

# Leopard Women of Venus

COMPATIBLE WITH  
**DCC  
RPG**



A feverish science-fantasy setting based on the works of Fletcher Hanks!



Inject delirious sci-fi thrills into your game sessions with *Leopard Women of Venus*, a DCCRPG setting book inspired by the works of Golden Age comic book artist Fletcher Hanks! Journey to Venus, a tropical hell-planet inhabited by four human factions. In addition to fending off the endlessly lethal flora and fauna, they must also keep watch for invaders from other worlds and the constant threat of betrayal by the other factions. Can even the mighty Leopard Women prevent humanity's extinction?

*Leopard Women of Venus* includes three patrons (Stardust, Fantomah, and SPANDO) complete with spells, the Leopard Woman class, a list of 100 Venusian occupations for creating 0-level characters, the 0-level funnel "Saucer Full of Secrets," the 1st level adventure "The Mines of the Moglugs," gear and equipment, random tables to generate countless springboards for adventure, the Magnificent Moglug Maker, and much more!

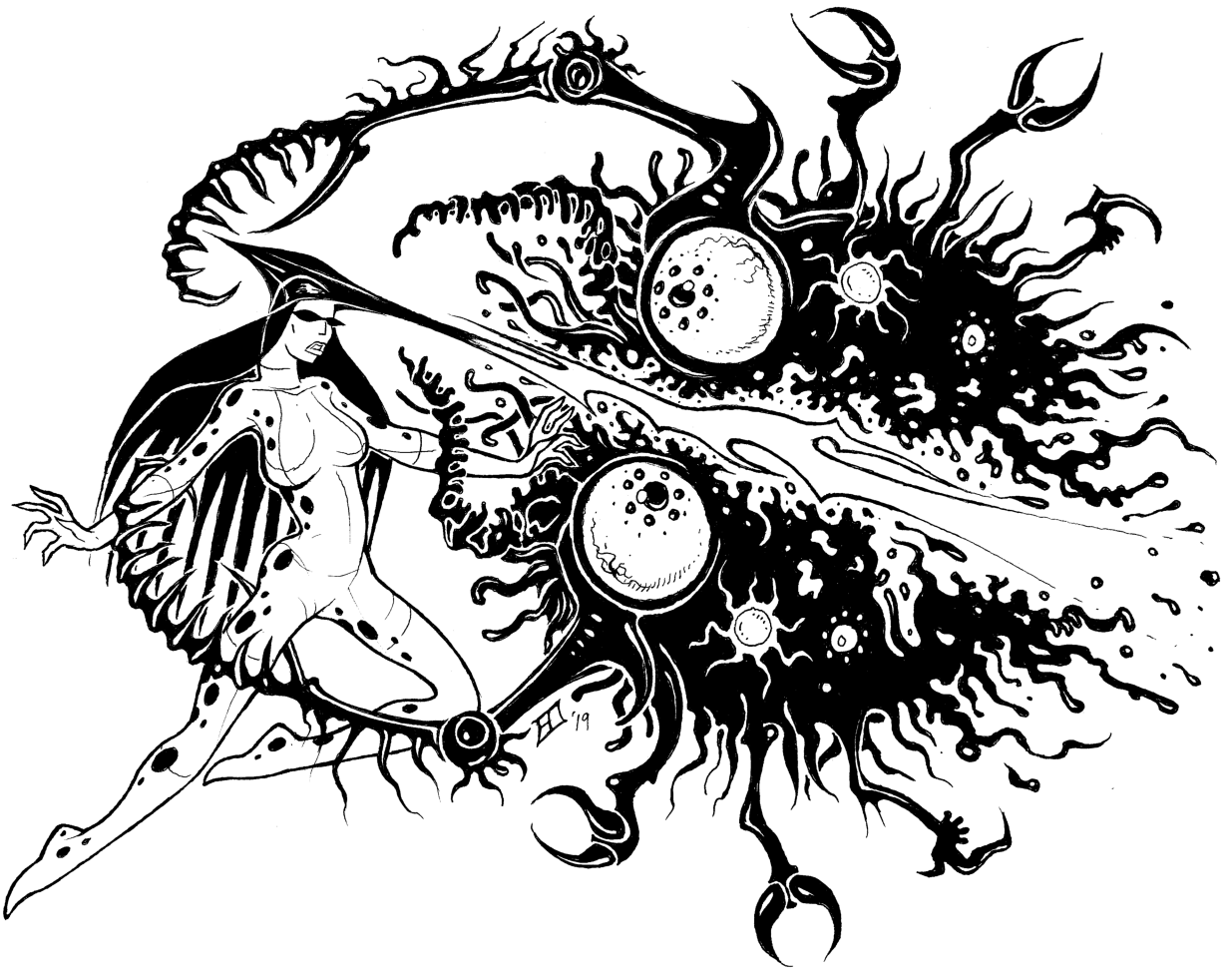
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COMPATIBLE WITH  
**DCC**  
**RPG**

Suggested for Mature Readers

# Leopard Women of Venus



**Joshua LH Burnett & Leighton Connor**

JLHB Polytechnic  
Spandangle Press

# Credits

**Written by:** Leighton Connor & Joshua LH Burnett

**Inspired by the Works of:** Fletcher Hanks

**Additional Material by :** Anne Hunter

**Illustrated by:** Erol Otus, Matt Kish, Bradley K. McDevitt, Evlyn Moreau, Juan Navarro, Diogo Nogueira, James V. West, Joshua LH Burnett, and Leighton Connor

**Logo Designed by:** Bradley K. McDevitt

**Public Domain Images by:** Fletcher Hanks

**Edited by:** Fiona Maeve Geist (MRC) and Steve Johnson

**Layout by:** Joshua LH Burnett

**With Acknowledgment to the Works of:** Otto Binder, Leigh Brackett, Edgar Rice Burroughs, Alex Garland, Edmond Hamilton, Fletcher Hanks, Jack Kirby, Grant Morrison, Frank Thorne, Jack Vance, Jeff VanderMeer, and Basil Wolverton

**Special Thanks to:** Joseph Goodman, Eric Bloat, Alice Connor, Mike Evans, Dale French, Fiona Maeve Geist, Anne Hunter, Justin Isaac, Steve “Dollar Sign” John\$on, IvyLynn Kajander, Matt Kish, Brendan LaSalle, Jamie Noyd, Jana Riess, the Hyperboreans (Brad Black, Kent Gardner, Scott Joest, Andy Markham, Nate Ng, and Jonathan Stone), and the Porcelain Llamas (Bambi, Dieter, and Trilobite)

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# Introduction

Years ago I got a copy of *You Shall Die By Your Own Evil Creation!*, a book that reprinted a bunch of old Fletcher Hanks comics. I was skimming through a story of Space Smith, a standard Flash Gordon-style interplanetary adventurer, nothing special, when I turned a page and stopped, stunned by what I saw. Hurtling down the page at a 45 degree angle was an army of nearly identical women in spotted red jumpsuits, riding hideous lizard creatures and firing rays from cannons mounted on their heads. The caption declared, “AT TERRIFIC SPEED, THE LEOPARD WOMEN OF VENUS DESCEND ON SPACE’S SHIP, AND FROM THEIR HEAD GUNS BEGIN DISCHARGING INTENSIFIED COMET FIRE...”

That drawing packed a wallop. Something about it was almost psychedelic in the way it evoked an otherworldly sense of wonder, hinting at terrible and glorious secret truths somewhere beyond our human perceptions.

The rest of the story raises more questions than it answers. The Leopard Women of Venus capture Space and his girlfriend Dianna and take them to a cave, where they hand them over to their robot masters. Why are there robots on Venus? Why do they live in caves? Why do the robots have Leopard Women working for them, and why do they plan on turning Dianna into a Leopard Woman? The story provides no answers; Space punches some robots, runs, and escapes Venus, ready for his next adventure.

But the questions stuck with me. While part of the charm of Fletcher Hanks’s comics is that he gives you a series of bizarre images without any logical explanation, I couldn’t help but start creating my own explanation. Soon I had a backstory for Venus—the origins of the robots, the caverns, the Leopard Women. I wrote down that history and knew that I had the basis of a new RPG, one that could distill all my love of weird Golden Age comics and pulp science-fiction into one mind-melting concoction.

Just because I had that initial starting point didn’t mean I knew what to do with it. Fortunately, my friend Josh Burnett—the multi-talented writer, artist, game designer, and Fletcher Hanks enthusiast—jumped on board as co-writer. Josh brought his own absurd ideas to the table, and together we figured out how to turn this shared vision of ours into a playable game. As with all the other games we’d written, we used QAGS, the *Quick Ass Game System*, for the game mechanics. The game quickly evolved from a Fletcher Hanks homage into its own thing.



We worked for months, bouncing the text back and forth, until eventually we'd finished *Leopard Women of Venus: A Role-Playing Game Inspired by the Works of Fletcher Hanks*. Josh drew the cover and he and I did most of the interior artwork with the amazing Lindsay Hornsby contributing a few pieces. Hex Games published *Leopard Women of Venus* in March of 2011; it went on to become a bestseller, in small-press game terms.

*Leopard Women* was a labor of love for us both, but Josh and I didn't give it much more thought until 2018. We were driving back from a convention and talking about how much we liked *Dungeon Crawl Classics* (DCC). One of the things I liked most was how DCC draws inspiration from lurid, psychedelic pulp fantasy and science-fiction, just like we did when we wrote *Leopard Women of Venus*. Though we had started with Fletcher Hanks, and DCC had started with Appendix-N, the resulting aesthetic was remarkably similar. And, come to think of it, we'd created Venus as a nightmarish hellscape, a place with untold horrors where only the strong survive, a world of weird mystery, magic, and unknown monsters. An ideal setting, basically, for a DCC game.

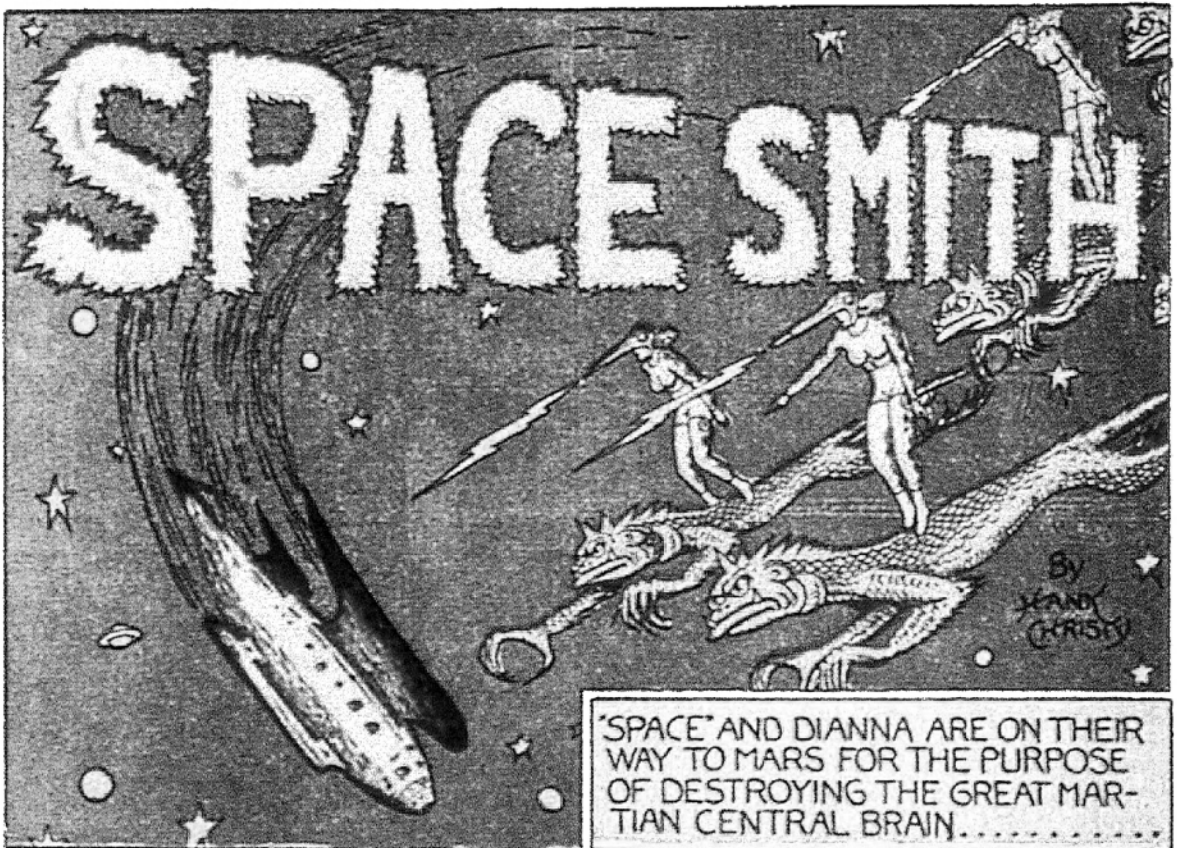
The sky opened up and a perfect formation of hideous flying saurions flew down, singing in unison: "Adapt *Leopard Women of Venus* for DCC!" And we knew we must.

We got to work converting the game over to the DCC system, adding in class descriptions, spells, patrons, and new monsters. We looked over the existing material and expanded and updated everything—from Venus's history, to the relationships among the factions, to the planet's geography. We added dozens of random tables. Everything we loved from the original version is still here, polished and improved.

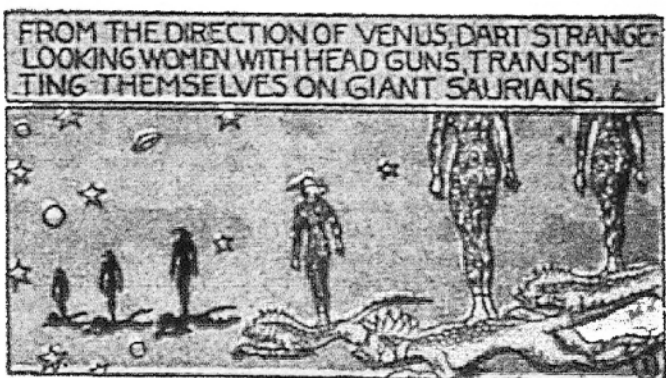
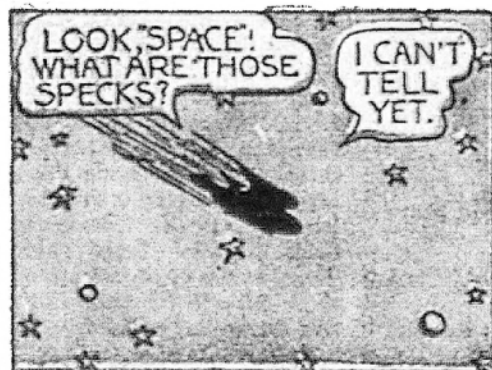
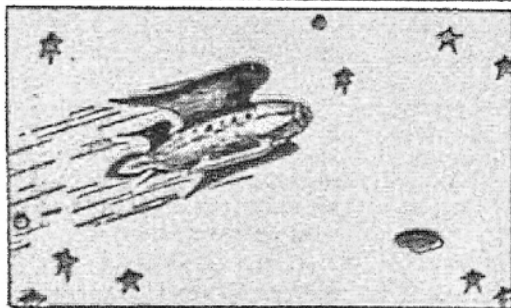
So here we are. This book spells out the history of Venus, the different human factions, and some of the many horrors populating the planet. Maybe you want to pick and choose some pieces to drop into your existing game. Perhaps you'd like your current PC group to walk through a dimensional doorway and take a short trip to Venus. Or maybe you want to go all in, start up your *Leopard Women of Venus* campaign, and see where it takes you. It's up to you, but we recommend the last option, and wish you years of memorably brain-twisting, crazed, pulp-flavored, nightmare-fueled adventures on the hell-planet Venus.

—Leighton Connor, 2020





"SPACE'S" RAY-RESISTING SHIP SPEEDS ACROSS THE HEAVENS.







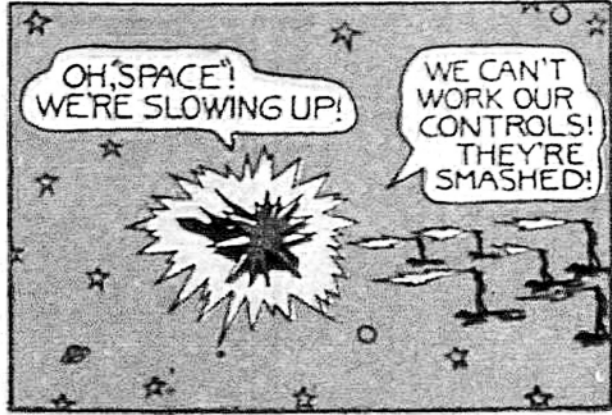
GOOD LORD!  
LEOPARD WOMEN  
ON GIANT SAURIANS!

AT TERRIFIC SPEED, THE LEOPARD  
WOMEN OF VENUS DESCEND ON  
SPACE'S SHIP AND FROM THEIR HEAD  
GUNS BEGIN DISCHARGING THEIR IN-  
TENSIFIED COMET FIRE. . . . .



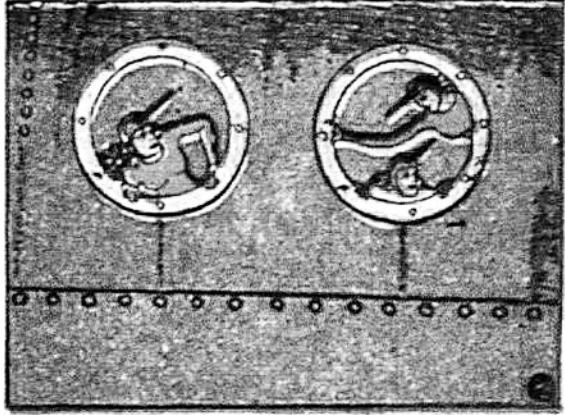
AS THE COMET FIRE BURSTS ALONG-  
SIDE "SPACE'S" SHIP, THE LEOPARD  
WOMEN GUIDE THE SAURIANS TO THE  
VENTILATION PORT-HOLES. . . . .

"SPACE" AND DIANNA ARE STUNNED  
BY THE EXPLOSIONS — THE LEOPARD  
WOMEN LEAVE THE SAURIANS AND  
SWARM INTO THE SHIP. . . . .



OH, "SPACE"!  
WE'RE SLOWING UP!

WE CAN'T  
WORK OUR  
CONTROLS!  
THEY'RE  
SMASHED!



## PROLOGUE

Somewhere out near the sun, Sam “Space” Smith’s bright red, ray-resisting rocketship speeds across the heavens. Space leans back in his plush seat, upholstered with real Earth leather. His right hand firmly grips the steering wheel. His left arm is wrapped around his girl Dianna. He listens to the thrum of the hydrogen-powered pulsar drive and, for the moment, he is content.

Not long ago, Space and Dianna were on the surface of Mars, fleeing the mad scientist Skomah VIII and his Imp Men. The scaly green monstrosities had outnumbered them but, once again, Space had proven that a ray gun and a solid right cross will get a man out of most tricky situations. Afterwards Space and Dianna thwarted Skomah’s plan to destroy the Earth and now they are on their way back to Mars to end the madman’s rule once and for all.

Though his life sometimes seems to be a non-stop barrage of action, Space enjoys the quiet moments most of all. He finds peace gazing out into the void of space. Because of this, he can’t help being slightly annoyed when Dianna breaks the silence.

“We’re surely moving, Space!” she says. “There’s the planet Venus already!” She points toward a blue dot off to port that grows bigger by the second.

“Yes!” he says, his annoyance already forgotten. He enjoys the light in Dianna’s eyes, the enthusiasm she brings to each new world they visit. “We’ll go over there some time and see what kind of people are on it.” He hopes she won’t hold him to this, because he has no desire to ever go to Venus. What little he has heard about the place leads him to believe it’s some kind of insane tropical hell.

A light on the console flickers. Space’s eyes dart to the radar display. Ten unidentified objects speed rapidly toward them.

“Look, Space!” Dianna says. “What are those specks?”

“I can’t tell yet,” Space says, squinting at the read-out. The picture becomes clearer, but he stares even harder, trying to make sense of what he sees. Coming from the direction of Venus are women in red, spotted jumpsuits, wearing head guns, standing on spiny lizard men. Suddenly, Space remembers a terrifying legend he once heard about the most dangerous inhabitants of Venus.

“Good Lord!” Space cries. “Leopard Women on giant saurians!”

At terrific speed, the Leopard Women of Venus descend on Space’s ship, and from their head guns begin discharging their intensified comet fire...



