS  
11 GOAT, JUMPS  
12 CAT,  
BLINKS

# Arachnōdaemon



ADD TWO  
UPGRADES

REPLACES  
OLD AC

AC: 12

+AGL, MOD

1D6 HP,

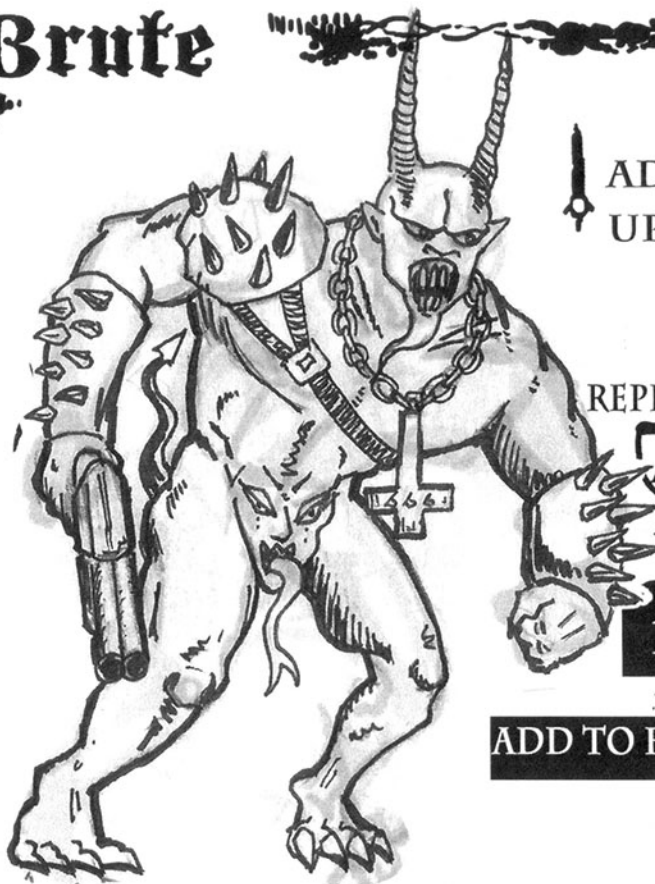
+STA, MOD

● ROLL 1D3 FOR NUMBER OF ADDI-  
TIONAL STAB ATTACKS , EACH DOES  
1D4 HP

● YOU CAN BURN SOULS (AS LUCK) TO  
AID OTHER PLAYERS AT A 1:2 RATIO

● FLING WEBS: MOVE BETWEEN VEHI-  
CLES FLAWLESSLY

# Brute



ADD ONE  
UPGRADE

REPLACES OLD AC

AC: 13

+AGL MOD

1D10 HP

+STA MOD

ADD TO EXISTING HP

↓ REROLL STR AND KEEP IF BETTER

↓ GAIN SAWED-OFF SHOT GUN (1D6  
DMG IN A 10FT FAN) 10FT RANGE,  
NEVER RUNS OUT OF AMMO

↓ CAN PUNCH FOR 1D8 DMG

↓ 1D4 UNHOLY DEED DIE

↓ CROTCH FACE EATS FIRST MISSILE  
FIRED AT A BRUTE EACH COMBAT  
ROUND BECAUSE THAT'S WHAT A  
CROTCH FACE DOES

# GRUB



AC: 10  
+AGL, MOD

2D4 HP,  
+STA, MOD

ROLL 3D6 IN ORDER  
FOR STATS IF STARTING NEW

TAKE 2D4 HP, ADD STA BONUS

ROLL D200 OR D300  
FOR TWO FORMER LIVES

ONCE PER GAME  
MANIFEST AN ITEM THAT  
PERTAINS TO EACH LIFE



# Harpy

+ ADD ONE  
UPGRADE

AC: 16

+AGL, MOD

1D10 HP,  
+STA, MOD

DISCARD A  
KITTEN KNEE TO  
AVOID A CRIT

+ FLIGHT,  
CAN CARRY ONE MED SIZED ALLY BUT MAY  
NOT MAKE MELEE ATTACKS

+ UNHOLY DEATH FROM ABOVE DEED D6

+ GAIN NEW MELEE WEAPON (1D10DMG)

+ BOMBER: ROLL TO HIT AS NORMAL, ONLY  
RUNS OUT OF AMMO TYPE ON A FUMBLE

TYPE 1 : ACID BAGS EFFECTS 10 RADIUS!  
DOES 1D12 DAMG.