## WHO WAS FLETCHER HANKS?

The preceding scene appeared in 1940's *Fantastic #3*, and was written and drawn by Golden Age comics great Fletcher Hanks. Fletcher Hanks produced bizarre and memorable work in the earliest days of American comics. His work is boldly drawn, frequently ugly, and strangely fascinating. Hanks only worked in comics from 1939 to 1941, but during this short time he created Stardust the Super Wizard, a terrifying superman from the stars; Space Smith, a futuristic adventurer; Big Red, a lumberjack; Fantomah, the first super-powered comic book heroine; and more.

Even though Hanks worked within the common genres of the time, he approached his subject matter from an odd perspective. Stardust, for instance, was clearly Hanks' take on the newly popular Superman. Like Superman, Stardust is superhumanly powerful and devoted to fighting evil. But while Superman is greeted with cheers by an adoring public, civilians likely scream in terror at the arrival of Stardust. Stardust watches Earth from his faraway laboratory in outer space. Then, when he sees people on Earth commit evil, he swoops down, grabs the perpetrators, and inflicts terrible punishments on them. Judgment is his primary concern, not protecting the innocent or preventing atrocities from happening in the first place. Though Hanks uses the visual language of superhero comics, his stories come across more as apocalyptic tales of evil, disaster, and cosmic retribution.

Almost nothing was known about Fletcher Hanks until 2006, when comic book historian Paul Karasik tracked down Fletcher Hanks Junior. Fletcher Hanks was, according to his son, a raging alcoholic and an abusive father. Hanks allegedly abandoned his family around 1930, and died homeless and alone on a park bench in 1976.

While it may be true that Hanks was an awful person, he left behind some fascinating comic books. The original comics—issues of *Fantastic*, *Fight*, *Jungle*, and *Planet*—are extremely rare and require quite a bit of time and money to track down. Fortunately, stories by Hanks are available on the Internet and in a number of high-quality collections. You can find samples of Hanks' work in *Supermen! The First Wave of Comic Book Heroes 1936 - 1941*, edited by Greg Sadowski and published by Fantagraphics Books, and in *Art Out of Time: Unknown Comics Visionaries, 1900 - 1969*, edited by Dan Nadel and published by Abrams. The entirety of Fletcher Hanks' work is reprinted in *Turn Loose Our Death Rays and Kill Them All!*, edited by Paul Karasik and published by Fantagraphics.

*Leopard Women of Venus* is inspired by the previously mentioned six page story from *Fantastic #3*. You don't need to read that story to enjoy this book but we urge you to read it anyway because it is amazing.



# Chapter 1: Welcome to Venus

## HISTORY

While Venus is over 4 billion years old, almost nothing is known of its history before humans first arrived. Occasionally an impossibly ancient artifact surfaces, hinting at a civilization predating humankind. Nothing is known about these hypothetical Venusians. Unfortunately, Venus's current inhabitants are too preoccupied fighting for survival to devote time or energy to archaeological study.

What follows is an overview of Venus's recent history, as known by the human population's educated members.

## THE FUTURE!

Humanity has spread out toward the stars, transforming and colonizing planets across the galaxy, but has never forgotten where it came from. Though Earth is past its prime and overcrowded, it is still home to billions of humans. Most humans have moved past the concept of "religion," embracing instead concepts like "science" or "substance abuse." Still, if one knows where to look, true believers can be found.

One hundred and fifty years ago a man named Booker "Bible" Briggs united the fringe-dwelling religionists of New America City and forged them into a movement. Briggs wanted nothing less than a Great Awakening, a return to a Biblical society, and an end to secular authority. Despite his best efforts, Briggs found himself unable to make a difference. Society was too decadent. His only hope, he realized, was leaving Earth and building a true God-fearing utopia elsewhere.

Bible Briggs had access to a rocketship, the *Napier*—an older model, incapable of leaving the solar system. The Moon was heavily colonized and Mars was ruled by the science-criminal Skomah, so Briggs turned his attention to Venus. In those days no human could set foot on Venus, thanks to the intense pressure, extreme heat, and poisonous atmosphere. But one of Briggs's most ardent followers, an inventor named Spando Polanski, insisted he could change all that.

Spando Polanski had long felt rejected by the scientific establishment. He proclaimed that he had a mandate from God to transform the sweltering deserts of Venus into a lush paradise. He would do this, he explained, with his Bio-Ray Device. Some of Briggs's followers suggested that the Bio-Ray Device needed more testing. Briggs insisted that this adherence to "the scientific method" showed a distinct lack of faith; they must trust in God to provide. Around that same time Bible Briggs's political activities—which blurred the line between "protest" and "terrorism"—attracted the attention of the authorities, which likely encouraged him to step up his timetable.



## PILGRIMS' PROGRESS

One hundred and forty-five years ago the Pilgrims, as Briggs and his followers became known, set out for Venus aboard the *Napier*. Like their spiritual forefathers from centuries earlier, they intended to build a paradise in the New World's "savage wastelands"—and, like those long-ago Pilgrims, they were in for a massive disappointment.

After a long and grueling voyage, the Pilgrims arrived in orbit around Venus. The Bio-Ray Device would take time to work and would require a tremendous amount of energy. Fortunately (or, as Briggs would say, as a sign of God's plan), Venus was rich in Compound-N, a rare substance that would provide enough energy to transform a dozen planets. The Pilgrims sent a team of robots down to the planet's surface. These robots had been specially designed by Spando Polanski to function in Venus's harsh climate. They set to work excavating Compound-N. When they had amassed a sufficient supply, they loaded it into the Energy Conversion Chamber and activated the Bio-Ray Device.

For weeks the Device bathed the planet's surface in its eerie purple rays, until Venus was capable of supporting human life. The temperature dropped. Plants sprang up and converted the atmosphere's carbon dioxide into oxygen. The Pilgrims sent down a small craft containing animals they brought with them. An ecosystem began to form.

Though the transformation was incomplete, the Pilgrims had been confined in their rocket for months and were eager to set foot on their new home's soil. After they landed, they ate a celebratory meal. Bible Briggs declared they would feast again on this day, every year, in memory of their arrival at their new home. Then he blew up the *Napier*, because his people would never have any reason to leave.

No one knows exactly why it all went wrong. Most likely Spando Polanski failed to account for the effects of Compound-N—an unstable, unpredictable, and untrustworthy substance. While it powered the Bio-Ray Device, it also subverted it, warping its effects, creating changes far beyond those intended. Or perhaps Polanski simply programmed the Bio-Ray Device incorrectly in the first place; he had never received any formal scientific training, after all. Or maybe it was all God's will.

The changes were small at first. Shortly before the first anniversary of the Pilgrims' arrival, a cow with six rows of pointy teeth devoured a child. Then, the killer chickens took to the air. Lions began breathing fire. Bible Briggs ordered the Bio-Ray Device turned off but the changes continued.



# Briggs



LC

## THE GREAT SCHISM

No longer a desert, Venus had become a sweltering jungle, a wet nightmarish landscape filled with incalculable dangers. Morale was low, but Spando Polanski offered a solution—in his explorations he had discovered a vast underground cavern system. The caverns offered shelter from the extreme heat, unpredictable weather, and vicious creatures of the surface world. He proposed that the community build a permanent settlement in the caverns as soon as possible.

Bible Briggs rejected the idea. He knew his people blamed him for their misfortune, so he passed the blame onto Polanski. If Polanski had only programmed the Bio-Ray Device correctly, he said, they would be living in a natural paradise, a new Eden. There was no way he would take Polanski's advice now, especially when it meant retreating belowground.

Polanski had been Briggs's most devoted follower. Now that his leader had turned on him, Polanski grew furious. He denounced Briggs as a false prophet, claiming that God was punishing them all for Briggs's sins, and gathered his own followers. Within a week, the Pilgrim community had split in two. Roughly half stayed on the surface, while the other half went below ground.

The settlers above ground began work on a city. They called it Otram, a name that came to Briggs in a dream. Briggs boasted it would someday be the mightiest, most beautiful city in the galaxy. Every day his followers labored, through miserable weather and frequent beast attacks, to make this dream a reality. Others, disgusted with Briggs's leadership, set off into the Jungle or mountains, to make their own settlements. Most of these splinter groups did not survive long.

Polanski's followers, meanwhile, had discovered life was much more pleasant underground. The caverns were open, airy, and almost comfortable. Veins of Compound-N in the rocks provided natural luminescence. There were pools of clean water and few predators.

Polanski set up a lab and got to work finding ways to help his people. He modified five of his robots into Science Robots—capable of independent thought and programmed with extensive scientific knowledge, so they could aid his work. With their help, Polanski gifted his people with all the comforts that science could provide.

Everything went smoothly until the Compound-N poisoning set in, manifesting mainly as paranoia with occasional psychosis. Because Polanski worked so closely with the strange substance, he underwent a radical transformation. His head swelled to enormous size, until he was confined to a chair with a head brace. He continued to work but relied more and more on his Science Robots.

On the surface Bible Briggs continued to lead the people of Otram, until his sudden and unexpected death of a heart attack while ministering to six young female followers in various stages of undress. His death launched a power struggle which soon turned bloody. After weeks of carnage, Bible Briggs's son Barnabus emerged as Otram's ruler. Barnabus did not share his father's belief in the Bible and old-Earth Christianity—in his view, this harsh new world needed



harsh new rules. However, he realized that he could exploit the colonists' religious beliefs as a tool of societal control. Barnabus conspired with his smarter, younger brother Benedictine. Over the course of a week, fueled by ambition and moonshine, they created the *Revelation of the Blood of Briggs* (more commonly called the *Briggs Bible*). This new Bible was loosely based on the original, excising the parts about charity, humility, and forgiveness, replacing them with screeds about personal ascendancy, blood ancestry, and the rule of strength. The Briggs family featured prominently in this new Bible, presented as a messianic bloodline.

The brothers revealed the new "Word of God" to the people of Otram, who were broken, demoralized, and eager for purpose and (more importantly) someone to blame for their misfortunes. Barnabus surprised both the gathered crowd and his brother when he took up his hammer and struck Benedictine's head from his shoulders. Anointing himself and the crowd with the "holy blood of the first and most gracious sacrifice," Barnabus Briggs rallied his people around a common goal: killing the heretic Polanski and his followers.

### **WAR!**

The trackers of Otram soon located Polanski and his cave-dwellers, and Barnabus Briggs wasted no time in attacking. Polanski's Security Robots repelled the first attack, but not before surface-dwellers invaded the laboratory. Polanski himself was mortally injured. The Science Robots acted swiftly, removing Polanski's brain and uploading his consciousness into a supercomputer. Though the mind of Spando Polanski technically lived on, it was now too preoccupied with larger concerns to provide leadership. The Science Robots announced Polanski's death and assumed full authority over the Caverns.

Over the next few months, the surface-dwellers continued attacking the Caverns. The Security Robots were able to hold them off, but casualties were rising. The Science Robots reassessed their situation. They were programmed to defend the humans in the Caverns and, they decided, this would be easier if the humans were subservient to the Science Robot's will. By carefully deploying addictive drugs and behavior modification techniques, the Science Robots rapidly rendered the human population docile.

What they needed now was a superior fighting force. The first experiments in applying Compound-N to human subjects yielded nothing but grotesque abominations. It was a human scientist, Barbara-Sue Fletcher, who made the breakthrough discovery. By combining surgical procedures, irradiated leopard blood, and small doses of Compound-N, she believed she could create super-soldiers. The Science Robots were skeptical but allowed her to become the first test subject for her procedure. The procedure worked better than anyone anticipated and Barbara-Sue became the first Leopard Woman.





The process made Barbara-Sue stronger, faster, and more savage, and empowered her with a type of bio-energy later called “prana,” which she could now broadcast through a specially-designed helmet. Unfortunately, the procedure also wiped her memory—she no longer recognized any of her friends, remembering only her loyalty to the Caverns. The Science Robots saw this as a bonus. They immediately began producing Leopard Women.

The Leopard Women, armed with comet-fire helmets and riding flying saurians, met the surface-dwellers’ next attack. With Barbara-Sue as their captain, the Leopard Women not only defeated the attackers but slaughtered them, ripping them to pieces and then incinerating the pieces. Still drenched in their attackers’ blood, the Leopard Women stalked them back to Otram. They ravaged the city, killing ten Otramites for every cave-dweller who had died in the attacks. They murdered men, women, and children, leaving their bodies to rot in the streets. They blew up buildings and set fire to the Governor’s Mansion. Then they returned to the Caverns.

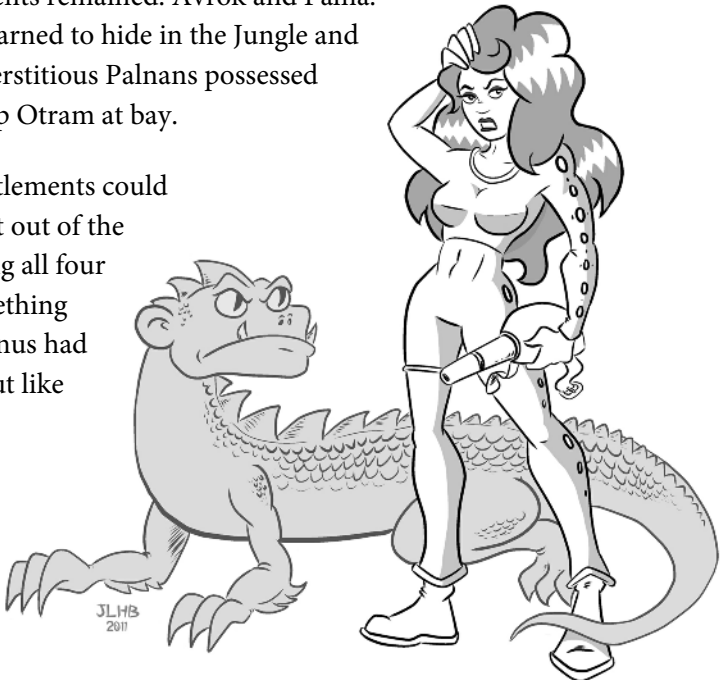
Soon afterwards, Barnabus Briggs called off his war.

**PAX VENUSINUS**

While tensions remained high, representatives from the two societies negotiated peace. According to their new agreement, the people of Otram would stay away from the Caverns and the people of the Caverns would keep out of Otram. Both sides hoped to have nothing to do with each other ever again.

The people of Otram still needed a target for their hate, so Barnabus Briggs declared war against the dozen splinter communities. The Otramites gleefully slaughtered these “outsiders”, until only two other human settlements remained: Avrok and Palna. The ophiophilistic Avrokians had learned to hide in the Jungle and elude Otram’s scouts, while the superstitious Palnans possessed technology advanced enough to keep Otram at bay.

Before the bloodshed among the settlements could intensify, a new wave of terror swept out of the Jungle. Giant Spiders began attacking all four human communities. This was something new; in the past, the monsters of Venus had been savage but mindless, lashing out like beasts. The Giant Spiders, though, attacked with purpose, targeting the human communities’ most vulnerable positions.



Soon humans learned the Giant Spiders received their orders from the Hideous Spider Priests, who in turn served Webra the Spider Queen. Webra did not discriminate among the different settlements—she wanted to raze them all, claiming all surviving humans as her subjects.

With these fresh horrors dedicated to their annihilation, humans could no longer afford to war against one another. Though it pained them to do so, the leaders of the Caverns, Otram, Avrok, and Palna met and signed the Great Human Treaty. As with the earlier agreement between Otram and the Caverns, the societies pledged mutual non-aggression, but this time they also agreed to collaborate against joint threats.

The next time the Giant Spiders came, the combined might of the Leopard Women and Otram's Berserker Brigade wiped them out. More Spiders came, more battles were waged, until the human forces finally repelled the Spiders' onslaught driving them back into the Jungle.

### AND SO...

More than 40 years have passed since the Great Human Treaty was signed. In that time it has been tested but never openly violated. The human colonies maintain regular communication, and each colony sends delegates to the recently-formed Humanoid Coalition. This does not mean, however, that the old animosities have died out—each faction continues to hate and distrust the others. This distrust is well-founded, since each society still plots against the others. The only thing keeping the Treaty intact is the simple fact that life on Venus is horrible.

Despite the Treaty, cultural differences have intensified. The people of Otram have grown more and more savage, battling against the inhuman beasts in the wilderness and each other, and losing most of the science and learning they brought to Venus. The Science Robots' society in the Caverns has grown more rigid and repressive, as new generations are indoctrinated into the caste system from birth. The people of Palna's belief systems have gotten ever more labyrinthine and demanding. The Avrokians, meanwhile, have grown sybaritic as they distance themselves from humanity.

Monsters overrun the planet. Webra and her Hideous Spider Priests continue to plot and scheme. New and terrible threats arrive from space and sometimes from deep within the planet itself. In the midst of all this chaos, fighting to stay alive is a full-time struggle for all the people of Venus.

## **WELCOME TO VENUS!**

Venus is a savage, primordial planet, with only a few small pockets of civilization (or what passes for it) carved out by human settlers. The vast majority of Venus remains unexplored, and no human settlement is more than a couple of days travel from another. This close proximity to bitter rivals and enemies doubtless contributes to the violence and animosity between the different factions.



Venus is a hot, moist planet—a tropical hell. Temperatures rarely drop below 80°, even at night, and often reach 120° in the nastiest places. Dense jungles cover most of the surface of Venus. There are no known oceans, but there are numerous lakes and rivers scattered across the rolling landscape, leading to fetid swamps in the lower areas. The people of the Caverns and Palna retreat from the heat in their caves and tunnels and the jungle folk of Avrok run around half-naked, while the oppressive heat just makes the people of Otram all the meaner.

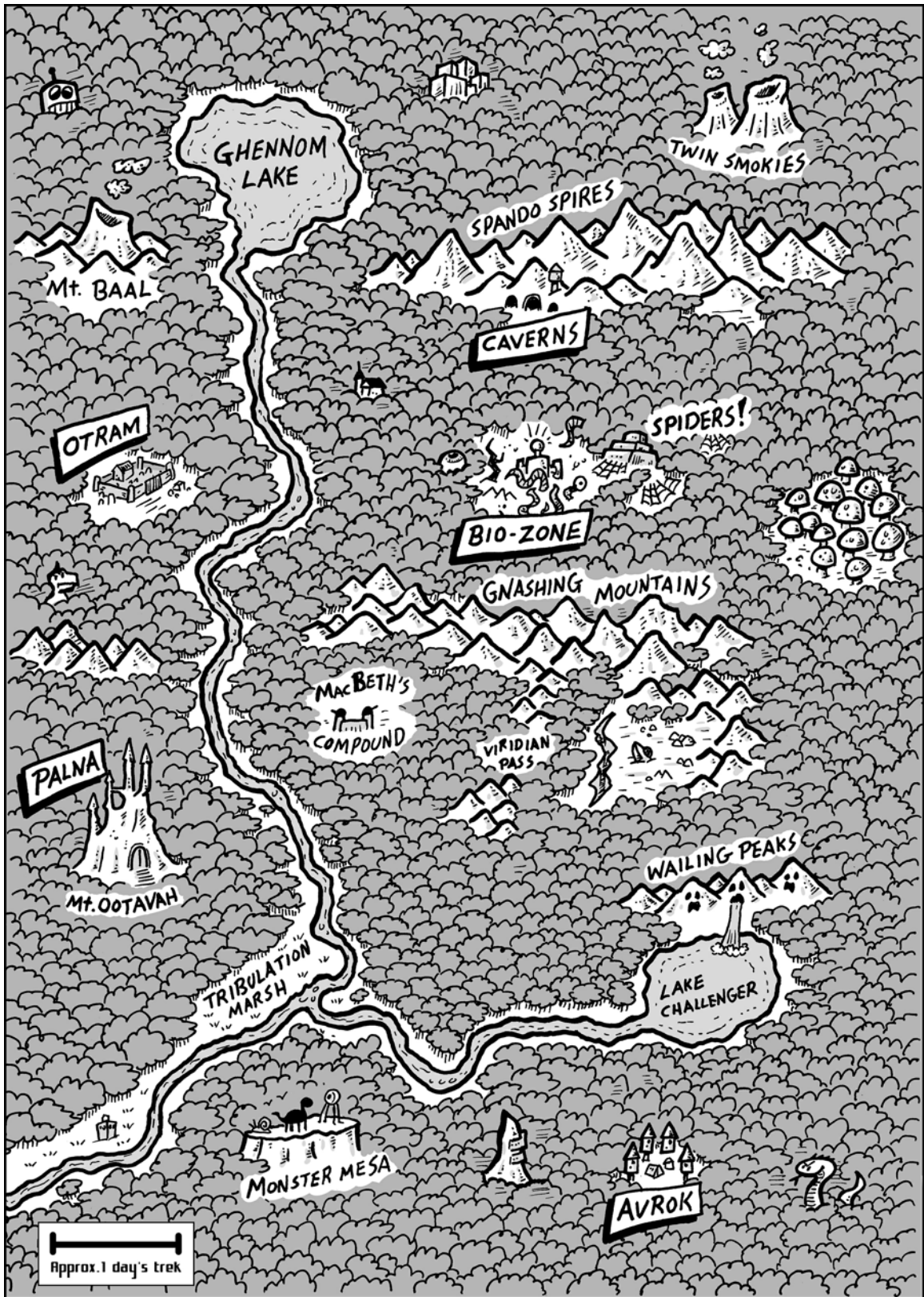
The rotation and orbit of Venus is quite different from Earth's. A Venusian year lasts 224 Earth days. The Venusian day, however, lasts approximately 112 Earth days. So, within one year, the sun rises and sets only twice. That's 1,344 hours of withering, tropical heat as the sun travels west to east in the pale lavender sky, followed by 1,344 hours of jungle night, haunted by primordial beasts. The human settlers have adapted to this new environment with no small difficulty.