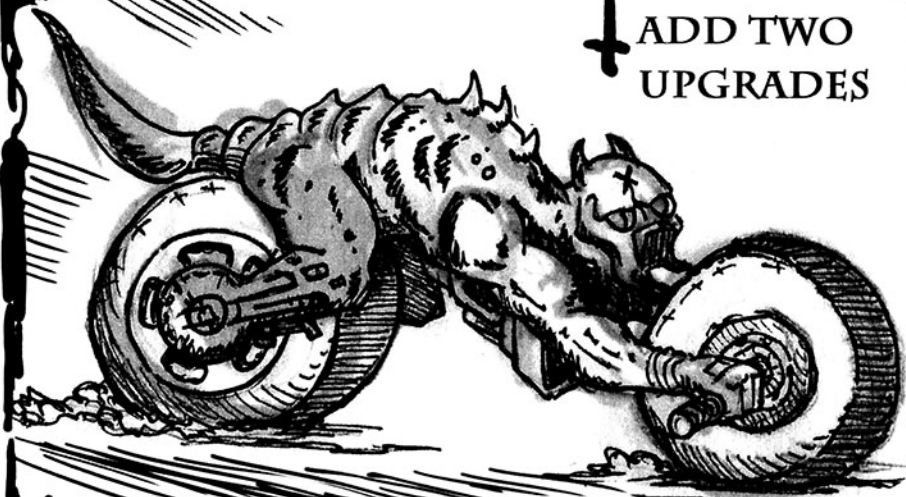
TYPE 2 : TIRE KILLING CALTROPS

TYPE 3 : HORROR SPEARS- (1D30DMG)

TARGET ONE CREATURE, IF HIT  
VICTIM IS TRANSFIXED (-4 AGL) SPEAR  
CAN BE REMOVED FOR ADDED 1D10 DMG

# Killecycle

† ADD TWO  
UPGRADES



REPLACES OLD AC

† FASTER ON THE GROUND  
THEN ALMOST EVERYTHING  
WHEN IN FULL CYCLE FORM

AC: 13/17  
PART/FULL  
+AGL MOD

† CAN TAKE RIDERS

† CAN CHANGE AT WILL TO  
ARMED GUY WITH WHEEL  
FOR FEET

2D6 HP,  
+STA MOD

† REGENERATE 1HP PER ROUND,

ADD TO EXISTING HP

† ALSO REGENRATES RIDERS  
BECAUSE IT FEELS GOOD TO RIDE



## KILLCYCLE MURDER JUMP ATTACK:

CAN LEAP OVER OTHER VECHILES BY  
SUMMONING INVISBLE RAMP AND  
TARGET ONE PASSANGER FOR  
DECAPITATION. VICTIM GETS TO  
CONTEST YOUR D30+SOULS ROLL WITH  
THIER D20+SOULS ROLL. FAILURE  
INFLECTS 20D6 DAMG.  
VICTIMS MIGHT SURVIVE  
DECAPITATION

# Motor Devil



REPLACES OLD AC

AC: 13

+AGL MOD

8D10 HP,

+STA MOD

ADD TO EXISTING HP

GAIN ONE  
LARGE WEAPON  
DMG 2D10

GAIN SECOND  
RAMING/CRUSHING  
ATTACK, DMG 3D6

RETAIN STATS, BUT  
STR AND STA  
BECOME 18

ADD  
TWO  
UPGRAGES

FUNCTIONS AS  
SELF PILOTING  
VEHICLE.

HURL LARGE OB-  
JECTS AT JUDGES  
DESCRESTION

FAST  
MOVEMENT

# Pit Imp

↓ ADD ONE  
↑ UPGRADE



REPLACES

OLD AC

AC: 14

+AGL MOD 6

**1D6 HP,**

**+STA, MOD**

**ADD TO  
EXISTING HP**

- † FLY: CAN ONLY HOLD SUBGRUBS
- † GAIN TWO FIRE ARMS 1D6 DAMG WITH EXPLODING 6S RUN OUT OF AMMO ON FUMBLES
- † AMBIDEXTEROUS: CAN MAKE 2 D20 ATTACKS
- † INVISIBILITY ONCE PER REAL TIME HOUR : CHANGE VISIBLE WHEN YOU ARE HIT OR YOU ATTACK . -4 AC , PAIRED WITH FLIGHT PLAYER CAN LURK AT ANY OTHER TABLE WITHOUT GAINING ATTENTION FROM OPPONENTS , SUPRISE ATTACKS MADE AT +4
- † WITHERING INSULTS : ONCE PER REAL TIME HOUR : CAN TARGET OTHER PLAYER AND STEAL 1D4 SOULS IF A SOUL CHECK (ROLL UNDER) IS MISSED



# SPINY DEVIL



† ADD ONE  
UPGRADE

REPLACES OLD AC

AC: 12

+AGL, MOD

1D8 HP,

+STA, MOD

ADD TO  
EXISTING HP

† RETAIN STATS, BUT REROLL AGL AND  
KEEP IF BETTER

† CAN JUMP ANY DIRECTION 10FT

† ADDITIONAL SPINE ATTACK :