Venus is seismically active, and venusquakes are a constant threat to the Cavern folk. Only constant vigilance and strict repair schedules keep the tunnels stable. Most of the Venusian landscape is given over to massive basalt mountains and rolling hills. The only large, flat areas are atop the occasional ancient mesa or plateau. Dozens of volcanoes dot the planetary surface, though many are inactive. The mineral-rich, volcanic soil of Venus is extremely fertile and hundreds of thousands of varieties of plants and fungi thrive in the swamps and jungles. Crops and orchards would grow well here, if any of the human civilizations were prone to farming (they are not).

Much of Venus remains unexplored—Venusian maps are filled with the disjointed reports and confused scribbles of lone explorers, many of whom were insane upon their return. One can only speculate upon the veracity of their bold claims. Far to the south lies a vast ocean, not of water, but of tar. Its black, toxic tides wash up on shores of shattered bone, or so says “Malisonic” Molly-Bethany, an unfortunate Leopard Woman scout. To the north, reports Otram's Big Red Jackson, lie ancient, shattered cities that seemingly predate the *Napier*, filled with stone monuments carved into hideous and uncanny forms not unlike men. To the east, according to Palnan cartographer Jakob Easterlindt, rises Lucifer Ridge. This line of jagged volcanoes constantly spews fountains of lava that flow into glowing red rivers, carving the scorched Venusian land with weird geometric patterns. Far into the western forest, the uniformly-insane Weirdharrow tribe of Avrok reports, dwell trees that walk like men and whisper the names of ghosts from outer space.

Very few people believe these sorts of things—but that hasn't kept the brave, the bold, and the foolish from setting out to find the truth for themselves.





# Known Venus

# Chapter 2: The World Below

*In the Caverns, peace is found,  
All happy folk live underground!  
Surfacers toil their lives away,  
Burning in the light of day.  
Otram folk are unhappy slaves,  
I'm lucky to live here in these caves!*  
–Traditional Cavern work song, author unknown

## THE CAVERNS

When Spando Polanski colonized the Caverns, he divided them into clearly defined sections: Sleeping Caverns, Feeding Caverns, Recreation Caverns, Procreation Caverns, and Experimental Caverns. Polanski's lab is located in the Experimental Caverns, as is the Surgery Cave where Leopard Women are created. Since Polanski's time, the human population has greatly increased, so more and more sections have been added. Now the inhabited areas of the Caverns are divided into a section-numbered grid. A Cavern citizen would say, for example, that they hail from Cave 17 in Tunnel 229.

The tunnels of the Caverns vary wildly in appearance. Some areas are nearly deserted, containing only rocks, moss, and the occasional puddle, while others contain hundreds of citizens and boast gleaming metal corridors and large public squares. There is artificial lighting and air purification throughout the Caverns.

The Caverns themselves are a winding labyrinth extending miles beneath the surface. Not even the Science Robots have mapped all of the complex's twisting branches.

### CAVERN CASTES

Humans in the Caverns live much like ants. When the Science Robots assumed rule, they established a rigid caste system. Whenever a Cavern-born human reaches 6 years of age, the Science Robots conduct a number of medical, social, and psychological tests to assign them a caste. Training and education begins immediately and the human will, in most cases, remain in that caste for life. Everyone has a job and knows their place in society. Under the Science Robots' guidance, Cavern society runs as smoothly as precision machinery.

Atop the caste system sit the Science Robots. Polanski technically outranks them but, since his cybernetic consciousness is uninterested in day-to-day operations, the Robots bear the burden of absolute leadership. The Science Robots dictate their orders to the **Administrators** (scientists, engineers, tacticians, and others who perform intellectual, emotionally detached jobs) who make sure the lower castes complete their assigned tasks.



Beneath the Administrators sits the **Warrior** caste: *soldiers* who defend the Cavern from mundane enemies, *Rangers* who scour the jungles for food and game, and *Hunters* who patrol the Caverns' deeper tunnels and kill wayward mutants and other beasts. Warriors are trained in all manner of martial techniques and conditioned to be brave and loyal. Only the Leopard Women are more deadly.

Under the Warriors are the **Citizens**, tradesmen and skilled laborers such as weaponsmiths, carpenters, and machinists. This caste also includes cave farmers who grow the Caverns' food supply (underground vegetables, fungi, and algae).

The Caverns' lowest are **Drones**, unskilled laborers like miners and factory workers as well as cleaning staff and menial office personnel. Drones work long hours for little reward, generally ignored by the higher castes.

There are only two ways a Cavern dweller's caste might change: becoming a Leopard Woman, or by distinguishing themselves through service with the Humanoid Coalition (see page 60). Obviously, only the best and the brightest are chosen as Leopard Women, so most who wish to change their station sign up for Humanoid Coalition service.

Wishing to change caste is, in a way, questioning the Science Robots' wisdom—and the Science Robots do not fully endorse the Humanoid Coalition's actions—so why do they extend this offer? Some say that it is simply a ploy to weed out possible malcontents by sending them on suicide missions, but those are probably seditious Fifth Column rumors.

### **THE FIFTH COLUMN**

Not everyone is happy with their place and position under the Science Robots' benevolent leadership. These malcontents form a secret society known as the **Fifth Column**. These anarchists covertly sow discord and sedition among the happy Cavern citizens via propaganda and disinformation. The Fifth Column also bombs administrative chambers, burglarizes armories and laboratories, and commits other acts of terrorism and espionage.

Few people outside of the Fifth Column's inner circle know that they're secretly funded by Otram. Briggs's agents funnel weapons and equipment to Fifth Columnists. In exchange, members of the Column weaken Cavern society from inside and provide Otram with valuable intelligence. Rooting out Fifth Column members is one of the Leopard Women's most important duties.

### **LEOPARD WOMEN**

Now and again, a Cavern-born woman shows unusual courage, resourcefulness, and independence. Such individuals may be chosen by the Science Robots to become Leopard Women! These elite warriors may be recruited from any caste. Chosen humans are brought to the Operating Cave in the Experimental Caverns and subjected to a mixture of Compound-N and irradiated leopard blood.



The Leopard Women of Venus are a study in contradictions. Though they are, by nature, fiercely independent, they are loyal to their Science Robot masters. While fierce warriors, they are warm and friendly to one another. While almost bestial in combat, they are often highly intelligent.

The transformation process makes subjects harder, better, faster, and stronger, but it also causes Leopard Women to forget most of their previous lives. Foggy memories occasionally filter back in dreams or during times of stress or excitement. While their former family is supposed to cease all association, occasionally there is drama and other unpleasantness. Leopard Women exist totally outside of the caste system. They take orders directly from the Science Robots and, occasionally, their designated representatives among the Administrators.

Leopard Women sleep for 3-6 hours at a time (humans on Venus generally still live on an Earth schedule, treating each 24 hour period as a day) and eat mostly raw meat. When they are not eating or sleeping, they are training or on assignment. Leopard Women train for hours each day to hone their skills so they can effectively protect the Caverns.

Leopard Women's tremendous abilities do not come cheap. By harnessing their bodies' innate prana, Leopard Women burn themselves out quickly—no Leopard Woman has lived past 50.

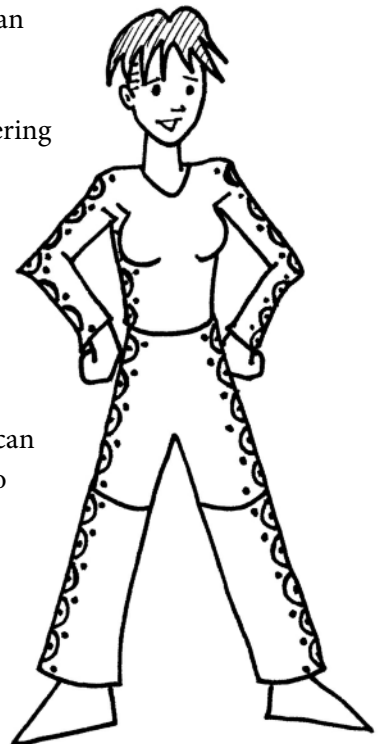
### **FLYING SAURIANS**

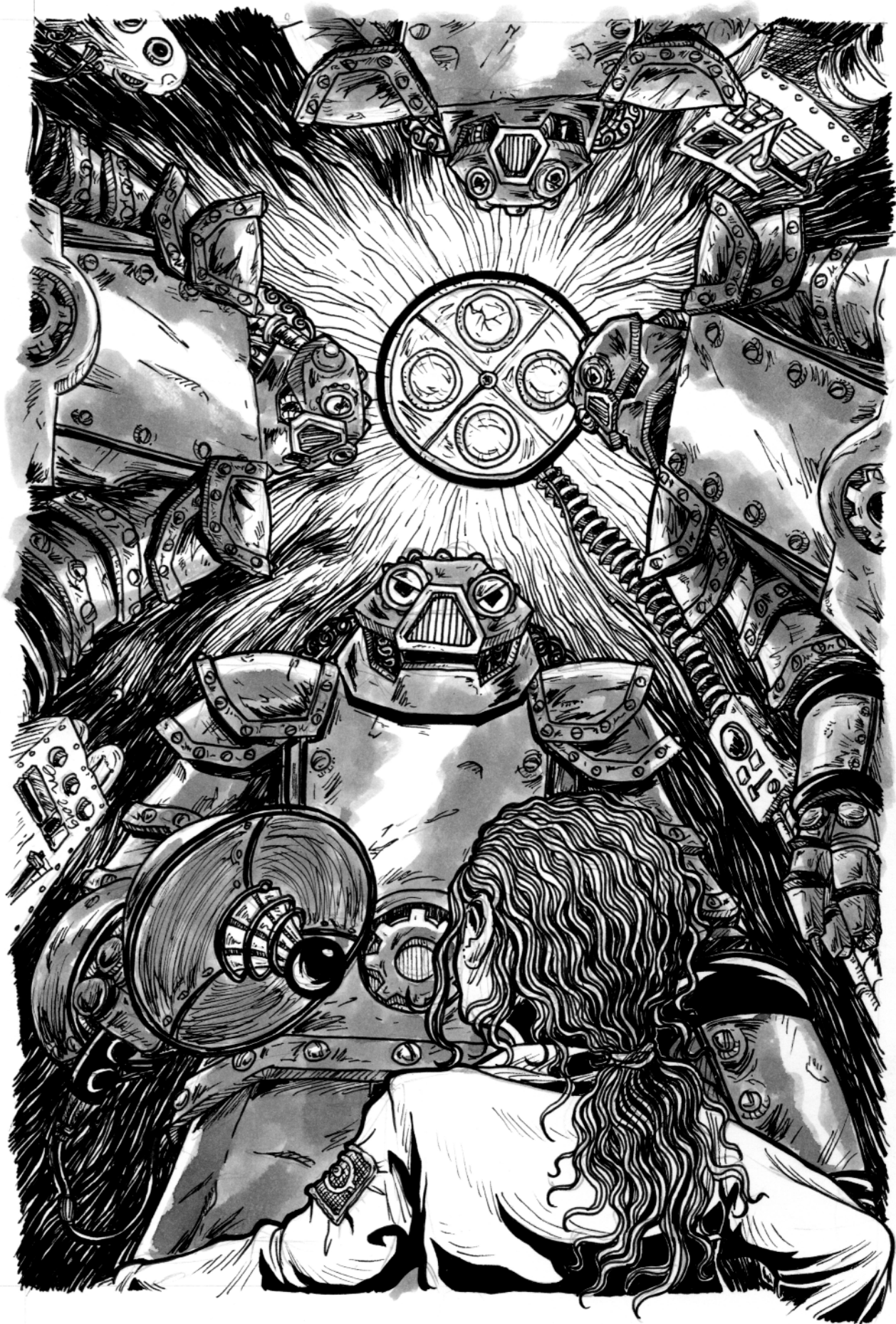
Next to the Leopard Women, the Flying Saurians are the Caverns' biological experimentation program's greatest achievement. In fact, every other attempt to use Compound-N to spark helpful adaptations has ended in disaster and massive loss of life. Careful administration of Compound-N and decades of breeding resulted in an extremely durable, useful, and loyal beast.

These reptilian creatures have long, slender bodies, gangly limbs, tapering tails, and disturbingly expressive faces. The strange chemical compounds in their blood allow them to tap into the planet's magnetic field, enabling aerial and even space flight.

The Flying Saurians serve as Leopard Women's elite mounts. Each Saurian is strong enough to carry a single person. A Leopard Woman typically stands upright on the Saurian's back with one foot on either side of the ridge that runs down the creature's spine. Flying Saurians can survive the rigors of outer space, and their psychic link allows them to extend this protection to their riders.

As soon as a woman becomes a Leopard Woman, she forms a psychic link with the Flying Saurian pack. Leopard Women and Saurians spend a great deal of time together, getting to know each other and strengthening the power of their bonds. With training, a Leopard Woman can mentally summon a Flying Saurian.







## **THE SCIENCE ROBOTS**

The Science Robots labor night and day to keep life in the Caverns running smoothly. They are often seen walking through the Caverns, individually and in a group. They generally keep far away from the surface and are always attended by guards—usually human guards, but sometimes Guard Robots, identical to the Science Robots but possessing only limited intelligence.

There are five Science Robots. Spando Polanski referred to each of them by color: Blue, Green, Indigo, Orange, and Violet. The Science Robots fill all five seats of the Ruling Council of the Caverns. Though the Science Robots are, in theory, equal, the others tend to defer to Orange in times of crisis. Orange is the most decisive, a fact indicating that the Robots have different personalities. No human living in the Caverns could tell you what those differences are. To them, the Science Robots are the cold, hollow voice of unquestionable authority.

Given the Science Robots have different personalities, it stands to reason they must disagree on some matters. Perhaps they even argue. If so, they do it behind closed doors. When making important decisions, the Science Robots meet in the Planning Cave, locked away behind heavy titanium doors and always guarded by Leopard Women, Guard Robots, and Flying Saurians. Rumor has it that inside the Planning Cave is a giant board covered in notes and labeled "The Master Plan" but no organic lifeform has ever read from this board and lived to tell about it.

Subversive elements view the Science Robots as evil oppressors who devalue human life. While the evidence indicates the Science Robots hold the human species in low esteem, they are programmed to defend the human Cavern-dwellers at all costs. In every action, the Science Robots must consider the impact on their human charges. Spando Polanski included complicated ethical calculus in the Science Robots' programming, allowing them to sacrifice individuals for the society's greater good. They are capable of ordering the execution of traitors, sending agents on dangerous missions, and performing experiments on living humans, but they could never kill a Cavern-dwelling human without sufficient reason. The Science Robots must consider the humans' lives and physical well-being but, for whatever reason, Polanski did not include specific instructions regarding civil liberties. The Science Robots learned long ago that freedoms only get in the way.

When not governing, the Science Robots spend their time in the Experimental Caverns.

## **FARTHER BELOW**

Deep, deep down in the Caverns, far below the Leopard Women's barracks, lurks another intelligent race: the Moglugs. The Moglugs' origins are shrouded in mystery, but it seems likely they were originally mutated humans banished from the Caverns. Moglug bodies vary wildly; centuries of Compound-N exposure transformed them into mutants without predictable characteristics. Some walk like humans, while others slither like snakes, crawl on dozens of legs, roll like balls, or fly on leathery wings.





The Moglugs live in seclusion, feeding on worms and insects and passing the days whispering strange philosophies and seditious schemes. Occasionally they send a scouting party to spy on the inhabitants of the upper caverns. They hate the humans infesting the Caverns with cold but undying passion, and patiently await the day they can claim Venus as their own.

**The Caverns Core Values:** Service, Duty, Loyalty

## WHAT DO THEY THINK ABOUT THE OTHER FACTIONS?

- **Otram** – Homicidal lunatics obsessed with the nearly-illiterate drivel they call their “holy scriptures”—their excuse for antisocial attitudes and violence. Their entire society is toxic. When the Science Robots seize Otram, they will have to rebuild everything from the ground up.
- **Palna** – Potentially a functional society, if they could jettison their superstitious nonsense and recognize that no magical man in the sky will save them. Instead, they should swear their loyalty to the Science Robots, who will reorder their society along more rational lines.
- **Avrok** – No recognizable culture, just people almost absent the trappings of civilization. They are a blank slate and could effectively be re-educated, if only they would accept the Science Robots’ generous patronage.



## WHO'S WHO IN THE CAVERNS

- **Cartmel Overton** - Head auditor of Leopard Woman bio-conversion recommendations.
- **Bethany-Anne Malkovich** - State-sponsored pop-star promoting the joys of social conformity and good citizenship.
- **Lilah Frazetta** - Guerilla artist, rabble rouser, and suspected Fifth-Columnist.
- **Alvin Sprugg** - Shapeshifting Moglug spy posing as a janitor in the administrative complex.
- **Doris-Jean Takashi** - Chief researcher in the Significantly Advanced Science department. A wizard of notable power.
- **Jonah Jupiter** - Arch-Captain of the Hunters. Starting to harbor doubts about the Science Robot's leadership.
- **Glorando Hyacinth** - Charismatic propagandist who unveils the Science Robots' latest edicts with a smile.
- **Rebecca-Elaine** - Captain of the Leopard Women, recently promoted when her predecessor died unexpectedly. Still adjusting to her role's expectations and responsibilities.

## 28 SIGHTS AND SOUNDS IN THE CAVERNS

1. A crèche attendant takes a group of children to visit the great bronze statue of Spando Polanski in Responsible Citizen Square
2. A smiling blonde woman on one of the giant public tele-screens announces that it's time for the daily Loyalty Song.
3. A dirt-caked group of mushroom farmers wheel over today's harvest for examination by a disapproving auditor.
4. A small kiosk sells officially licensed wind-up toy Science Robots.
5. The crowded corridor parts to make way for a pack of bloodied but stern-looking Leopard Women, coming back from some official mission.
6. An office worker on their lunch break surreptitiously reads a Forecastle J. MacBeth (see page 57) comic behind an accounting software manual.
7. A dissident spray-paints "DOWN WITH ROBOTS" over a video screen before being accosted by armed police officers.



8. A group of Rangers in their ghillie suits hauls a dangerous jungle beast in a rickety wheeled cage, on their way to cash in a bounty.
9. An ever-growing queue outside a public coffee kiosk stretches halfway down the passageway.
10. A team of steely-eyed maintenance workers repair a collapsed tunnel wall under the critical eye of an auditor.
11. Three black-cloaked Hunters sit on a bench and quietly discuss evidence of Spider signs in the Moglug tunnels.
12. A friendly apothecary robot offers vitamins, Benzedrine, and antidepressants to any citizen who asks.
13. A giant public tele-screen plays the grainy black-and-white music video for Bethany-Anne Malkovich's new song "Conformity Love (Is the Best Love)."
14. A massive subterranean chamber, larger than a soccer pitch, with vaulted ceilings shrouded in smog.
15. A broad, winding passageway between two larger caverns, with numerous service kiosks along each side of the corridor.
16. An almost spherical, multi-tiered cavern with stacks upon stacks of citizen apartments, connected by stone bridges and clustered around a central fountain.
17. A power-plant harnessing geothermal heat from fissures deep within the caverns. Guards keep a constant watch on the fissures, ever-alert for whatever might crawl out from the heart of Venus.
18. Technicians swap out hundreds of vacuum tubes in one of the district's massive computer banks.
19. People in masks report to work in a tunnel that has recently filled with poison gas.
20. Guard robots grab citizens from a corridor, seemingly at random, and take them in for questioning.