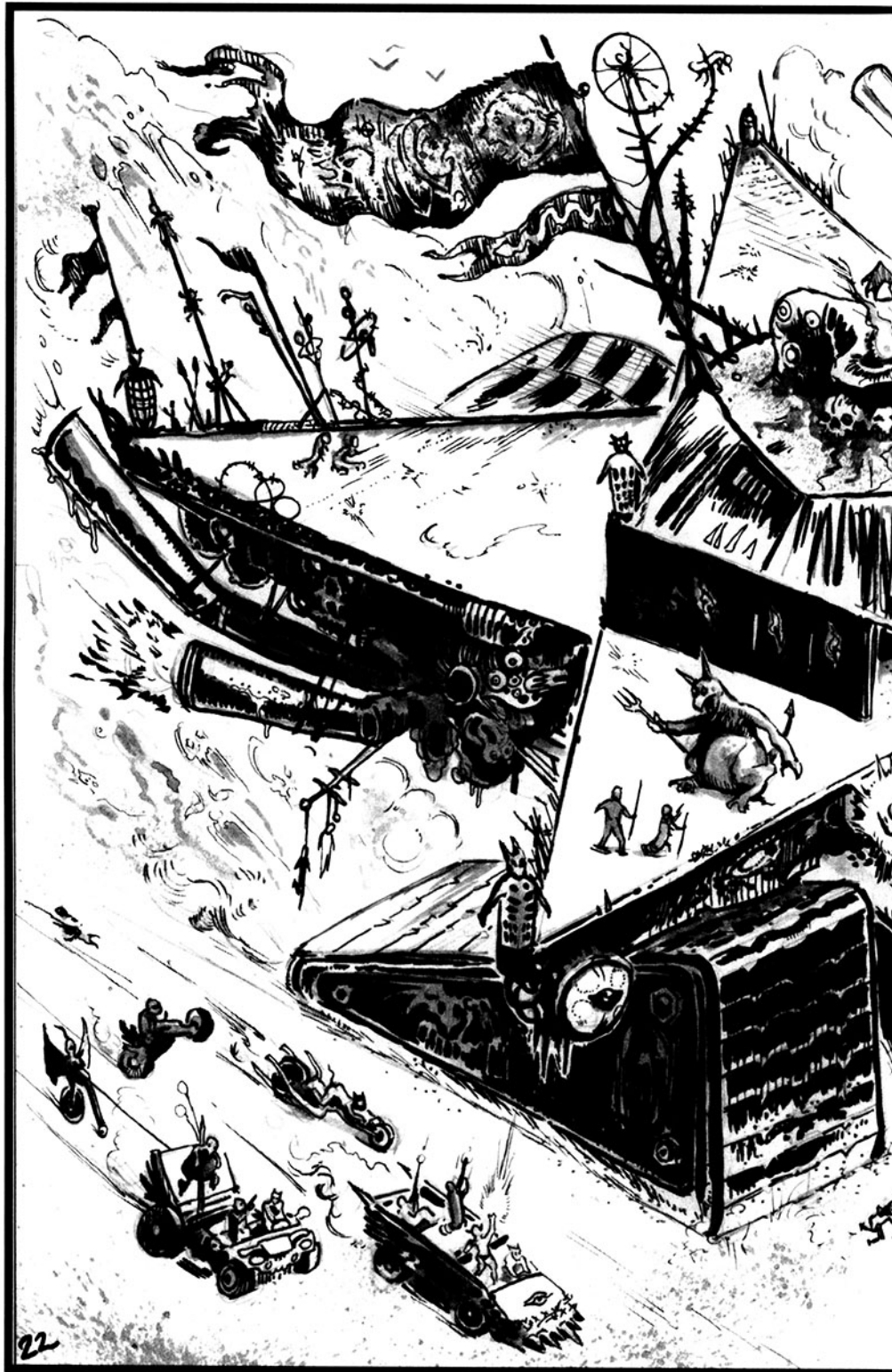
1D8 DMG, 10FT RANGE OR

1D24 ATTACK IN MELEE 1D8 DMG

20-24 COUNT AS CRITS

† SUPERIOR CLIMBING, FALLING,  
GRABBING, ROLLING, & TUMBLING

† GAIN LONG KNIFE (1D7DMG)





# Subgrubs



SUBGRUBS  
ARE CRAP &  
DO NOT  
HAVE  
UPGRADES

AC: 7 REPLACES  
OLD AC

1 HP

ALL STATS  
ARE A 3.

- † SUBGRUBS CAN ATTACH TO A WILLING HOST. OTHERWISE THEY CAN ONLY MOVE 1 FT PER ROUND
- † ADD 1D4 TO ANY ROLL OF YOUR HOST ONCE PER ROUND
- † SUBGRUBS CAN GROW INTO GRUBS WHEN THEIR HOST EATS A SOUL, THE SOUL HAS NORMAL EFFECTS FOR THE HOST IN ADDITION TO GROWING THE SUBGRUB
- † A HOST CAN HAVE MORE THAN ONE SUBGRUB ON THEM. IF A PLAYER ACQUIRES A SUBGRUB THAT IS NOT OWNED BY ANOTHER PLAYER WHEN THE PLAYER EATS A SOUL, THEY WILL HAVE TWO CHARACTERS.

# Succubus (type 1)



ADD ONE  
UPGRADE

REPLACES OLD AC

AC: 11

+AGL MOD

1D6 HP,

+STA MOD

ADD TO EXISTING HP

RETAIN STATS, BUT  
REROLL PER AND  
KEEP IF BETTER

CAN SPEND 1 SOUL  
TO HEAL ANOTHER  
PLAYER OR SELF 2D4  
HP OR 2 SOULS FOR  
3D4 HP

FLAME HEAD:  
ANYONE  
STRIKING A  
SUCCUBUS TYPE 1 WITHIN 5FT

GAIN TWO NON-  
FIREARM WEAPONS

WILL TAKE 1D8 FLAME DMG



# Type 2 Succubus



ADD ONE  
UPGRADE

REPLACES OLD  
AC

AC: 14

+AGL, MOD

1D12 HP,

+STA, MOD

ADD TO EXISTING HP

ADD 3 TO AGILITY

GAIN 1 BLACK METAL MELEE WEAPON, (DMG 1D10) & 1 HELLFORGED FIREARM (DMG 1D12, 12 EXPLODE, 1 ON DAMG MEANS OUT OF AMMO) 1 SHOT PER ROUND

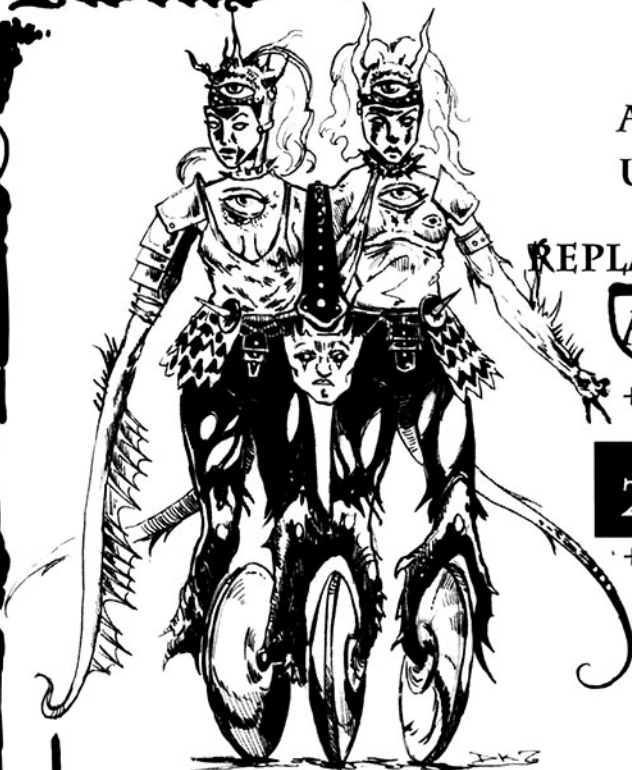
AMBIDEXTEROUS (MAKE TWO D20 ATTACKS)

## ALLURING HELLBILLY GAZE:

ONCE PER REAL TIME HOUR, CLAIRVOYANTLY SPEAK TO A CHARACTER AT ANOTHER TABLE WITH A FAKE ACCENT OF YOUR CHOICE. ATTEMPT TO CONVERT THEM TO YOUR HELL PRINCE. VICTIM IS ALLOWED A DC 17 WILL SAVE TO RESIST. SUCCESS EQUALS, AT MINIMUM, PLAYER CANNOT ATTACK FOLLOWERS OF YOUR HELL PRINCE OF WHOM THEY HAVE KNOWLEDGE. RECOMMEND SOULS BONUS TO VICTIMS THAT

ROLEPLAY CONVERSION.

# Twins



ADD TWO  
UPGRADES

REPLACES OLD AC

AC: 16

+AGL MOD

2D10 HP

+STA MOD

ADD TO  
EXISTING HP

+3 STA +3 INT -3 AGL

+ CAN TRAVEL AS FAST AS VEHICLES,  
AND HOIST/ TEATHER SELF WITH  
TAILS.

+ GAIN ADDITIONAL LASH ATTACK:  
1D6 DMG. PLUS TURN GRUBS TO  
DUST ON ANY EVEN NUMBERED HIT

+ GAZE ATTACK : DC 20 WILL SAVE TO  
TURN ANY LESSER MINION (OR GRUB)  
INTO A SUBGRUB. NPC SUBGRUBS  
CAN BE RETREAVED AND HOSTED

+ IMMUNE TO GAS, & PARALYTIC  
ATTACKS

# Unicorn



ADD ONE  
UPGRADE

REPLACES OLD AC

AC: 13

+AGL, MOD

2D4 HP,

+STA, MOD

ADD TO EXISTING HP

† IMMUNE TO FIRE

† REROLL ALL STATS EXCEPT SOULS

† GAIN ABYSSAL MEAT CLEVER,  
GIVES +2 TO HIT, 2D6 DAMG. CRITS  
ARE X4 DAMG.

† SPEND ONE SOUL TO TELEPORT ANY-  
WHERE, INCLUDING OTHER TABLES,  
YOU ARE ALLOWED TO OBSERVE  
ANOTHER TABLE FOR 10 MINUTES  
BEFORE DECIDING TO TELEPORT.  
YOU CAN OBSERVE & CHOOSE NOT  
TO TELEPORT. YOU CAN SPEAK TO  
PLAYERS AT ANOTHER TABLE TELE-  
PATHICALLY WITH YOUR CHEST  
MOUTH