# Chapter 3: The World Above

*Our enemies are coming, coming here to tear us apart and eat us all. But we are not afraid. We are not afraid! We are Otram! We are Otram and we are strong! We are the strongest! And we will conquer our enemies and we will kill them all, because we are Otram! OTRAM! OTRAM!*

–Speech given by Briggs, shortly before a battle with the Giant Spiders

## OTRAM

Otram, with its thousands of inhabitants, is Venus's largest human settlement. Its wall is high and thick enough to keep the city's many enemies at bay. The soldiers of Otram provide most of the city's food by hunting, though there are small pockets of agriculture throughout the city. Food is scarce enough that most Otramites eat whatever they can get their hands on, sometimes even resorting to cannibalism. While food is limited, Otramites are never short on weapons; every citizen is prepared to defend themselves at a moment's notice.

Otram is ruled by a king known as Briggs, a large, brutal man possibly descended from Bible Briggs. While his people fight for scraps of food Briggs, resplendent in his Mansion, dines on High Earth cuisine like the fabled *cheese coney*.

The most prominent features in the city are the Barracks, Slums, Arena, and the King's Mansion.

**The Barracks** are where Otram's soldiers live. Given Otram's militaristic culture, most of the city's able-bodied young people are soldiers. The Barracks are located near the heart of the city, the area least damaged over the decades. These were once hospitals, libraries, and offices, but now are all living quarters. The most comfortable quarters go to the army's elite, the Riflemen, who are trained in the use of laser rifles, Otram's greatest weapon. The Riflemen's dwindling supply of laser rifles is guarded with religious zeal. Other soldiers have less comfortable dwellings, but all soldiers at least live in quarters that provide protection from the elements.

**The Slums** house Otram's remaining citizens: builders, healers, merchants, farmers, mothers, children, the elderly—anyone who is not a soldier. The Slums are farther from the center and closer to the wall, in areas that have been burned down, rebuilt, and torn down again over the turbulent decades of Otram's history. Some city blocks are little more than rubble. The people of the Slums bargain, cheat, trick, and fight for the least-damaged real estate. Marketplaces frequently pop up in the Slums, where nearly anything can be bought for the right price.

**The Arena** houses gladiatorial contests. Participants are generally criminals or prisoners of war, but occasionally an Otramite volunteers—a good way for a soldier to prove their fighting prowess and rise through the ranks. The Arena is Otram's main venue for entertainment; in particular the crowds come out to see warriors battle giant mutant beasts brought in from outside the city.



**The King's Mansion** has been heavily fortified over the years. It houses Briggs, his wives and offspring, the King's Guard, the Revelators, and the Machinists.

Briggs often consults his advisers, the **Revelators**. This council of 12 consists of loyal elders of the Briggsian church who cast auguries and commune with the inscrutable will of God in order to divine future actions. Though the king is born of the messianic bloodline of Briggs, he relies on the Revelators to ensure that his laws and edicts are given the proper spiritual “oomph” to appeal to Otram's unwashed masses. As some of Otram's most resourceful and well-connected citizens, the Revelators are also responsible for running the Fifth Column efforts to destabilize the Caverns.

Otram's culture prizes strength above all and holds science in contempt. Briggs himself publicly dismisses thinkers as “weaklings”—education, inquisitiveness, and self-reflection only put dangerous thoughts into a citizen's head. But Briggs knows that it's impossible to maintain, much less expand, his empire without someone to repair the laser rifles and battle wagons. The **Machinists** are a cabal of Otram's most talented engineers and smiths. While they rarely engage in research and innovation, they aren't stupid. They are unparalleled at maintaining and mimicking any technology they can examine. Any new tech captured from the Caverns, Palna, or alien visitors is quickly adapted, recreated, and absorbed into Otram's great war machine. They would very much like to get their hands on one of Palna's lightning cannons.

**Otram Core Values:** Guns, God, and Glory

## WHAT DO THEY THINK ABOUT THE OTHER FACTIONS?

- **The Caverns** – Disgusting. Make-believe warriors hiding behind scientific trickery—little more than slaves of their robot masters. They have no idea what it is to be free.
- **Palna** – They have lightning guns, which are cool. Other than that, they're uptight, superstitious lunatics, always ranting about their stupid “Stardust”—a fake god and probably a total loser compared to Briggs.
- **Avrok** – Drug-addicted, weak-minded, snake-loving savages. Still, they throw good parties and live life on their own terms. You have to respect that.





## WHO'S WHO IN OTRAM

- **Attikus Salt** - Leathery old Revelator, secretly plotting a splinter sect based on Benedictine Briggs's supposed teachings.
- **Bacon O'Shaughnessy** - Head of wall security, starting to suspect that the wall is an ultimately useless symbol incapable of repelling a concentrated assault.
- **Cagliostro Snagg** - High Castigator of a secret cabal of Satanists.
- **Grug Throgug** - War captain of the Berserker Brigade, fanatically loyal to Briggs.
- **"Wild Game" Jack Tungsten** - Trophy hunter, motivational speaker, and Head Honcho of the Trappers.
- **Tabitha Gorechutz** - A meat smuggler who procures "pork roasts" of questionable origin.
- **Big Red Jackson** - A level-headed lumberjack who values law and order and routinely settles disputes with his fists.
- **Doc Carotid** - Cheerful old grifter who sells toxic medicines and widely shares bad health advice.

## 28 SIGHTS AND SOUNDS IN OTRAM

1. The public flogging of a man accused of eating his neighbors.
2. An impromptu rugby match of unusual violence (even for rugby) breaks out in the public market square.
3. A local gunsmith promotes his new line of handguns for toddlers.
4. In the central square, a soldier is publicly branded for cowardice.
5. A group of hunters in blaze orange sit on a stone bench, pass a bottle back and forth, and talk about the giant Toothbeast they each *almost caught*.
6. A trainer leads a group of burly joggers down a muddy road, alternately shouting encouragement and invectives.
7. Three men kick another man to death for having the naked audacity to read a book.





8. Two men in long black coats covertly share cryptic (possibly Satanic) hand signs.
9. A preacher-man performs a public baptism, submerging a pock-faced youth in a trough of water “in the name of Briggs.”
10. A butcher uses a massive and well-loved cleaver to chop some lurid jungle monster’s tentacles into meal-sized portions. He wipes the back of his hand across his grimy brow and sighs contentedly.
11. Two Riflemen with elaborately-decorated laser guns pass a flask back and forth as they nervously discuss rumors of Giant Spiders testing the southern walls.
12. A group of guards roughly questions a man, asking him a series of more and more esoteric questions, determining if he’s a citizen or a Cavern spy.
13. A crowd gathers as two women outside a tavern are having a drinking contest... *to the death!*
14. Low stone buildings, very few over two-stories tall, hunched along muddy, poorly maintained streets with virtually no planning to their layout or design.
15. A massive (30’) city wall patrolled by hard-faced guards while venom-boys recoat the defensive spikes with fresh poison.
16. A man bites his lip while punching himself in the groin, over and over, to prove he can.
17. A group of young men make an old woman grovel in the mud for scraps of meat.
18. A gang of orphans sneak inside a shack, to steal food from revelers who passed out after drinking too much moonshine.
19. A beloved gladiator stabs an adoring fan who gets too close.
20. Briggs’s body-double walks the streets, greeting “his” people.





# AVROK

*Slink slink slither slither,*

*Wakka-dakka-do.*

*Hiss hiss, baby,*

*I do my snake dance for you.*

-Traditional Avrok courtship song

The people of Avrok live deep in the Jungle, far beyond the other human settlements. Avrok itself is a sprawling and hazily-defined area of land, with the only human-made structures located high in the trees. Hidden among the branches are hundreds of rickety huts, connected by webs of rope bridges. Despite having less advanced technology than Otram, Avrokians are significantly less likely to murder one another for sport, being a stable society bound by custom and ritual.

Avrokians still speak their forebears' English and can easily communicate with the other human factions but, internally, use an impenetrable dialect. The vocabulary is limited, conveying meaning through rhythm and inflection, the mellifluous cadences evoking music more than speech.

After years of jungle living, the Avrokians are Venus's unparalleled botanists and herbalists. Avrokians allegedly know how to make a hundred different healing elixirs, and ten times that many poisons. In addition to elixirs and poisons, the Avrokians have conducted extensive experiments into the effects of psychoactive and hallucinogenic substances. This is mandatory among the shamans but common among the populace; in fact, it is not uncommon for whole families to be devoured by wandering beasts while "communing with the spirits" and oblivious to their surroundings.

Their lore goes beyond plants—Avrok's shamans spend hours meditating, communing with the jungle spirits. Some of them are able to draw on the land's eerie energies and harness these forces with their will.

Many young, fit members of the community work as Harvesters, gathering edible jungle plants. Everyone is expected to contribute to collective survival. Those who are sick or infirm are still given a voice, and are tended by the able-bodied. The Avrokians place great emphasis on their elders' wisdom; according to the average Avrokian, elders lead their community. In practice, the elders are often senile, chemically altered by powerful hallucinogens, and prone to issuing cryptic and ambiguous edicts ("The bird that flies in winter, must sleep in the summer. So it is with the soul.") that create more confusion than enlightenment, leaving the people of Avrok to do whatever they think is best.

The Avrokians strive to live in harmony with the Jungle. This is impossible, since the Jungle is hostile to human life, but despite this they have formed an unbreakable bond with the enormous purple snakes they call Lorbats. Avrokians protect, feed, and care for Lorbats, and are taught from



birth to love and respect them. At 17, each Avrokian undergoes a ceremonial passage to adulthood. At the culmination of the ritual, the Avrokian seeks out a Lorbat and feeds it a special paste, driving it into a sexual frenzy. The young Avrokian then engages in sexual intercourse with the Lorbat. The Avrokians eagerly await the day that this process produces half-human, half-snake offspring. So far this has not happened.

Though Lorbats are extremely poisonous, most Avrokians are immune. Humans and snakes fight side by side defending their territory. To date, successfully—Webra the Spider Queen has never made any inroads into their land, despite dozens of attempts.

**Avrok Core Values:** Freedom, Pleasure, Transcendence

## WHAT DO THEY THINK ABOUT THE OTHER FACTIONS?

- **The Caverns** – The Caverns’ people understand community’s importance—while they may do terrible things, they still deserve pity as they are ruled over by soulless machines. Remember, it’s not their fault; they need help finding a better path.
- **Otram** – The people of Otram have forgotten the connection we all share, the debt that every living being owes to every other living being. They believe that we are all alone in life and because of this, they can never know peace or be trusted.
- **Palna** – Deeply unpleasant. They lock their minds in boxes and refuse to let their true selves out. They defy the spirit of Life Itself and spit in the face of Nature.

## WHO’S WHO IN AVROK

- **Moon River Hendrickson** - Would-be mystic who claims to be the first-and-only human-Lorbat hybrid.
- **Freedom Mountain Slingerland** - Eager young warrior who advocates for a first-strike attack against the Giant Spiders, despite the advice of his elders. Has a growing number of youths who support him.
- **Hickory Dove Peterson** - A powerful shaman who claims to have learned the secrets of jungle magic from Fantomah herself.
- **Hisstopher** - A crafty old Lorbat who speaks like a man! Politely disapproves of this whole “sex with snakes” thing.



- **Sativa Star Mikkelsen** - An exceptionally gifted young dancer whose movements allegedly tame even the Jungle's savage beasts.
- **Eagle Child Sunshine** - A crafty old herbalist whose psychoactive concoctions are said to open the gateways to the Overworld.
- **Sparkledew Honeyfeather** - The greatest warrior of his generation, nicknamed "Death Walking on Two Feet." Spends most of his time alone in quiet meditation.
- **Rainbow Ferguson** - Ancient wise-woman who is usually sleeping, hallucinating, or babbling in cryptic riddlespeak.

## SIGHTS AND SOUNDS IN AVROK

1. A drum circle with frantic bongo music and unintelligible singing.
2. An eager young groom painted in ritual henna designs before meeting his new Lorbat "bride."
3. An old man mashes a bowl of brightly colored, psychoactive fungus into paste before spreading it on his eyes and tongue.
4. Wicker huts made of woven branches, clustered around the upper branches of the sighing Vaosula Trees, connected by rope bridges and trapezes.
5. A group of youths dye clothes in garish patterns using a variety of plant-based pigments.
6. Traders lash sacks and wicker baskets full of nuts and jungle fruits to the back of long-legged strider-tortoises, to take to another settlement.
7. A shaman tends to the wounds of a young Harvester who ran afoul of a roving band of angry ferns.
8. Yelps of fear and ecstasy erupt from a small, circular tent, painted in garish colors and billowing sweet-smelling smoke.
9. A group of Harvesters share reports of Giant Spiders building something on the outer reaches of Avrok's territory. They check their bows and nervously make signs of protection.
10. A Lorbat of massive size casually devours a family of four. This is seen as a good omen.
11. A young woman paints her face to look like a skull and announces herself as a new acolyte of Fantomah.



12. A group of youths weave pukka-shell friendship bracelets to give to the people of Otram when they go to visit the city next week.
13. A young woman in a long skirt recites her 3-hour-long semi-autobiographical free-verse poem.
14. A small family home, well-hidden within the hollow trunk of a massive Garjuura tree. The inner walls weep a nutritious sap that tastes like jasmine and opium.
15. A group of toddlers climb all over a snoozing lorbat.
16. A young Avrokian girl shows a refugee from Palna how to cross a rope bridge.
17. Harvesters club a wild rutabaga to death, as the rutabaga hisses furiously.
18. An elder addresses a gathering, and nods off in the middle of an inspirational story.
19. A Lorbat slinks off into the bushes, until a teenager grabs it by the tail and pulls it back to a massive cuddle party.
20. A shaman gazes into a campfire and catches a glimpse of the Over-Spirits watching from the White Room on the Other Side.

## **PALNA**

*He is the giant golden man-god.*

*His raiment is the color of thunderclouds,*

*Trimmed with the fire of a solar flare.*

*His eyes spark with power.*

*His voice is the howl of a black hole.*

*He will destroy you.*

-Palnan "prayer" to Stardust

Palna is an isolated settlement located near the top of Mount Ootavah, the largest mountain within 10 days' travel of Otram. Though Webra the Spider Queen has repeatedly attempted to invade Palna, Palna's high altitude and its inhabitants' lightning guns have thwarted her minions.

Palna's people are simultaneously more technologically advanced and more superstitious than Otram's people. Exempting the Science Robots, they have preserved more of their forebearers' technology than any other settlement on Venus. In addition to lightning guns, they possess electric fences, dynamite, and radio transmitters. Members of Palna's scientific elite do not understand the theories behind their technology, but possess sufficient maintenance skills to keep their devices in good running order and repair them when needed.



Every member of Palnan society is focused on defending their home from outsiders. Everyone takes their shift on guard duty, monitoring the radios, checking the electric fences, or hand-cranking the lightning guns' generators. When not occupied with defense, every aspect of their lives is dictated by their elaborate belief system. A person's date of birth plays a larger role in determining their occupation than any skill. Astrologers consult charts comparing the sun's position, the weather, the time of year, and any recent omens to advise citizens on what actions they should take.

Omens also play a role in determining the membership of the Council of Six, Palna's ruling body. Appointment is for life, and when a member dies, advisors immediately locate a replacement using an esoteric system of signs and portents. Given this method, the Council of Six has previously included a pre-verbal child and an elderly woman in a coma—obviously, the quality of the Council's leadership can vary wildly. Fortunately, every time a member proves to be egregiously unfit, and people begin questioning the advisors' choice, that member tends to die suddenly in an accident.

Each Palnan performs hundreds of tiny rituals (touching a door three times before opening it, raising the left hand every time thunder is heard, etc.) daily. The Palnans' forbearers on Earth had superstitions like "Step on a crack, break your mother's back." The Palnan equivalent is "Step on a crack during an odd-numbered time cycle and your closest living female relative will suffer misfortune within the next sixteen hours, unless she does the Dance of Absolution, whereas if you step on a crack during an even-numbered cycle, she is likely to receive good news within twelve hours." This saying only applies to those born under the sign of the Horned Pig; others signs have their own specific variations.

Other communities' representatives dealing with Palnans find these rituals insufferable, but the Palnans do not care. They look down on the other communities and view them all as heathens. Still, the Council of Six reminds the citizens of Palna to be patient with the lesser societies; after all, they know not what they do, and soon they will all horribly perish in fire and blood.

The Palnans are cheerful about the coming apocalypse because they believe they have taken the necessary precautions. Every Palnese action is designed to honor a quasi-mythical sky god, "Stardust." They claim that this "super wizard" came to Earth long ago, in the 1940s, and will one day come to Venus. Their elaborate system of behavior supposedly purges them of evil, so they alone will be spared when Stardust arrives. At the top of Mount Ootavah, in the most heavily defended location in Palna, is a massive radio tower. The people of Palna are constantly transmitting messages into space, begging their super wizard to deliver them from evil.

**Palna Core Values:** Constancy, Prudence, Industry







## WHAT DO THEY THINK ABOUT THE OTHER FACTIONS?

- **The Caverns** – In many ways the people of the Caverns give the impression of a prosperous and advanced society, but do not be deceived—they are all pawns of their Science Robots. They laugh at Stardust now. Come Judgment Day, their laughing will cease.
- **Otram** – Heretics, true, but also very stupid. Otramites appear dangerous, until you realize that they are easily manipulated and make excellent cannon fodder.
- **Avrok** – True sinners in the eyes of Stardust. Their ways are carnal, licentious, and amoral. Stardust’s cleansing fire will wipe away every trace of their decadence.

## WHO’S WHO IN PALNA

- **Saturnus Jale** - Noted mystic who sees Stardust in his dreams.
- **Frofrick Ladipo** - Chief engineer of the mining and mechanical operations that keep the mountain’s clockwork and pneumatic elevators working.
- **Ashtabula Witterstadt** - Head Panoptician at the Mount Ootavah Observatory who has seen things in space so distressing that they’ve never been entered into official reports.
- **Pendlesmythe Ng** - Arcano-smith who’s been working for 25 years trying to recreate Stardust’s star-metal armor.
- **Midian Q. Applebaum** - The High Sheriff, a fierce old flagellant whose scarred back is tougher than leather. A merciless proponent of Law who doles out punishments “befitting the guidance of Stardust.”
- **Reverend Elektra Commonwealth** - An ambitious young vicar who delights in terrifying children with stories of horrific judgement.
- **Parris Putnam** - The famously corrupt Chief Inquisitor of the Committee for Rightful Action, always ready to dole out or reign in judgments based on who’s paying the bribe.
- **Anya Khoury** - An 8-year-old member of the Council of Six, who is generally thoughtful but sometimes throws tantrums during meetings.