# Wingnut



† ADD ONE  
UPGRADE

REPLACES OLD AC

AC: 15

+AGL MOD

2D4 HP

+STA MOD

ADD TO EXISTING HP

† FLYS

† CAN USE WEAPON  
WITH TAIL

† HARMFUL SPELL: PLAYER DESCRIBES  
SOMETHING COOL AND ROLLS TO  
HIT, JUDGE RATES IDEA 1-10 (DC SAVE  
11-20 FOR VICTIM)  
SPELL DOES 1D6 DMG WITH SAVE, 2D8  
DMG IF SAVE IS MISSED

† SUMMON ASS'DEVIL:

1. CHOOSE PLAYER AT YOUR TABLE AND  
ASSIGN ASS DEVIL

2. PLAYER MUST APPROACH OTHER TABLE  
AND MOCK THE PLAYERS AT THAT  
TABLE.

3 OTHER TABLE CAN ONLY BE RID OF ASS  
DEVIL BY PAYING IT 1D6 SOULS. FOR EACH  
5 MINUTES OF MOCKERY ASS DEVIL PLAYER  
CHOOSES PLAYER AT OTHER TABLE TO  
REVERT TO A GRUB OR SUBGRUB. AFTER 2  
DEGRADATIONS, OR ASS DEVIL PLAYER IS  
PAID OFF WINGNUT PLAYER AND ASS DEVIL  
PLAYER DICE OFF FOR ACQUIRED SOULS.

# UPGRADES

1. Blasphemous Runes +1AC
2. Screaming Tits +1 AC
3. Scorpion Tail 1d8 dmg for d3 rounds
4. 100 Eyes +1 AC
5. Rusting Metal Skin +4 AC
6. Flaming Skin 1d4 dmg on contact
7. Ass becomes an angry face - can cast sleep at +2
8. Acid Bile Vomit Stream - 1d6 dmg/Cone
9. Bat Wings - Fly
10. Wolf face - extra d4 bite attack
11. Stomach Maw - 1d8 Chomping
12. Crotch Tentacles - +10 to grappling
13. Blood Dripping Talons - 2x d4 dam
14. Giant crab claw - d8 dam
15. Curling Doom horns - d6 gore
16. Smoldering Antlers - d6 gore
17. Spiked Lizard Hide - +2 AC
18. Lava Spew - 1d6 lava dmg/cone
19. Razor sharp cloven hooves - 1d6 stomp dam
20. Nipple Slaves - d4 writhing demonettes chained to your nipples. +3 PER
21. Belligerent Penis - giant schlong with a face on the end, barks insults +2 PER
22. Snakes for Eyes - 2x d4 dang snake bite
23. Bird Head - 1d6 pecking dang
24. Double Bird Head - 2xd6 pecking dam
25. D6 Extra Arms +1 attack each
26. Snakes for fingers - d4 snake dang exploding
27. Rats for Skin - +2 AC



27. Rats for Skin - +2 AC
28. Pointed Whiplash Tail - d4 dang trip attack
29. Giant Mouth - swallow enemy whole vs DC10 REF save
30. Swords for hands - 2x d6 dang
31. Eye lasers - 1d7 laser dang
32. Snake body for legs +3 AGL
33. Skull head - +1 PER
34. Swollen Brain - +3 INT
35. Increased Muscularity +3 STR
36. Blood Rocket Fists - 2x d6 ranged
37. Cat Knees - +3 AGL
38. Dinosaur for a head - d6 bite atk
39. Hypno Tits - DC 15 save vs Will or be stunned for d4 rds
40. Giant arms +2 to hit in melee
41. Chicken feet +2 AGL
42. Roller Skate feet +20 move
43. Extra Head - +1 INT
44. Machine gun limb d8 x d3 dmg  
D6 shots roll to see what limb
45. Howling shoulder gargoyles - +2 to hit
46. Corpulent +4 AC
47. Flailing infernal chains  
d6 dang to random target each round
48. Detachable flying head - head can fly and move freely  
of body, body continues as normal.
49. Crotch Face - can cast Magic Missile at +2
50. Vomit flock of birds - d6 dang to everyone in  
10' radius DC 15 to use.



51. Giant - +5 STR

52. Biomech Chainsaw arm d8 dmg

53. Biomech Drill arm d8 dmg

54. Burning Angel wings - fly

55. Motor Head - head is a roaring engine

+3 STA

56. Acid pustules - if hit take damage as normal but attacking weapon is destroyed.

57. Fish for a head - spew poisonous brine d6

58. Biomech grappling claw arm - ranged d4 dmg.

10 REF save or snagged

59. Scabrous flesh - Scab armor +2 AC

60. Biomech body +5 to all FORT saves

61. Body of Imps - body is composed of your HP worth of small devil imps. if you die they split up. with 1 hp each.

They can recombine if a DC 15 REF save is made one try per rd.

62. Iron shod fists - d8 punching

63. Head Cannon - one soul per shot, d10

64. Intoxicating stench - radius 5' DC10 WIL save or lose d3 INT and AGL gain d3 STR and STA.

65. Wheels for legs - Move +30' AGL -4

66. Burning skull flails for arms -2x d8 dmg

67. Floating Orb Body - fly

69. Long poison tongue - 1d4 +d4 poison

70. Glue skin - AC +1 and sticky

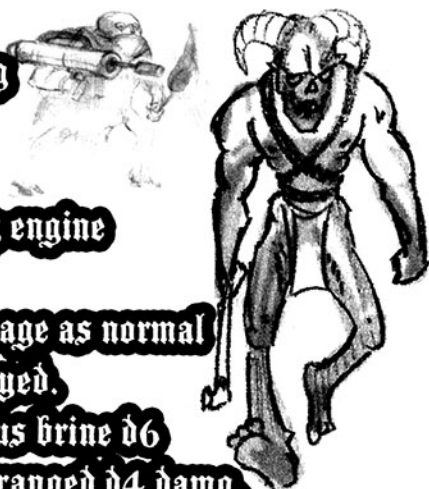
71. Skeletal - AC +3 immune to crits

72. Flaming Piss - d6 fire damage

73. Rocket elbows - Fly

74. Helicopter Hunchback - fly

75. Tentacle feet - +3 AGL



76. Suckers - +5 to REF saves

77. Demonic fangs d6 bite

78. Chest Face- breathes fire d10 cone

79. Screeching armpits - DC15 WILL save  
or stun for d3 rds

80. Large Tusks - d10 gore

81. Nose bees - swarm (single use)  
becomes autonomous.

82. Smog belching pipes - cloud of smoke +2 AC

83. Infinite Coke Pinkie -d3 INT and PER +d3 str and STA

84. Biomech chomping mouth - d8 bite

85. Electrical skin - successful melee attacker  
takes d6 lightning damage

86. Barbed hide - successful melee attacker  
takes d4 barb damage

87. mono tread for feet - move +10' AGL - 4

88. Molten talons d10

89. Mechanical centaur body - move +20'

90. Mechanical Arms - +4 STR

91. Crown of Horns +1 AC

92. Spiked tail - d8 tail dam

93. Knuckles of Brass +3 melee damage

94. Mechanical Telescoping legs - increased jump

95. Insect wings - fly

96. Insect legs - increased jump and +3 REF saves

97. Klartesh brazier head - exudes cloud of psychedelic smoke.

All affected make DC 15 FORT save or roll drug effects

98-100 Roll Twice



# Random Vehicle Generator

- 1 Locomotion (wheels or not)
- 2 Chassis
- 3 Armor
- 4 Front/Ram
- 5 Power Source
- 6 Heavy Weapons
- 7 Interior
- 8 Crew