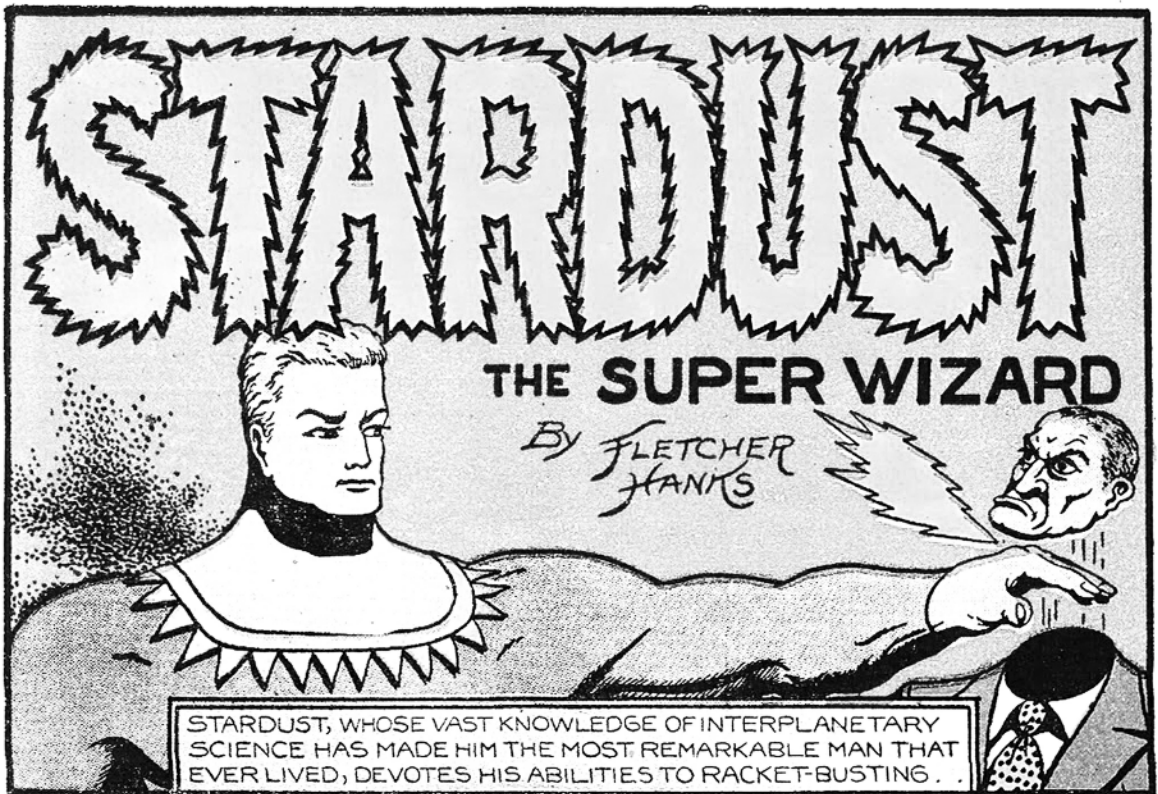


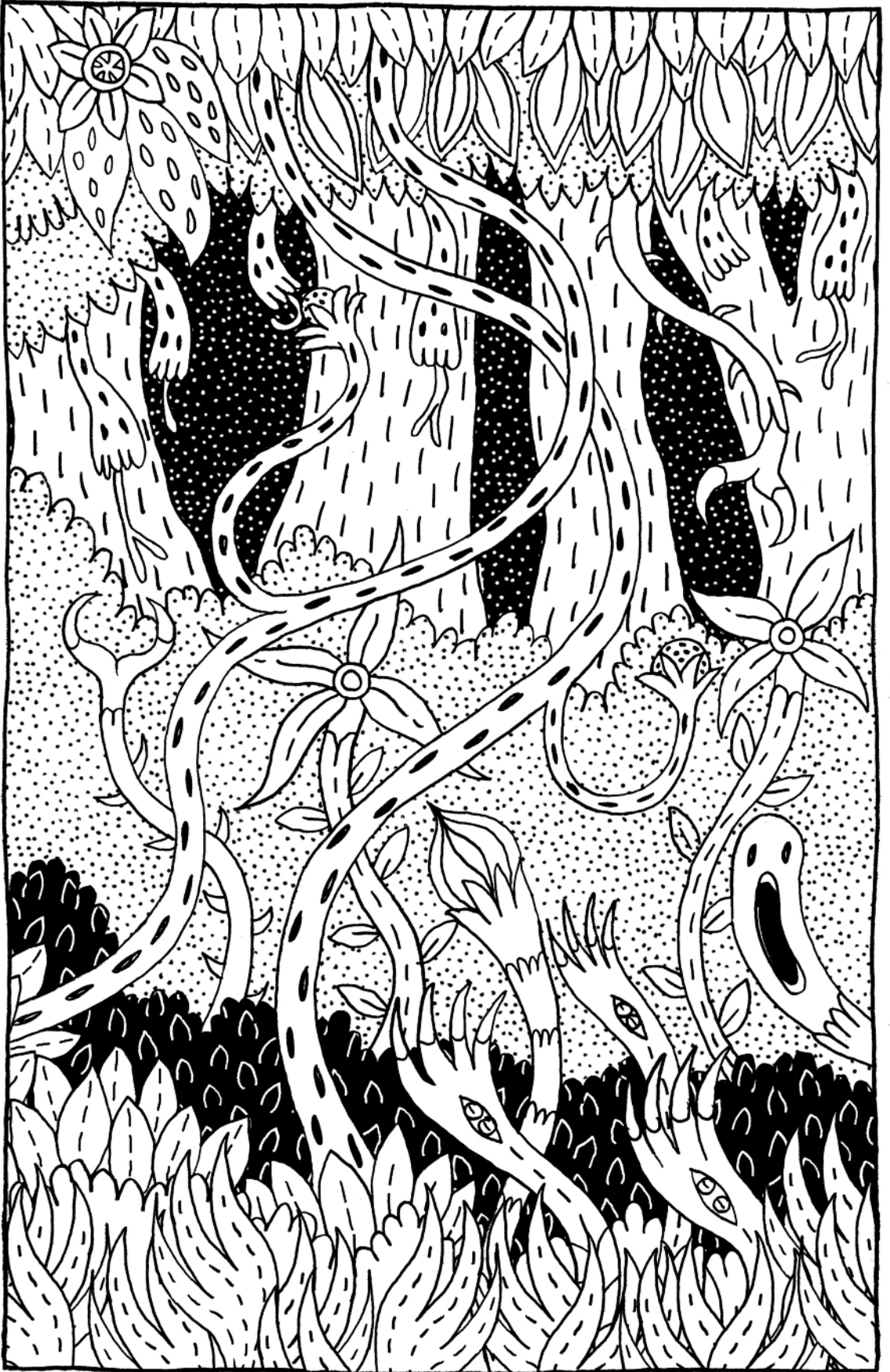
## 28 SIGHTS AND SOUNDS IN PALNA

1. The sharp *KRAKAKKAK* of a lightning gun knocks a predatory crocobat out of the sky.
2. Clusters of graceful, organic-shaped towers carved from the living stone of the mountain, decorated and reinforced with burnished bronze.
3. A disheveled man with a massive beard and a sandwich board reading “STARDUST IS COMING.”
4. A bleary-eyed cartoonist, three days without sleep, shakily tries to finish the last few pages of his comic book about moral certitude and divine retribution.
5. A stack of smudgy, mimeographed religious tracts titled “Will You Be Ready When the Space Wizard Returns?”
6. A woman drops a coin, prompting her to turn around twice, say a rhyme, and knock on the nearest wooden surface before picking it up.
7. A penitent citizen, on his knees, wails to the sky, begging Stardust to forgive him for some relatively minor infraction (jaywalking, spitting on the sidewalk, returning a library book a day late, etc.)
8. A huddle of Lightning Gunners speaks in hushed tones, sharing rumors about Giant Spider sightings near the south-east base.
9. Elaborate clockwork-and-pneumatic elevators bring supplies and visitors through the mountain passageways in cars of wrought iron and stained glass.
10. Massive, triple-locked iron gates at the foot of the mountain that shut off the rest of Venus from Mt. Ootavah. Every inch etched with prayers to Stardust and protected by lightning cannon emplacements.
11. A well-dressed man absentmindedly steps on a crack, looks appalled, and immediately begins the Dance of Absolution.
12. A self-proclaimed mystic writhes in her sleep. She wakes up shouting “The Planet Awakens!”
13. An angry teenager loudly declares that he doesn’t believe in Stardust, to the shock and horror of his parents.



14. A group dressed in rags kneels near the edge of a cliff, wailing and bemoaning the evils of the world, until an alarm signals that their shift has ended. A new group files in to take their place.
15. A group of arcanists test new magical ray techniques and compare results.
16. A group of citizens ceremonially burns Fantomah the Jungle Phantom in effigy.
17. A soothsayer blocks a major thoroughfare with his books and charts, as he attempts to discern portents in the flight of birds and the position of the clouds. A line forms, as pedestrians are unwilling to interrupt him or walk around.
18. Passersby shake their heads as the police drag off a heretic, ignoring his cries for help.
19. A group of seminarians having lunch debate whether or not Stardust actually has physical mass or if he is an entity of pure divine will.
20. Another meeting of the Council of Six ends because they are unable to come to a consensus long enough to approve the minutes from the last meeting.





# Chapter 4: The Jungle

*You mewling humans speak of the 'Bio-Ray Device,' but that term reveals your ignorance. It is no device. It is a sacred conduit to the Radiance, the burning fire of Life Itself. That fire whispers to me, constantly. It begs me to take my rightful place as Queen of all that lives.*

—Webra the Spider Queen

## THE JUNGLE

If it hasn't been made clear yet, let us reiterate: Venus is a tropical hell, and the Jungle is the innermost circle of damnation. The Jungle teems with life, most of it dangerous. Many dangers hunger for sweet, soft human flesh and warm, refreshing human blood. Monsters and beasts lurk behind every tree and even some of the trees like to eat people. When someone enters the Jungle, no one really expects them to return. This is why Rangers are so respected in the Caverns, why the Avrokians are viewed with such suspicion, and why the Otramites avoid the forests when possible.

In the Jungle, something is going to try and eat you. It's a Venusian fact of life.

## FANTOMAH THE JUNGLE PHANTOM

The jungles of Venus teem with all manners of life—plant, animal, plantimal, and fungal. A wealth of organic and mineral resources awaits those able to wrest it from the rich jungle soil. And yet, the Jungle remains untouched. Not even mighty Otram seems willing to exploit it despite the promising wealth and resources.

The rationale is twofold. Firstly, the Jungle is naturally hostile. Dangerous creatures and disease abound, bringing sickness and death to intruders. The oppressive humidity and rampant plant life is detrimental to the machines necessary to raze the trees and harvest the animals. Secondly, and more importantly, the Jungle has a protector.

Fantomah the Jungle Phantom lives deep in the Jungle, somewhere just past White Cobra Cavern. Fantomah is a powerful and mysterious spirit who brings vengeance and horrible death to those who would harm the Jungle. Indeed, an ancient Jungle proverb says: "Defile not the virgin land, lest Fantomah tear you asunder and drop you into a volcano." That is an exact translation.

When Fantomah is in a peaceful mood, she resembles a lovely human woman. But, when enraged, her visage changes into a leering skull, and she speaks with a voice like thunder. Her powers are vast and inscrutable, and her sense of justice is harsh and ironic.



The Palnans believe that Fantomah was once a super-wizard, like Stardust, until she questioned her superiors' wisdom. Enraged, they banished her to Venus, where she might reflect on her errors. They see her as a betrayer to Stardust's ideals of justice and will not speak her name without spitting.

The Avrokians, on the other hand, believe that Fantomah was once a human mystic, possibly an Avrokian, who communed with the Jungle, mastered its magic, and transcended into a higher form. They revere her, and often leave her gifts at shrines they constructed throughout the Jungle.

The Science Robots discovered references to a skull-faced woman with amazing powers in their Earth history archives and theorize that she was once an Earth human who traveled to Venus in recent centuries. They currently categorize her as only a Level-4 Potential Threat—much lower than, say, Webra the Spider-Queen, who is currently a Level-12—but are still developing countermeasures should she become a problem.

Otramites haven't speculated about Fantomah's origins. They simply avoid her because, based on previous experience, they know she's likely to turn them into rats and then send giant cats to devour them.

No one knows the truth about Fantomah's origin, the source of her powers, or her ultimate goals. She seldom speaks to humans, save occasionally conferring with the elders of Avrok, and they know better than to ask her any personal questions.

## THE BIO-ZONE

The Bio-Ray Device that long ago transformed Venus into a living world is a broken hulk continuously bathing its surroundings in flickering purple light. Its influence extends several miles in all directions, forming a circle of nearly-impassable terrain.

A few miles south of the Caverns the Jungle's familiar horrors give way to a new sort of flora—trees of flesh and bone, bushes made of hair, flowers of gristle surrounding glistening pools of fat. The boundaries between plant and animal are blurred. Every living thing native to the Bio-Zone is deeply interconnected, possibly as part of one massive organism. Even the ground is laced with nerve endings; one wrong step and the surrounding landscape spasms, trees flailing to crush the offending intruder.

No one has ever mapped this quivering flesh-forest for the simple reason that the terrain keeps changing. Trees move, landmarks shift. Even if an accurate map were possible, it seems unlikely anyone could penetrate into the Bio-Zone's heart, given how intent every organism seems to be on murdering all intruders.

Despite this hostility, the Giant Spiders made their home in the very heart of the Bio-Zone, far out of the reach of the human settlers.



AS HE GLOATS, THE RAGING FANTOMAH APPEARS . . .



IN HER RAGE, SHE BEGINS TO CHANGE FORM . . . .



THE CHANGE IS COMPLETED.



## How Does Fantomah Kill you?

| 1d20 | Cause of Death  |
|------|---|
| 1    | You are torn apart by Ape-Things!   |
| 2    | You are thrown into a volcano!  |
| 3    | The ground pulls you under its surface, entombing you in the cruel Venusian stone!                            |
| 4    | You are frozen solid in a block of ice!   |
| 5    | You are devoured by spiders!  |
| 6    | Your body inflates until you explode like a balloon!  |
| 7    | You are placed in permanent orbit around the sun!   |
| 8    | Gravity is reversed, and you fly off to die in the vacuum of space!   |
| 9    | Your spine is crushed by giant hands!   |
| 10   | You are transformed into a worm!  |
| 11   | You melt into a puddle as you break down into individual atoms!   |
| 12   | Your head is torn off, but remains alive and sentient! Death would have been easier!                          |
| 13   | You are transformed into a rat, yet you keep your human face!   |
| 14   | You are transformed into a tree, then chewed to death by space beavers!                                       |
| 15   | Your blood turns to acid, and you are dissolved from the inside out!  |
| 16   | You rapidly age until you are nothing but a withered, dead skeleton!  |
| 17   | Flowers and vines burst from every orifice, strangling and choking you until you become a ghoulish terrarium. |
| 18   | Your body is turned inside out, and you explode in a shower of viscera!                                       |
| 19   | You are swept high into the air by giant vultures, then released, and you plummet to your death!              |
| 20   | Roll twice and combine the results!   |

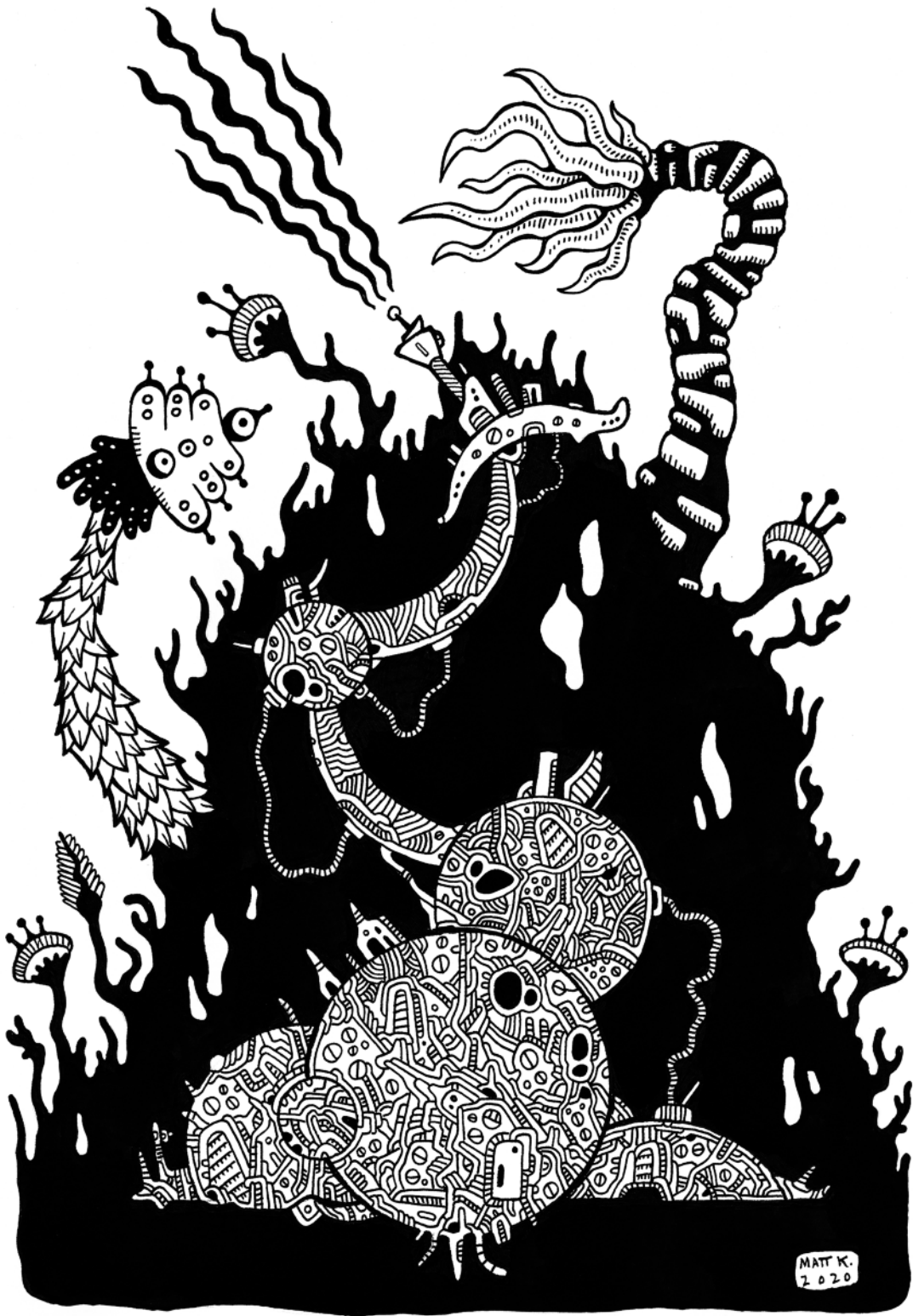


## BIO-ZONE TERRIBLE TERRAIN TABLE

1. Trees are heavy with fruit full of human teeth and hair.
2. PCs must pass under the arches of a giant rib cage.
3. PCs must cross a bridge made of teeth.
4. Thumb-sized flies with human eyes swarm the PCs.
5. Trees made of tendons swat at the PCs.
6. Grass grows rapidly from the ground, wrapping around PCs' ankles.
7. The ground opens up like a mouth to swallow a random PC.
8. The path is blocked with thorny vines sharp as barbed-wire.
9. Trees spit blood in the PCs' eyes.
10. Pods erupt, splashing hot human fat onto the PCs.
11. Conifers shake, dropping explosive pine cones onto the PCs.
12. Conifers shiver, launching razor-sharp pine needles at the PCs.
13. A pool of blood blocks the path.
14. A river of phlegm cuts through the path .
15. Bones jutting from the ground attack the PCs.
16. Bushes extrude tendrils of nerves, which attempt to infiltrate the party and take control of the PCs' bodies.
17. The PCs discover they have walked into a giant stomach when acids begin to digest them.
18. Thick bushes of intestines unravel, snake out, and wrap around the PCs.
19. 1d6 Blood Bags attack the PCs (see page 143).
20. A grove of pulsating brains mount a vicious psionic attack against the PCs.







# The Bio Ray Device

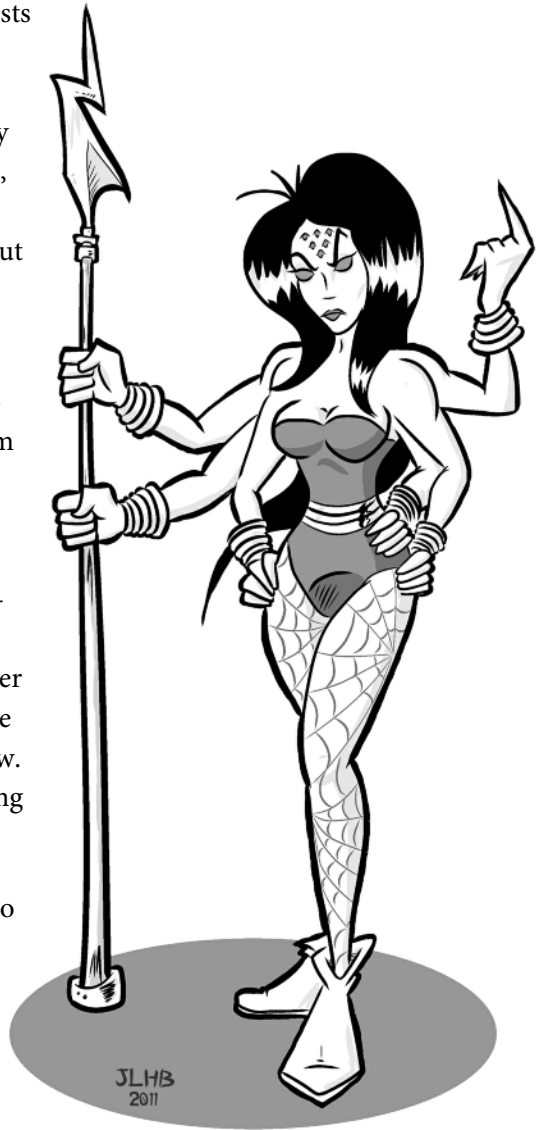
## THE GIANT SPIDERS

The human settlers who brought plant and animal life to Venus brought spiders to keep the insect population in check. The Giant Spiders expanded that purpose, aiming to cull and control all Venusian sapient life. Each massive and evil-tempered arthropod is the size of an Earth elephant. Their multi-colored carapaces bristle with wiry black hair and lambent green venom drips from their razor-sharp mandibles.