## 1. Locomotion: D6

1. Iron shod wheels
2. Treads
3. Mechanical legs
4. Spiked rollers
5. Monster truck tires
6. Hover Engines

## 2. Chassis: D6

1. Motorcycle (1)
2. Buggy (2)
3. Sedan (3)
4. Pickup (4)
5. Big truck (5)
6. War Bus (6)



## 3. Armor: D6

1. Scrap Metal Sheeting
2. Monster bones
3. Corpses
4. Scabs
5. Spiked Armor
6. Dragon Skin

## 4. Front/Ram: D6

1. Spiked Plow
2. Gnashing Iron Jaw
3. Spinning saw blades
4. Screaming Impaled victims
5. Grabber claw
6. Auger

## **5. Power Source: D6**

1. Chained Demons
2. Magical Blood Boiler
3. Orgasms
4. Nuclear Shit
5. Giant Beast Heart
6. Nun Furnace



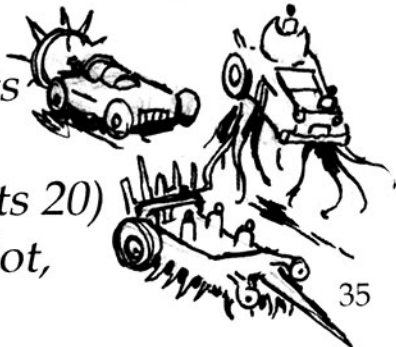
## **6. Heavy Weapons: D6**

1. Harpoon gun
2. Net launcher
3. Spear cannon  
(fires 10 spears per shot)
4. Flamethrower
5. Pneumatic saw arm
6. Sledge hammer chukka



## **7. Interior/Cabin/Crew Area: D6**

1. Pilot seat and gunner bubble
2. Pilot seat and open top gang hold (fits 10)
3. Pilot seat, Secondary Pilot seat,  
Look out nest, armored crew hold (fits 5)
4. Open topped Pilot seat,  
3x one man weapon turrets
5. Armored pilot seat,  
open topped crew hold (fits 20)
6. Possessed vehicle no pilot,  
10 hand holds for gangers



92 ←  
**TYPE OF CREW APPEARING    DISTINGUISHING FEATURES    VEHICLE DECORATIONS**

1	HELL FRAGGLES	MANACLES AND CHAINS	LARGE FISH
2	HALF BIRD/HALF MAN	ARROWS AND KNIVES IN FLESH	BUTT TRUMPETS
3	CAACKLING DEVILS	ARMED WITH COOKWARE	LARGE SCREECHING BIRD HEAD
4	LIZARDS WITH HUMAN HEADS	HEAVY BLACK METAL ARMOR	MECHANICAL TORTURE DEVICES
5	FOLK WITH FISH HEADS	COVERED IN MOUTHS	ABUSED HUMANS IN CAGES
6	GIBBERING DEMONS	ON FIRE	MUTANT MUSICIANS

**CREW**  
 3D6  
 READ  
 A CROSS

1. POOR AC:10,HP:4    2. PESTILENT AC:16,HP:1    3. MALEVOLENT AC :12 ,HP :9





	DESCRIPTOR	TYPE	OUTFIT	3D6
1	RABID	OGRE/RESS	CHAINMAIL ONESIE	MINI- BOSS GENERATOR
2	LEPEROUS	GIANT FROG	SPIKED PARTIAL PLATE	
3	FLAMING	LIZARD MAN	LIVING HELL BATS	
4	BLOOD WEEPING	GOAT MAN	MANSKIN CHAPS & THONG	
5	SINGING	GOB-LYNN	SCREAMING METAL FACES	
6	CHANTING	GYROCOPTER	RANK FUR BRITCHES	

ADD 1D4+1 UPGRADES/HP= 5D10 +25 /AC=10+2D4 / 2 ATCKS (1D10DMG)



# SOUL TOKENS







# Devil's Rolling DOORTRACK



= DOORS      = TELEPORTAL



# SOULS TAKE ID4 FORMS

1. CANCER!



DOES NOT MOVE

2. CANCER!  
WORM.



MOVES REALLY SLOW



3. CANCER!  
CHICKEN!  
RUNS AWAY!



4. SUB  
GRUB!

SEE SUB GRUB  
PAGE 24

The roars of the betrayed Dark Lords shake the foundations of hell. The Grand Architect of Evil is enraged. Satan shakes his chains and the whole of hell shakes with him.



Above you on the black cliffs stands your master, a black prince of hell. The beast thrusts its arms into the sulfurous air and howls along with its lord and master.

The ground shudders and your pit boils and froths. You and your ilk are cast up in a great hissing geyser. There is a terrible shriek and a thunderous flap of leathery wings as you are snatched from the air in the stone talons of some horror made of lies and murder. The sounds of your master's mocking laughter echoes as you are borne away.