The Giant Spiders live deep within the Bio-Zone. Only they can pass unmolested through the flesh-forests. Giant Spider encampments encircle a massive ziggurat made of bone. The ziggurat houses the broken remains of Polanski's Bio-Ray Device, which the Hideous Spider Priests of their shamanic theocracy worship. In a reliquary deep within the ziggurat's bowels, Hideous Spider Priests meditate in the Bio-Ray Device's purple glow for hours on end, believing that the mutagenic radiation is "The Hideous Radiance of the Mighty Dead Ones." When the Bio-Rays create mutation, the priests see it as a sign of divine favor. The Spiders are already disturbing in their foulness, but the chosen priests are particularly monstrous collections of freakish mutation.

While the Hideous Spider Priests handle the day-to-day governing, they in turn receive orders from Webra, the deadly and mysterious Spider Queen. Her mutations transformed her into a six-armed humanoid of alien beauty and cunning genius. Webra seldom deigns to associate with rank-and-file Giant Spiders, preferring to pass her orders down via the Hideous Spider Priests. Sitting on her onyx throne atop the holy ziggurat, she is a source of awe and fascination for the Giant Spiders below. None realize her mighty occult powers are bending the Spiders to her will.

As she sits and gazes across the Jungle, listening to the Hideous Radiance's whispers, Webra schemes. She will never be happy until she is monarch of all Venusian life. In the past, human settlements thwarted her dreams of conquest. She withdrew her army but she has never abandoned her ambitions.



## WHAT IS WEBRA'S LATEST PLAN?

1. Breed jungle monsters to create an ultra-predator to unleash on the humans
2. Breed a virus that rapidly dissolves human flesh
3. Inject Compound N into Giant Spiders to create Super-Spiders
4. Use Toothbeast blood and Compound N to create Dino-Spiders
5. Create a Bio-Ray Bomb to drop on a human settlement, causing mass mutation
6. Create a devolution ray that turns humans into beasts
7. Sow propaganda to turn the human communities against one another
8. Mutate Giant Spiders so they can pass as human, and infiltrate human communities
9. Psychically control humans and use them as spies
10. Seize a potential weapon that fell from space
11. Steal the secret of the Comet Gun from the Science Robots, and produce her own
12. Use stolen technology to build Giant Robot Spiders
13. Form an alliance with the Blooduites
14. Form an alliance with the Martians
15. Send poisonous spiders to kill the Lorbats, devastating Avrokian morale
16. Create an artificial Stardust and use him to manipulate the Palnans
17. Trap all of Otram in a giant web
18. Create a geological cataclysm wiping out most life on Venus
19. Manipulate the living landscape of the Bio-Sphere to form a mindless giant
20. Switch bodies with Fantomah and use her newfound power to wreak havoc



## 28 SIGHTS AND SOUNDS IN THE JUNGLE

1. Giant mushrooms the size of a house with glow-in-the-dark caps shaped like platonic solids.
2. A cadre of Giant Spiders labor to build some kind of resonance chamber out of great slabs of etched obsidian.
3. A Tudor manor full of the moldering taxidermied heads of a hundred alien beasts, all covered in a century's worth of rampant growth of Venusian kudzu.
4. Sweaty trees with questionable appendages that moan and beg for your touch.
5. Great, jagged crystals of alien color hold cosmonauts suspended as though in amber.
6. The Parliament of Snails.
7. The low, guttural growl of some large predator, promptly cut off by a meaty crunch followed by the moist sounds of chewing.
8. A pond of poisoned water full of brightly colored, thumb-sized frogs that scream with the voices of terrified old men.
9. A trio of Hideous Spider Priests nervously discusses the coming of The Dreaming Fire That Burns Even the Void.
10. Forecastle J. MacBeth, high as a kite, calmly puts a laser bolt through the head of a Howling Yarglebeast.
11. A team of Harvesters from Avrok set snares to catch a pack of carnivorous Venusian turnips.
12. A Leopard Woman and her Flying Saurian investigate reports of Martian Imp Men in the area.
13. A sapient giant sundew plant with a pulsating brain that glows in a rainbow of colors offers to debate the merits of popular forms of government with educated parties.
14. A mossy cave full of slime-mold and the corroded remains of a scientific probe from Earth.
15. A wide and meandering river of fresh, clean water and no predators, but whose banks are made of razor-sharp shards of broken glass.
16. A wayward party of elves and dwarves, very lost and very afraid.
17. A trio of human skeletons, clad in the blaze orange of Otram trappers, huddle together under a tree.
18. Boat-sized water-strider bugs skim across the greasy surface of a wet and fetid bog.
19. Sprawling trees whose limbs are draped in thick sheets of hanging moss change colors with the emotions of nearby sapient creatures.
20. Stone statues of gigantic heads with weirdly alien features, covered in generations worth of fungus and moss.



# Chapter 5: The World Beyond

*In one swift blow, we could destroy the armies of the Earth and its people. Thus, when the Earth is in shambles, I shall descend and become the greatest ruler in the universe!*

—Skomah VIII, King of Mars

## OUTER SPACE

The black void beyond Venus's skies is a source of danger and mystery. Though Venus's human inhabitants arrived in Bible Briggs's rocket, space travel technology has been lost. The Science Robots salvaged the *Napier's* remains for building the Cavern settlements. They have since discredited the science of space travel as "dangerous." The only creatures capable of traveling through space are the Leopard Women's Flying Saurians, who are limited to low-orbit. Interplanetary travel is impossible by all known Venusian science and magic. Further, Venus's encircling radiation bands would prove lethal to most attempting the voyage.

Though Venusians do not communicate with other planets, the Science Robots have ways of gathering intelligence. By monitoring radio transmissions, using long-range telescopes, and interrogating visitors from other worlds, the Robots do their best to keep an eye on the neighboring worlds of Mercury, Earth, Venus, and Bloodu.

## MERCURY

With a surface temperature around 800°F, Mercury is inhospitable and, as anyone on Venus knows, completely uninhabited.

## EARTH

Incommunicado for over a century. Flights out of Earth generally give Venus a wide berth, with one exception: a few years ago the thrill-seeking Earthman Space Smith and his girlfriend Dianna flew their rocketship near Venus. The Leopard Women, conducting a routine patrol, boarded the rocket and captured Space and Dianna. The duo only escaped from the Caverns because of Space's transmitting belt, and because they did not encounter the Leopard Women a second time.

Though little is known of contemporary Earth society, it is well-known that Earth is past its prime. Though the Earthian Empire stretches across solar systems, Earth itself is largely forgotten as for centuries New Earthica in the Gwellnar system has been the Empire's capital. Humans in other systems seldom think of Earth and, when they do, they find it embarrassing, a link to their species's primitive past.

Earth is divided into six major city-states, each with its own ruling body. Each city-state still possesses advanced technology, though this is a remnant of the planet's glory days. Innovation has slowed in recent centuries, replaced by a culture of thrill-seeking and decadence.



## WHAT'S HAPPENING ON EARTH?

1. Reply hazy; try again later
2. Isolationism—the people of Earth want nothing to do with other planets
3. Exploration—the people of Earth want to visit other planets
4. Singularity—the people of Earth are downloading their consciousness and abandoning their physical bodies
5. War between the humans and the robots
6. An era of peace and prosperity
7. Widespread public apathy and cynicism
8. Just a giant drug-fueled orgy
9. World War
10. Nuclear War

## **MARS**

Decades ago Earth's most wanted science-criminal, Skomah, fled to Mars to escape the Interplanetary Secret Service. Skomah used his high-tech weapons to conquer the red planet's native life forms and established himself as king.

Skomah's great-great-great-great-great grandson Skomah VIII is regent continuing the family tradition of mad science. He has created a process to gestate artificial life in vats, growing hundreds of thousands of Imp Men and Ogres to do his bidding. Skomah and his creatures make up most of the Martian population—most species died off years ago save some, like the enormous man-eating Martian Mosquitos. Outside Skomah's fortress, Mars is mainly ruins and anarchy, with a small sapient population still surviving on the margins.

Skomah VIII has no interest in looking after his people. His only goal is conquest—first the solar system, and then the universe.

## WHAT'S HAPPENING ON MARS?

1. Reply hazy; try again later
2. Skomah has developed an anti-solar ray that will check all motion and destroy the Earth's gravity
3. Skomah is planning to transmit an army of Imp Men to Earth
4. Skomah has developed a device capable of interdimensional travel
5. Skomah is attempting to form an alliance with Bloodu



6. Skomah has been assassinated, and a new ruler has taken the throne
7. Skomah has turned his attention toward Venus
8. Humans from Earth have settled on Mars
9. The Ogres are rebelling against Skomah
10. A doomsday device has devastated the planet

## BLOODU

Only discovered in the last decade, Bloodu (named for its blood-red color) is a small planet, closer in size to a planetoid. Bloodu's metallic surface is covered in wide plateaus and craters, an environment too harsh to support life. However, a thriving ecosystem exists in the planet's hollow interior.

The native Blooduites are highly scientifically advanced humanoids with long, elephant-like trunks. They are obsessed with eugenics and racial purity. Blooduites deemed "impure" are destroyed at birth.

Blooduite society is ruled by an oligarchy consisting of four non-hereditary, meritocratic positions: Master of Law, Master of War, Master of Commerce, and Master of Science. Despite egalitarian rhetoric about "the best of the best," Blooduites do not allow females to compete for these positions. Each position is filled in a different way.

- The **Master of Law** is chosen every five years by a general election.
- The **Master of War** must defeat the current Master in personal combat.
- The **Master of Commerce** must amass more money than the current Master.



- The **Master of Science** requires proving, logically, greater claim to the position than the current Master. This argument is delivered verbally, recorded, and disseminated among the voting community.
- The **Master of Commerce** is by far the most powerful role and the position with the least turnover. Since the Master controls the money, it is relatively easy for him to ensure that he remains the wealthiest.

Blooduite science has made huge strides in recent centuries, particularly in the field of faster-than-light travel. Upon realizing that the universe was full of other sapient creatures, the Blooduites became obsessed with proving their genetic superiority to every other race. When they encounter a being from another race, they perform a blood test, judge the specimen inferior, and enslave it.

The Blooduites have enslaved entire species, such as the Trekurs, green creatures they use as soldiers. They have not yet enslaved any of the species native to the solar system, but it won't be long before they try.

### **WHAT'S HAPPENING ON BLOODU?**

1. Reply hazy; try again later
2. Blooduites plan to abduct Earthlings and experiment on them
3. Blooduites plan to abduct Martians and experiment on them
4. Blooduites plan to abduct Venusians and experiment on them
5. Bloodu is establishing a secret base on Mercury
6. Blooduite scientists have developed a terrible new bio-weapon
7. A horrible disease is ravaging the population
8. There's a schism in the government
9. The Trekurs are revolting
10. The planet has exploded, hurling deadly debris toward Venus

### **TERRORS FROM OUTER SPACE**

Venusians can never forget they are not alone in the universe. Sometimes ships from other worlds appear, intent on exploiting Venus's resources. At other times rogue space probes, killer robots, alien viruses, and demons from beyond the stars tumble into the Venusian jungles.





## **TERRORS FROM SPACE TABLE**

1. Blooduite slavers (see page 148)
2. Giant Kill-Bots (see page 149)
3. Demonoids (see page 149)
4. Space Lobster (see page 151)
5. Alien virus
6. Meteor Shower (Lasts 1d20 minutes and covers an area 2d20 miles across.)
7. Rogue Space Probe (roll on **Rogue Space Probe Table** below)
8. Space Smith and his best girl, Dianna
9. Peaceful exploratory mission from Earth
10. A Mega-Terror from space (roll on the Mega-Terror from Space Table)

## **ROGUE SPACE PROBES**

Outer Space is full of unknown and mysterious alien races, who often send probes out to explore the galaxy. Occasionally, these probes crash into Venus causing trouble. To determine the probe's nature, roll on the Random Rogue Space Probe Table.

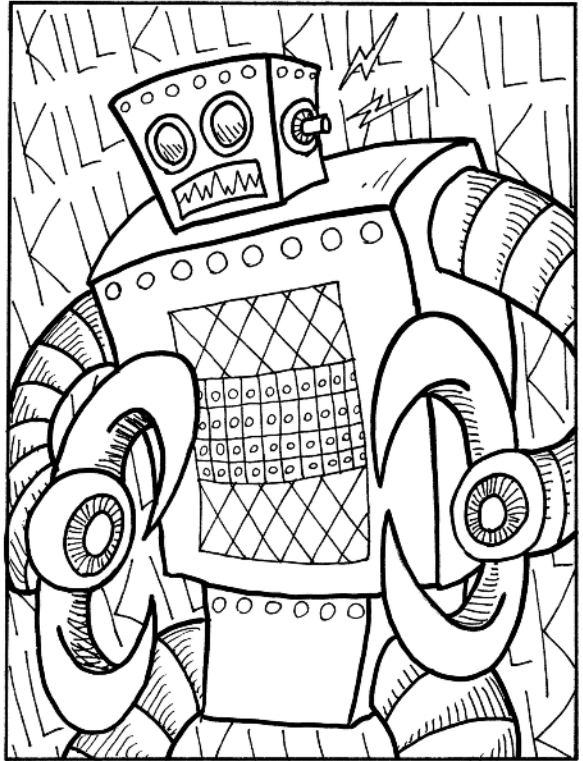
### **RANDOM ROGUE SPACE PROBE TABLE**

1. Old Busted Communication Satellite, mostly harmless.
2. Exploratory Rover, just here to look around.
3. That's no probe, that's a Giant Kill-Bot! (see page 149)
4. Collector Probe, here to collect fauna for some weird alien zoo. (see page 148)
5. Jettisoned cargo container from a passing rocketship.
6. Space Beacon, sending out a targeting signal to some other menace from outer space. Roll on the Terrors From Outer Space Table to see what shows up in an hour.
7. Space Bacon, a metal container full of delicious smoked meat.
8. Whatever it was, its reactor core is leaking and putting out weird radiation. Roll on the Major Corruption table (*DCCRPG* page 118).
9. The probe is actually an alien scout ship, complete with alien conquistador here to claim Venus for its unholy empire.
10. The probe originates from 20th century Earth and, after a long voyage, has developed sentience



## MEGA-TERRORS FROM SPACE

1. A warship from the Earthian Empire
2. A fleet from Earth, here to colonize Venus
3. Aliens that resemble a host of angels... or maybe they *are* angels?
4. Aliens that resemble a host of demons... or maybe they *are* demons?
5. An asteroid, likely to wipe out all life on Venus if it hits
6. Research ship from Bloodu
7. Warship from Bloodu
8. Scout ship from Mars
9. Warship from Mars
10. A giant obsidian pyramid, housing an elder being from the dawn of time
11. A spectral 17th century pirate ship, crewed by the dead
12. Tiger Men of Venus, from an alternate timeline
13. The Last of the Leopard Women, grizzled veterans from the future
14. Galaxikhan, a giant monster that the inhabitants of Earth launched into space centuries ago
15. A fleet of Victorian spaceships from an alternate timeline, here to conquer Venus in the name of the British Empire
16. The Solar Stallions, legendary equine cosmic beings, galloping through the void
17. A comet heading toward Venus, hiding an advanced civilization in its tail
18. A legacy ship carrying millions of aliens from another galaxy who have travelled for a billion years looking for a home
19. RALKATHOOM, the MOUNTAIN that WALKS LIKE A MAN!
20. Oh my God, it's Stardust!



# Chapter 6: The Humanoid Coalition

“As I traveled through the chrysanthemum mandala and onto the quicksilver energy grid that supports the 5D hologram of consensual space-time, the Self-Replicating Machine Elves were excited (but, and I must stress this for it is an important distinction, not **happy**) to see me. They quivered with fractal anxiety as they told me of the dire future of Venus—a Venus reduced to a smoldering cinder hanging in corrupted space, peopled only by demons, monsters, and the radioactive ghosts of our own folly. I knew RIGHT THEN that in order to preserve humanity on this metastatic new-Eden, we would have to come together, ALL OF US and form a coalition—A HUMANOID COALITION dedicated to unity, cooperation, and the rapid and exothermic disassembly of any half-aborted monstrosity that dares to threaten Man’s own civilization here on Venus!”

—Forecastle J. MacBeth’s yearly Christmas prayer

## FORECASTLE J. MACBETH

Forecastle J. MacBeth was among Earth’s most famous gonzo journalists and underground cartoonists. His biographical and documentarian black-and-white comics were prominently featured in such prestigious indie comics magazines as *Spudd*, *Krax Comix*, and *The Antioch Comics Digest*. MacBeth’s undeniable artistic talent, radical political idealism, and vocal admiration of controlled substances made him a popular countercultural figure and a mainstay on late-night talk-radio programs.

Twenty years ago, MacBeth decided that his next big graphic novel would be an exposé on the ill-fated *Napier* expedition to Venus that had disappeared some 130 years previously. Through a combination of his own fortune, several corporate sponsors, and a large grant from Oberlin University, MacBeth funded a new Venus expedition. The rocketship *Nusbaum* was fully staffed and stocked with scientists, engineers, sociologists, tactical specialists, and plenty of food, guns, and illustration board.

Tragedy struck almost immediately. An accidental weapons discharge killed the *Nusbaum*’s chief engineer, damaged the navigational computer, and caused a hull breach that jettisoned most of the food stores. Low on food and oxygen, and unable to turn around, the crew was forced to eat one of the sociologists, and then the other.

With a reduced crew and fresh food supplies, the *Nusbaum* finally reached Venus without further casualties. However, the crew was unprepared for the violent and unpredictable radiation bands encircling the planet since the Bio-Ray Device’s ascendancy and the feverish awakening of an angry Venus. Mutagenic rays transformed the pilot and the tactical officer into a pillar of lampreys and a puddle of boneless tissues, respectively. The main reactor shut down and the already-damaged hull buckled under gravitational stress as the rocketship plummeted toward the surface.



No one knows how MacBeth survived the crash. Likewise, no one knows if anyone else survived the crash or what happened to them. Suffice it to say, MacBeth has a pile of skulls in his bunker with the names of each crewmember lovingly carved into each forehead.

The gonzo cartoonist found himself in a feverish, narcotic jungle on a savage alien world. The earthling colonists he sought had degraded into insane, tribal parodies of human culture's worst aspects and there were actual monsters everywhere. "Nuts to that," he said and turned the remains of the *Nusbaum* into his own private fortress.

Forecastle J. MacBeth has lived alone for two decades. He converted the *Nusbaum* into a fortified bunker resistant to the worst Venus can throw at it. The disturbingly well-stocked armory survived the crash and MacBeth has gotten very, very good at using its weapons. He has also fully and eagerly indulged in the *many* narcotic, soporific, and psychoactive substances the Jungle offers. To hear MacBeth tell it, the Jungle's chemical gifts have awakened his third eye, giving him the gift of insight—others call it stark raving lunacy. Regardless, MacBeth regularly experiences prophetic visions which he records on huge sheets of bristol board in jagged black drawings punctuated by lurid splotches of alarming color. It was MacBeth who saw the coming destruction of Venus's human civilization and convinced the various factions to form the Humanoid Coalition.

MacBeth is a dangerous madman with access to guns and drugs. He is the only known human to survive alone in the Jungle. He has gained a reputation as a violent lunatic and eerily accurate prophet. Though he does not welcome visitors, he has managed to earn the begrudging trust of each of the human civilities on Venus. The Caverns respect him for his engineering skills and his connection to Earth. Otram appreciates his survival skills and his love of guns. Palna sees him as a doomsday prophet. Avrok recognizes him as a shaman and pharmacological guru.

Forecastle J. MacBeth is a stocky man in late middle-age. His skin is tanned dark and leathery from years of jungle sun exposure and his dull-gray beard is long, wiry, and seemingly out of control. He usually dresses in the faded remnants of Hawaiian print shirts he brought from Earth, matched with cargo shorts and hiking boots. Sunglasses and a broad-brimmed hat protect him from the sun. He is almost always smoking something and always carries at least three guns on his person—one in hand, one clearly visible on his belt, and one hidden away. He also has one of the few functional Martian Teleportation belts on Venus—a trophy from an alien who got too close to his bunker.

### **Forecastle J. MacBeth, Gonzo Cartoonist and Mad Prophet**

Init +4; Atk big-ass hand-canon +12 ranged (2d6, 120' range); AC 14; HD 8d8 (44hp); MV 30'; Act 2d20; SV Fort +8, Ref +8, Will +12; AL N.

**Special:** Cannot be surprised. Immune to poison, fear, and charm. Martian Teleportation belt lets him teleport to any location within 100 miles, as an action (1-in-20 chance of burnout, requiring 1d6 days of repair).





## THE HUMANOID COALITION

Though the human factions hate each other, they know they must work together at times or face extinction. The Humanoid Coalition is a multi-factional group of citizens from all four human civilizations founded three years ago at the urging of Forecastle J. MacBeth.

The Humanoid Coalition is responsible for responding to anything threatening all four factions. It is comprised of multiple **action teams** made up of citizens from different factions and backgrounds. While new members have some training, they are rarely experts in their fields. They are encouraged (indeed, required) to learn in the field and develop their skills in the all-too-literal crucible of dangerous and violent missions. MacBeth and the Coalition's leadership council send these teams to explore and map areas of the hideous Jungle, gather resources for the perpetually-underfunded Coalition, and eliminate alien and monstrous threats. In addition to their assigned missions, the semi-autonomous action teams are encouraged to proactively defend Venus, striking out on their own missions whenever opportunity arises—making Coalition action teams the perfect adventuring parties.

Despite their desire to preserve the shaky Pax Venusia and their respect for Forecastle J. MacBeth, most of Venus's leaders have little faith in the Humanoid Coalition and consider it, at best, an unproven experiment. Otram wishes the Coalition used more frontal assaults and explosions. Avrok wishes they used fewer. The Caverns and Palna both suspect that working in such proximity to outside influencers creates seditious thoughts and threatens the orthodoxy. The Humanoid Coalition is constantly underfunded and must supply most of its own resources. Compounding this, Venus's faction leaders are fond of getting rid of "undesirable" citizens by sending them to MacBeth, where troublemakers either make themselves useful to Venus or die on some dangerous mission! It's a win-win for Venus's rulers: either way the troublemakers are out of the cities.

The Humanoid Coalition's leadership council develops action plans and coordinates action team missions. The leadership council consists of five people—Forecastle J. MacBeth and a trusted representative from each human civilization. These representatives are chosen by their rulers to ensure the interests of their respective factions are served. Like the rank-and-file Coalition members, most of the council representatives were not chosen for their leadership skills or experience but because they caused "problems" for their leaders, and the Humanoid Coalition was a convenient way to get rid of them. And yet, despite their homelands' lack of faith, the general lack of leadership council competence, and constant struggles for resources, the Humanoid Coalition has survived. Like a tough mongrel street dog, the Coalition is tenacious, crafty, and dedicated.

The Coalition removed its members from their dysfunctional cultures' toxic environments. They repeatedly find themselves in dangerous situations where cooperation with members of different backgrounds is necessary for survival. Friendships and lasting partnerships form, and Coalition members develop and share bold new ideas and innovations. If human civilization is to survive on Venus, it won't be by the strength of their blaster guns (though the blaster guns help) but by the ideals of cooperation and unity the Coalition teams provide their homelands.



## **THE LEADERSHIP COUNCIL**

Though he is an intensely private man, Forecastle J MacBeth has reluctantly opened his jungle bunker to the members of the leadership council. He constantly grouses about this invasion of personal space but the council members cannot stay in their homelands and would not be welcome in other settlements. MacBeth begrudgingly sees sacrificing his privacy as a necessary evil to keep the Humanoid Coalition functioning. Each council member (and their spouses if applicable) maintain small quarters within MacBeth's compound. His former rec-room now serves as the council's meeting chamber (another of MacBeth's sacrifices).

The current members of the Humanoid Coalition's leadership council are:

### **FORECASTLE J. MACBETH**

Hermit, madman, prophet, gonzo cartoonist. Too much has been said about him already. When discussing missions with action teams, MacBeth usually recommends the use of craftiness and subterfuge.

### **JESSICA-MARIE (CAVERNS)**

Jessica-Marie is a disgraced Leopard Woman assigned to the Coalition to represent the Caverns. Two years ago her pack repelled a small-scale Martian attack. In the battle, her Comet Fire Helmet malfunctioned. The resulting explosion threw her clear of the combat and knocked her unconscious. When she awakened, the aliens were repelled but her pack had perished. The Science Robots assigned her to the Humanoid Coalition as a form of executive punishment. While bitter, she hopes her time on the Council will allow her to regain her honor or die a good death.

Jessica-Marie is an olive-complexioned, athletic woman in her early thirties. She has extensive scarring on the right side of her face and keeps her hair buzzed short to better hide the missing patches. She's openly disdainful of most council members but respects Pratt's martial prowess. When discussing strategy with action teams, she usually favors direct attacks and violent action.

### **SUNFLOWER EPIPHANY PHELPS (AVROK)**

Sunflower Epiphany Phelps, shaman and pharmacologist for the Olentangy Circle tribe for 40 years, volunteered to represent Avrok along with her Lorbat "husband" Pierre. A dream-vision of a girl-faced coyote told her to seek the "Man from Earth with the bag of mirth" and help him on his mission. She figured this could only mean Forecastle J. MacBeth.

Phelps is an old woman with long, gray-blond hair in multiple braids. She prefers batik-print dresses and long witch skirts. Phelps treats Coalition agents like her grandchildren, providing spiritual advice, medical attention, and baked goods in equal amounts. She likes all her fellow Council members, especially Gulliver Pratts, but thinks MacBeth needs to settle down with a nice woman. When it comes to missions, she usually recommends action teams use careful planning and personal introspection.



## **“TWO-TON” GULLIVER PRATTS (OTRAM)**

Gulliver Pratts is a grizzled old warrior and veteran Otram Rifleman who served several decades until his hands became shaky and his eyesight faded. Unable to fire his trusty laser rifle “Marjorie” as accurately as he used to, he joined the Council so he and his husband Maurice could leave the city and spend their golden years shouting at young people.

Pratts is leathery and scarred, missing his left eye and several teeth. He is built like a fireplug, and his 5’7” frame was once covered in dense muscle—which gave him his nickname. Pratts respects MacBeth for his massive gun collection and shouting ability. He and Sunflower often share pictures of their grandchildren. For action team missions, Pratts always recommends well-coordinated tactical assaults with contingencies and exit strategies.

## **REVEREND CLARKVOLD “CLARK” SKINNER (PALNA)**

Clark Skinner, the eager young vicar representing Palna, fancies himself quite the scholar and has extensively studied Stardust and his historical visitations. He doesn’t believe that stories of Stardust’s retribution are meant to be taken literally. According to Skinner, the “criminals” that Stardust “destroys” are metaphors for overcoming each individual’s own inner doubts and worries. The coming “apocalypse” is a symbol of Venus shaking off the iron-bound traditions of the status quo and starting a new society of enlightenment, dignity, and community spirit. The Palnan orthodoxy, naturally, sees his views as dangerous, but he’s too popular with the younger generation to censure (off a cliff, to the jagged rocks below). Instead they assigned him to the Humanoid Coalition where he can share his ideas with foreign infidels instead.

Skinner is a nebbishy man in his late-twenties, usually dressed in much-mended priestly vestments and reliable work boots and gloves, with messy hair and an easy smile. He is bright and optimistic to the point of naivete but always helpful—he’s, perhaps, the most sincere man on Venus. He has something of a barely hidden school-boy crush on Jessica-Marie. When advising action teams, he always favors diplomatic, non-violent solutions.

## **COALITION RESOURCES**

The human settlements only provide the bare minimum funding necessary to keep the Coalition operational. As such, PCs cannot rely on the Coalition for weapons and equipment, mostly providing for themselves. In fact, many Coalition missions focus on securing resources.

Coalition members do, at least, have some small amount of property available to them. MacBeth’s own home is a heavily-fortified compound deep in the Jungle, crafted from the remains of the *Nusbaum*. However, he doesn’t welcome visitors, and he already has Council members taking up his spare bedrooms. MacBeth also has what he calls his “Mobile Command Center,” which is little more than a corrugated metal trailer on thick rubber wheels hauled by two giant beetles.





The Coalition maintains a safe house in each settlement. These safe houses are small, poorly repaired, and lacking in amenities but they offer a secure spot for Coalition agents to recuperate and stow their gear.

- **The Caverns Safehouse** - A disused warehouse cave with secure doors but bad heating, three tunnels away from the sewage middens.
- **Otram Safehouse** - A shotgun shack, across from the tanneries, with a dirt-walled root cellar.
- **Avrok Safehouse** - The discarded cocoon of a great razor-moth, it hangs from the branches of a giant dream-gum tree.
- **Palna Safehouse** - A solidly-built gray-brick building decorated with Stardust-themed carvings. It suffers from frequent lightning strikes, hence the numerous lightning rods on the roof.

## 28 POSSIBLE MISSIONS FROM THE HUMANOID COALITION

1. The hideous Giant Spiders are building some strange device in the middle of a god-forsaken swamp! Go find out what it is, and get rid of it!
2. A Leopard Woman went rogue! The Science Robots have asked the Coalition to “retrieve” her without drawing a lot of attention.
3. A weird probe from outer space has crashed in the Jungle! Go salvage whatever you can before enemy agents can get to it!
4. A rogue wizard from Palna is building a gate that will summon Stardust to Venus! That’s no good for anyone. Go stop him!
5. A group of Hunters have gone missing in the Moglug tunnels beneath the Caverns! The Science Robots would consider it a sign of good faith if you would quietly find out what happened to them.
6. A village on the edge of Avrok’s territory has contracted some mutagenic plague! A cure must be found, and quick!
7. A strange city of green stone and ruined statuary has burst out of the Jungle! What treasures can be brought back to the Coalition’s coffers?
8. It’s Forecastle J. MacBeth’s birthday! He gets surly and violent when no one remembers. You’d better throw one helluva good party!



9. A Giant Kill-Bot is slowly crashing its way through the Jungle towards Otram. Otram's laser-rifles are useless against its ray-proof chassis! It's up to you to find a way to shut it down!
10. A giant three-eyed Lorbat leads a coterie of 71 distinct and deadly monsters on a blood-thirsty rampage through the Jungle! It's up to you to talk them out of it!
11. A Martian scout-ship has been detected in Venus's orbit! Time to take this mostly-repaired rocketship another action team salvaged out for a test run!
12. A hole has opened up in the Jungle, and it keeps getting bigger, devouring everything around it! Someone's got to plug it, before every human settlement is consumed!
13. Every left-handed person on Venus, regardless of faction, has fallen into a trance and started chanting in an indecipherable language. You better figure out what's causing that!
14. Another action team, who wandered into the Bio-Zone and were brainwashed by Webra the Spider Queen, are causing mayhem in Avrok! You've got to end their rampage, either with healing or with murder!
15. Otramite treasure hunters stole a relic sacred to Fantomah, and now she's devastating the city! You need to track those thieves down and get that relic back before she wipes out all human life on Venus!
16. Space Smith has returned to Venus with an army of Earth soldiers, and a mission to wipe out the Science Robots and take over the Caverns! It's not enough just to stop them—you need to do it in such a way that Earth does not retaliate on an even larger scale.
17. A beloved Avrokian shaman has gone missing in Otram! Rumors say he's being held captive by crimelord Handgun Hannigan, so you're going undercover to infiltrate his gang.
18. An old fortress has been discovered in the jungles between Otram and the Caverns. Clear it of monsters and the Humanoid Coalition may finally have a permanent base of operations!
19. One of Otram's Revelators is suspected of being a shapeshifting Moglug in disguise! But the supposed imposter advocates the ideals of representative democracy and civil rights. Who will you side with?
20. Your group has come into possession of a doomsday weapon that could potentially destroy the planet. Every faction has ordered their representatives to take the weapon, so it's time to decide: Who are you more loyal to, your faction or the Coalition?



# Chapter 7: Characters

The character creation process in *Leopard Women of Venus* is very similar to that in the *Dungeon Crawl Classics (DCC)* core book. Zero-level characters start by rolling their six attributes as normal and assigning their bonuses. Venus, however, has its own Birth Augurs and Starting Occupations tables. In addition to the starting weapons and trade goods granted by their occupation, characters should also roll once on the Random Starting Equipment table.

## OCCUPATIONS ON VENUS

In addition to occupation, starting weapon, and trade goods, the Venusian Occupation table also includes which human settlement a Venusian character comes from: The Caverns, Otram, Avrok, or Palna. Some occupations are listed as “Outsiders.” These characters don’t belong to any faction, and are considered weird and outré, even by Venusian standards.

### VENUSIAN BIRTH AUGURS AND LUCKY ROLLS (1D30)

1. **Blood Feud:** All attack rolls
2. **The Prince of Saturn:** Melee attack rolls
3. **The Laser Pony:** Ranged attack rolls
4. **Whirlwind:** Unarmed attack rolls
5. **Your Own Evil Creation:** Damage rolls
6. **The Lumberjack:** Melee damage rolls
7. **Cold Dead Hands:** Ranged damage rolls
8. **The Gigantic Glowing Brain:** Skill checks (including thief skills)
9. **The Slide Rule:** Skills rolls involving engineering and/or electronics.
10. **The Traitor:** Backstab attack rolls and damage
11. **Visions of Stardust:** Spell checks
12. **Pranic Focus:** Spell damage
13. **Fantomah’s Blessing:** Turn unholy checks
14. **Dreams of Earth:** Saving throws
15. **The Machine Elves:** Savings throws against magic
16. **The Lorbat:** Saving throws against poison
17. **Moglug Blood:** Saving throws against mutation
18. **The Space Hawk:** Reflex saving throws
19. **Tiger Heart:** Fortitude saving throws
20. **Psionic Menace:** Willpower saving throws
21. **The Great and Powerful Turtle:** Armor Class
22. **Prophetic Visions:** Initiative
23. **The Giant Robot:** Hit points (applies at each level)
24. **Alien Spores:** Corruption rolls
25. **The Spaceman:** Agility rolls
26. **All the Civilized Planets:** Personality Rolls
27. **Hero of the Beach:** Strength rolls
28. **Machine Logic:** Intelligence rolls
29. **Clean Living:** Stamina rolls
30. **Leopard Kin:** Speed (each +1/-1 = +5’/-5’ speed)



# Venusian Occupations Table

| 1d100 | Culture | Occupation       | Weapon                | Trade Good                   | Notes  |
|-------|---------|------------------|-----------------------|------------------------------|--|
| 1     | Avrok   | Dancer           | Rainstick (1d4)       | Tassles                      |  |
| 2     | Avrok   | Drummer          | Drumstick (1d3)       | Drum                         |  |
| 3     | Avrok   | Herbalist        | Sickle (1d4)          | Herb grinder                 |  |
| 4     | Avrok   | Lorbat handler   | Staff (1d4)           | Bottle of snake oil          |  |
| 5     | Avrok   | Masseuse         | Rolling pin (1d4)     | Towel                        |  |
| 6     | Avrok   | Nut finder       | Climbing claws (1d3)  | 2d6 large nuts               |  |
| 7     | Avrok   | Shaman           | Staff (1d4)           | Fancy headdress              |  |
| 8     | Avrok   | Animal trainer   | Animal goad (1d4)     | Pet frogbat                  |  |
| 9     | Avrok   | Snake milker     | Snake stick (1d3)     | Rubber gloves                |  |
| 10    | Avrok   | Storyteller      | Stick (1d4)           | Storybook                    |  |
| 11    | Avrok   | Sybarite         | Knife (1d4)           | 1d4 narcotic mushrooms       |  |
| 12    | Avrok   | Tattooist        | Large needle (1d3)    | Pot of ink                   |  |
| 13    | Avrok   | Pathfinder       | Machete (1d8)         | Bag of breadcrumbs           |  |
| 14    | Avrok   | Trapper          | Shortbow (1d6)*       | Snare                        | *1d6 arrows  |
| 15    | Avrok   | Necklace weaver  | Knitting needle (1d3) | 2d6 pukka shells             |  |
| 16    | Caverns | Auditor          | Pencil (1d3)          | Adding machine               |  |
| 17    | Caverns | Bot polisher     | Scrub brush (1d3)     | Jar of bot polish            |  |
| 18    | Caverns | Cafeteria worker | Spatula (1d4)         | 1d6 servings of apple crisp  |  |
| 19    | Caverns | Carpenter        | Hammer (1d6)          | 2d6 nails                    |  |
| 20    | Caverns | Creche attendant | Rattle (1d3)          | 1d4 jars of baby food        |  |
| 21    | Caverns | Factory worker   | Wrench (1d6)          | Thermos of coffee            |  |
| 22    | Caverns | Fifth columnist  | Pipe bomb (2d6)*      | Stack of seditious pamphlets | *one use, 10' radius, reflex save (DC: 10) for half damage |
| 23    | Caverns | Algae farmer     | Scoop (1d4)           | Wading boots                 |  |
| 24    | Caverns | Barista          | Coffee scoop (1d4)    | 1d3 sticks of biscotti       |  |
| 25    | Caverns | Janitor          | Mop (1d6)             | Bucket                       |  |



| Id100 | Culture | Occupation         | Weapon                 | Trade Good                    | Notes   |
|-------|---------|--------------------|------------------------|-------------------------------|---|
| 26    | Caverns | Machinist          | Wrench (1d6)           | 1d4 gears                     |   |
| 27    | Caverns | Radium miner       | Pickaxe (1d6)          | Geiger counter                |   |
| 28    | Caverns | Mushroomer         | Spade (1d6)            | 1d4 tasty mushrooms           |   |
| 29    | Caverns | Office worker      | Stapler (1d4)          | Necktie                       |   |
| 30    | Caverns | Surgeon            | Scalpel (1d4)          | Head reflector                |   |
| 31    | Caverns | Police officer     | Pistol (1d6)*          | Helmet (+1 AC)                | *1d6 bullets  |
| 32    | Caverns | Propagandist       | Megaphone (1d3)        | 1d3 Pro-Science-Robot posters |   |
| 33    | Caverns | Ranger recruit     | Rifle (1d8)*           | Ghillie suit                  | *1d6 bullets  |
| 34    | Caverns | S.A.S.* intern     | Slide rule (1d3)       | Lab coat                      | *Sufficiently Advanced Science (aka magic)                        |
| 35    | Caverns | Scientist          | Pen (1d3)              | Spectacles                    |   |
| 36    | Caverns | Soldier            | Rifle (1d8)*           | Canteen                       | *1d6 bullets  |
| 37    | Caverns | Steelworker        | Tongs (1d6)            | 5lbs of iron slag             |   |
| 38    | Caverns | Tactician          | Yardstick (1d3)        | 1d4+1 toy soldiers            |   |
| 39    | Caverns | Cartographer       | Survey rod (1d4)       | Theodolite                    |   |
| 40    | Caverns | Malcontent         | Crowbar (1d6)          | 1d3 cans of spraypaint        |   |
| 41    | Caverns | Psychic researcher | Metal ruler (1d3)      | Deck of Zener cards           |   |
| 42    | Caverns | Sewer worker       | Plunger (1d4)          | Gas mask                      |   |
| 43    | Caverns | Cave farmer        | Shovel (1d6)           | 10lb sack of compost          |   |
| 44    | Caverns | Chemist            | Bunsen burner (1d4)*   | Safety goggles                | *Fire damage. Make luck roll after each attack, or fuel goes out. |
| 45    | Caverns | Astronomer         | Dagger (1d4)           | Telescope                     |   |
| 46    | Caverns | Teacher            | Ruler (1d3)            | Textbook                      |   |
| 47    | Caverns | Weaponsmith        | Rifle (1d8)*           | Leather apron                 | *1d6 bullets  |
| 48    | Caverns | Engineer           | Calipers (1d4)         | Coffee mug                    |   |
| 49    | Caverns | Launderer          | Clothes iron (1d4)     | Bottle of bleach              |   |
| 50    | Caverns | Psychologist       | Phrenology model (1d4) | Stack of Rorshach prints      |   |



| Id100 | Culture | Occupation       | Weapon                   | Trade Good          | Notes        |
|-------|---------|------------------|--------------------------|---------------------|--------------|
| 51    | Otram   | Preacher         | Walking stick (1d4)      | Church fan          |              |
| 52    | Otram   | Satanist         | Dagger (1d4)             | Black lipstick      |              |
| 53    | Otram   | Athlete          | Javelin (1d6)            | Medals              |              |
| 54    | Otram   | Barber           | Razor (1d4)              | Beard oil           |              |
| 55    | Otram   | Bartender        | Sawed-off shotgun (1d8)* | 1d6 bottles of beer | *1d4 shells  |
| 56    | Otram   | Distiller        | Copper mug (1d3)         | Jug of booze        |              |
| 57    | Otram   | Bricklayer       | Trowel (1d4)             | 1d6 bricks          |              |
| 58    | Otram   | Builder          | Hammer (1d6)             | 1d3 wooden boards   |              |
| 59    | Otram   | Cook             | Iron skillet (1d6)       | 1d6 lbs of "meat"   |              |
| 60    | Otram   | Ditch digger     | Shovel (1d6)             | Wheelbarrow         |              |
| 61    | Otram   | Farmer           | Pitchfork (1d8)          | Sack of vegetables  |              |
| 62    | Otram   | Gladiator        | Shortsword (1d6)         | Net                 |              |
| 63    | Otram   | Guard            | Spear (1d8)              | Helmet              |              |
| 64    | Otram   | Sawbones         | Bone saw (1d4)           | Jar of leeches      |              |
| 65    | Otram   | Hunter           | Shotgun (1d8)*           | Orange vest         | *1d6 bullets |
| 66    | Otram   | Grunt            | Rifle (1d8)*             | Bandolier           | *1d6 bullets |
| 67    | Otram   | Cannibal         | Cleaver (1d6)            | 1d6 lbs of "meat"   |              |
| 68    | Otram   | Street urchin    | Rat on a stick (1d3)     | Battered cap        |              |
| 69    | Otram   | Personal trainer | Barbell (1d6)            | Weight belt         |              |
| 70    | Otram   | Scout            | Light crossbow (1d6)*    | Binoculars          | *1d6 bolts   |
| 71    | Otram   | Sex worker       | Shiv (1d4)               | 1d3 prophylactics   |              |
| 72    | Otram   | Goon             | Brass knuckles (1d4)     | Cigar               |              |
| 73    | Otram   | Gunsmith         | Pistol (1d6)*            | Vial of gun oil     | *1d6 bullets |
| 74    | Otram   | Armorsmith       | Hammer (1d6)             | Light Armor (+2 AC) |              |
| 75    | Otram   | Lumberjack       | Axe (1d8)                | Stocking cap        |              |



| 1d100 | Culture   | Occupation                 | Weapon                       | Trade Good                   | Notes  |
|-------|-----------|----------------------------|------------------------------|------------------------------|--|
| 76    | Palna     | Astrologer                 | Astrolabe (1d4)              | Star charts                  |  |
| 77    | Palna     | Crisis counselor           | Weighted blanket (1d3)       | Thermos of hot cocoa         |  |
| 78    | Palna     | Cartoonist                 | Pen (1d3)                    | Whiskey bottle (half-full)   |  |
| 79    | Palna     | Actuary                    | Abacus (1d4)                 | Briefcase                    |  |
| 80    | Palna     | Doctor                     | Rubber mallet (1d3)          | Leather bag                  |  |
| 81    | Palna     | Doomsayer                  | Placard (1d4)                | 1d3 copies of your manifesto |  |
| 82    | Palna     | Electrician                | Screwdriver (1d4)            | Spool of copper wire         |  |
| 83    | Palna     | Excavator                  | Pickaxe (1d6)                | Mining helmet (+1 AC)        |  |
| 84    | Palna     | Flagellant                 | Barbed whip (1d4)            | 1 lb bag of salt             |  |
| 85    | Palna     | Lookout                    | Rifle (1d8)*                 | Spyglass                     | *1d6 bullets                                 |
| 86    | Palna     | Lorekeeper                 | Letter opener (1d4)          | Book of historial records    |  |
| 87    | Palna     | Motivational speaker       | Football (1d3)*              | 1d3 copies of your new book  | *30/60/90 range                              |
| 88    | Palna     | Mountaineer                | Climbing Pick (1d4)          | 50' rope                     |  |
| 89    | Palna     | Operator                   | Microphone (1d3)             | Code book                    |  |
| 90    | Palna     | Soothsayer                 | Staff with bells on it (1d4) | Stardust tarot deck          |  |
| 91    | Outsiders | American schoolkid         | Safety scissors (1d3)        | Lunchbox                     |  |
| 92    | Outsiders | Earth astronaut            | Ray gun (1d7)*               | American flag                | *1d6 charges                                 |
| 93    | Outsiders | Half-feral jungle child    | Knife (1d4)                  | Loincloth                    |  |
| 94    | Outsiders | Hermit                     | Staff (1d4)                  | Pet goatdog                  |  |
| 95    | Outsiders | Spider cult quizling       | Weird Dagger (1d4)           | Web-motif robes              |  |
| 96    | Outsiders | Victorian psychonaut       | Sword cane (1d6)             | 1d3 doses of hashish         |  |
| 97    | Outsiders | Astrally-transposed cowboy | Pistol (1d6)*                | Lasso                        | *1d6 bullets                                 |
| 98    | Outsiders | Space ape                  | Blaster (1d8)*               | Bubble helmet                | *1d6 charges                                 |
| 99    | Outsiders | Moglug changeling*         | Knife (1d4)                  | Trenchcoat                   | *Can pass as an ugly human!<br>No mutations. |
| 100   | Outsiders | An actual halfling*        | Short sword (1d6)            | Gold ring                    | *From the DCC core book!                     |



## RANDOM STARTING GEAR FOR 0-LEVEL CHARACTERS

Resources are scarce on Venus, and people tend to hang on tight to whatever odds and ends they are lucky to get their hands on. All new Venusian characters should roll on this chart to see what petty treasure they have managed to hold on to.

1. Backpack
2. 50' of nylon rope
3. Electric flashlight
4. Book: *Complete Works of Basil Wolverton* (annotated)
5. Tape measure
6. Six-pack of *Otrambrau* lager (cans)
7. "Statistically Average Citizen" coffee mug
8. Socket wrench set
9. Hand drill
10. Binoculars
11. Grappling hook
12. Pocket fisherman
13. Lunchbox
14. Magic markers (red, green, blue, black)
15. "Meat" jerky (12 oz)
16. Pack of cigarettes
17. Lighter
18. Full set of polyhedral dice
19. Cloth shopping bag
20. Welding goggles
21. Hat, common
22. Hat, fancy
23. Book: *QAGS Second Edition* (contraband in all settlements)
24. Pipe wrench
25. First Aid Kit
26. Jumper cables
27. Hip flask
28. Book: *The Briggs Bible, Simplified Language Edition* (illustrated)
29. Multitool
30. Hand mirror
31. Raincoat
32. Ghillie suit
33. Green 20-sided die with a smiling face painted on it
34. Magnifying glass
35. Tube of protein paste
36. Umbrella
37. Iron spike
38. Galoshes, one pair
39. Book: *To Serve Man*
40. Sleeping Bag
41. Burlap sack
42. Collapsible pole, 10'
43. Cigar
44. Earplugs
45. Hand saw
46. Hammer, ball-peen





- |   |   |
|---|---|
| 47. Screwdriver, Philips  | 74. Semaphore flags                         |
| 48. Trench coat   | 75. Adding machine                          |
| 49. "Briggs is just fine with me!" t-shirt                                | 76. Wheelbarrow                             |
| 50. Snakeskin boots, pair   | 77. Potted plant (benign)                   |
| 51. Wallet with 1d6 Otram dollars   | 78. Air horn                                |
| 52. Rubber apron  | 79. Entrenching tool                        |
| 53. Work gloves   | 80. 10' iron chain                          |
| 54. Inanimate carbon rod  | 81. Oil, 1 pint                             |
| 55. Horseshoe magnet  | 82. Football                                |
| 56. Carpenter pants   | 83. Vacuum tubes, pack of 6                 |
| 57. Bolo tie  | 84. Sock puppet                             |
| 58. Electric toothbrush   | 85. Rubber spider                           |
| 59. Bar of soap   | 86. Crowbar                                 |
| 60. Towel   | 87. Pack of playing cards, pornographic     |
| 61. Plush lorbat  | 88. Pack of playing cards, chaste           |
| 62. Pocket watch  | 89. Bottle of patchouli, 3oz                |
| 63. Compass   | 90. Big Red Jackson action figure           |
| 64. Electric lantern  | 91. Loaf of rye bread                       |
| 65. Canteen   | 92. Educational filmstrip "Hygiene and You" |
| 66. 24" bungee cord   | 93. Butterfly net                           |
| 67. Carpet bag  | 94. Frying pan                              |
| 68. Medicine ball   | 95. Duffel bag                              |
| 69. Aspirin, bottle of 100  | 96. 12" sausage                             |
| 70. Sewing kit  | 97. Stationery set                          |
| 71. Road flare  | 98. Bottle of whiskey, cheap                |
| 72. Duct tape, 1 roll   | 99. Wristwatch                              |
| 73. Book: <i>The Gods and How to Become Them</i> by Forecastle J. MacBeth | 100. Handcuffs                              |



## CLASSES ON VENUS

All the human classes from the *Dungeon Crawl Classics* core book are available on Venus, although they have a slightly different flavor on this savage planet. Additionally, female characters can choose the Leopard Woman class!

### WARRIORS

Warriors are common in every culture, and Venus's factions are no exception. Whether it's the regular soldiers and constabulary or talented amateurs who are just good at hurting things, dedicated fighting men and women are found everywhere.

Many Venusian cultures have specialized warrior cadres dedicated to specific missions or purposes. In the Caverns, **Rangers** patrol the savage, surface world jungles protecting the citizens from beasts and monsters. Rangers are identified by their elaborate ghillie-suits and plumed caps. Conversely, the black-cloaked **Hunters** explore the ancient under-tunnels beneath the Caverns, tracking down Moglugs and keeping their existence secret from the general populace.

The **Riflemen** are held in high regard in the brutal city of Otram. This elite group of sharpshooters are the only Otramites allowed to use the city's powerful beam rifles. Riflemen often personalize their guns with elaborate decorations and customizations, making their weapons extensions of their own personalities. The **Berserker Brigade** only recruits the biggest and strongest warriors in Otram. These fierce combatants eschew ranged weapons, preferring to wade into battle with fearsome melee weapons and a feverish rage brought upon by drugs and religious fervor.

The lightning cannons of Palna protect that mountain city from outside invaders. The thunderbolts from these cannons remind the Palnans of the deadly rays and tempestuous fury of their lord Stardust. The **Lightning Gunners** are esteemed for their skill in the use and maintenance of the lightning guns. They are easily recognized by their skin-tight purple-gray uniforms with the brazen accents that match the sheen of their electrical weapons.

Compared to the rest of Venus, Avrokians are relatively peaceful. More concerned as they are with eco-spiritualism, pharmacological husbandry, and ophidian congress, they do not revere warriors as other cultures do. Still, the Jungle is dangerous, and the people must eat. While most Avrokians are vegetarian, Venus's botanical life is just as dangerous as most animals. The **Harvesters** use clever traps and tactics to capture the predatory fruits and vegetables of the Venusian jungles.

In addition to the weapons listed under their class description, Warriors can use all guns.



## CLERICS

Religion is an odd thing on Venus. Depending on where you are, people might follow strange permutations of old Earth religions, worship the alien spirits native to Venus, pay homage to powerful cosmic entities, or belong to any number of secret cults. While priests, missionaries, and shamans can be found across Venus, true spell-casting clerics are rare. And yet they are out there, channeling power to aid the faithful and smite the heretics.

In the Caverns, the Science Robots forbid all forms of religion. They see it as a frivolous distraction from work and duty. The citizens should rightly put their faith in hard science, the State, and their robot overlords. Still, humans are spiritual by nature, and a variety of secret cults and hidden churches operate in the shadowy corners of the Caverns. Sneak into the right abandoned warehouse at the right time and you might find anything from a Baptist revival meeting to a blood orgy dedicated to some horror from the Outer Dark. Clerical magic confounds the Science Robots, because it does not fit into their paradigm of magic as advanced science. As such, they have placed a heavy bounty on any clerics brought in for “processing.”

The religion of Otram is an odd mix of pagan god-king worship, prosperity gospel, and old-timey fire-and-brimstone evangelical Protestantism. When Barnabas and Benedictine Briggs wrote *The Revelation of the Blood of Briggs*, they cast the patriarchs who came to Venus on the *Napier* as spiritual guides and guardians, while Bible Briggs and his bloodline became messiahs and the living voice of God on Venus. Briggsism preaches the virtue of God, Guns, and Glory, along with Otramic exceptionalism. Briggs’ rules and commandments are harsh and strict, but they are the only things keeping Otram from falling into absolute chaos (instead of just partial chaos).

Perhaps not surprisingly, as Briggsism established itself, old-timey Satanism quietly grew in its shadow. Small cabals of Devil worshippers can be found hidden in Otram’s secret places. These Satanists will tell you that while they might sacrifice the occasional black goat and quietly plot the downfall of society, relatively few of them have actually eaten a baby.

In Palna, the worship of Stardust is paramount to all. Theirs is an apocalyptic religion, living in both fear and rapturous anticipation of the day when the mighty Super Wizard will come down from his private star to cleanse Venus of all evil and bring creatively cruel and ironic justice to the criminal and the wicked. Clerics of Stardust focus on rooting out evil and corruption within Palna, all the while watching stars for signs of His return and beseeching Him to spare Palna His fury.

### **The Divine Nature of Briggs?**

The Briggs brothers would be quite surprised to discover that the theology they created in a week while on a moonshine bender has produced actual miracle-working clerics. The theological and cosmological questions this raises as to the nature of God, belief, and the mutagenic nature of Venus itself are remarkable. However, since those kinds of questions usually lead to being burned at the stake, they remain largely unanswered.



# Divinities of Venus

| Alignment  | Divinity              | Symbol                           | Weapons  | Unholy Creatures   |
|------------|-----------------------|----------------------------------|--|--|
| Law        | Stardust              | Flaming starburst                | Mace, flail, warhammer, club, staff, pistols, carbine, rifle   | Mutants, Moglugs, Chaos champions, demons, un-dead             |
| Law        | Briggs                | Cross, bound in chains           | Axe (any), sword (any), all guns                               | Aliens*, Chaotic wizards, demons, un-dead                      |
| Neutrality | Fantomah              | Woman's face, half of it a skull | Dagger, staff, sling, bow (any), spear                         | Demons, un-dead, mutants, jungle beasts and monsters           |
| Neutrality | Nature Itself         | Astrological sign of Venus       | Dagger, staff, blowgun, bow (any), dart, spear                 | Demons, un-dead, wizards, mutants, robots                      |
| Chaos      | Satan                 | Pentagram                        | Dagger, sword (all), flail, whip, garrotte, pistol and carbine | Lawful clerics, government employees, champions of Law, robots |
| Chaos      | Unspeakable Dead Ones | Alien skull with 13 spider legs  | Sword (any), axe (any), Bow (any), dagger, dart                | Human clerics, robots, champions of Law                        |

\*creatures from neither Venus nor Earth

Most citizens of Avrok will tell you that they're "spiritual but not religious." Avrokians developed a spiritual casserole of semi-shamanic practices—some half-remembered from old Earth cultures, some created as needed when they fled from Otram into the Jungle. The people of Avrok have dedicated themselves to Nature and the Jungle as a spiritual whole, often personified by the jungle goddess Fantomah. Avrokian rituals involve a mixture of psychoactive plants, song and dance, experimental theater, and of course snake sex. It seems to be working for them, however, because Avrok produces a greater number of powerful Clerics than any other culture.

## WIZARDS

Magic is weird on Venus, even by magic's already-weird standards. There are many and varied sources of magic on, in, and around the planet. Stardust the Super Wizard uses "scientific rays" which might be actual magic, significantly advanced technology, or a combination of both. Fantomah taps into elemental forces of Nature itself to harness "jungle magic." The Bio-Ray Device emits all manner of strange radiation across Venus. Certain individuals are able to tap in and control this radiation to perform seemingly magical effects. Still, for some, the time-honored tradition of calling up demons and calling down angels seems to work just fine. Ultimately, there are as many explanations for magic as there are magicians.



## Optional Rule: Scientific Wizards

Palna and (especially) the Caverns view wizardly magic as a kind of enlightened science. Spells are decoded and learned through rigorous, formulaic study and peer-reviewed experimentation. To represent this more disciplined study of magic, the Judge may decide that spells cast by Wizards from the Caverns and/or Palna do not produce Mercurial Magic effects.

The Science Robots of the Caverns teach that magic is just hyper-advanced science that humans are poorly equipped to understand. The “wizards” in the Significantly Advanced Sciences department utilize slide-rules, orgone resonance chambers, and monopole magnets in conjunction with esoteric mathematical equations to manipulate zero-point energy, quantum entanglements, and awakened prana creating a number of seemingly-miraculous effects. But they would never call it “magic” (at least, not out loud). More recently, the Science Robots have begun experimenting with installing psionic meshes directly into promising humans’ brains to awaken psychic potential. The results thus far are “unpredictable, disappointing, but ultimately promising.”

Otram does not produce many Wizards, as Briggs’ teachings equate it with the Devil. Most of Otram’s rough-and-tumble masses see magic use as a weakness anyway. Why use sorcery when your own brawn and a well-made gun solve your problems just as easily? There are rumors Briggs retains a secret cabal of wizards in his mansion, bound by oaths and blackmail, to advise him on arcane matters—Briggs is no fool, after all. It goes without saying that among the Devil worshippers secretly hiding in Otram, Wizards are perfectly welcome.

As followers of Stardust the Super Wizard, Palna, unsurprisingly, produces more Wizards than any other human settlement. Through generations of carefully studying Stardust’s words and deeds and painstaking analysis of centuries old artifacts left by the Super Wizard, Palna has unlocked the basic principles of scientific rays. This mysterious energy theoretically comes from the hearts of living stars and is usable for varied fantastical applications. While none match Stardust’s proficiency, Palnan wizards have succeeded in codifying many effects into semi-predictable formulae (that is, spells).

In Avrok, the line between shaman, Cleric, and Wizard is blurry at best. While many Avrokian Clerics worship Fantomah, many Wizards also proudly take her as a Patron—often happily working together. Even without a patron, Avrokian Wizards can tap into the natural magical energies permeating the Jungle to perform classical magic taught to them in psychoactive fugues.

While each Venusian culture and individual magician “flavors” their magic differently, they all function mechanically identically to the Wizard class. In addition to the weapons listed under their class description, Wizards can use pistols and shotguns.





## THIEVES

Like Warriors, Thieves are common in almost all cultures. Wherever people have accumulated things, there are those who want to take them. The Caverns are a semi-Soviet dystopia where wealth is distributed by caste and merit. With such uneven distribution of wealth, many Cavernites turn to crime. Thieves also make good agents for the Fifth Column, working as spies, saboteurs, and assassins. In Otram, only the strong or the crafty survive. If you can't beat someone face-to-face, your best action is a knife in the back (literally or figuratively). Thieves are common in Otram, and several criminal gangs prowl the Slums, fighting for turf and taking what they can. Thieves are actually rare in Palna. Stardust is historically harsh in his punishment of criminals, and Palna's collective fear of retribution tends to create a low crime rate. Even so, there are still those who would tempt the Super Wizard's wrath by taking up the Thief's life. Avrokians don't believe in money and see personal property as a trick set to trap you into the delusion of materialism, man. However, Thieves still serve Avrok, often working as scouts or hunters. Many Avrok settlements are protected by **Sneaks**, stealthy Thieves clad in distinctive lorbat-leather armor who use their mastery of poisons to protect Avrok from outside interlopers.

In addition to the weapons listed in their class description, Thieves can use pistols, carbines, rifles, and shotguns.



## DWARVES, ELVES, AND HALFLINGS

Generally, the classic fantasy demihuman races do not appear on Venus. However, Venus is a strange and unpredictable place and outer space is full of weirdness. There's no predicting what kind of creatures may show up due to a dimensional rift, crashed rocket ship, or botched spell.

## **OPTIONAL RULE: CULTURAL BONUSES AND PENALTIES**

To better distinguish between Venus's four major human settlements, Judges may use the following modifications to human characters, based on their homeland.

### CAVERNS

- The Caverns are the most technologically advanced society on Venus. All Cavern citizens are considered to be "trained" in the use of basic machinery, electronics, and analog computers.

### OTRAM

- In Otram, it's every man for himself. Otramites get a +1d bonus to detect or avoid ambush.
- Otramites have a deserved reputation as brutish thugs. They suffer a -1d penalty to social interactions requiring grace and decorum.

### PALNA

- The people of Palna are hard to influence, given their fear of Stardust's wrath. They have a +1d bonus to resist both magical *Charm* and mundane coercion.
- Palnans are a nervous and superstitious lot. They suffer a -1d penalty to saves against fear.

### AVROK

- Generations of "snake handling" have made Avrokians resistant to venom. They get +1d bonus to save against poisons and are completely immune to Lorbat venom.
- Avrok is a fairly Luddite culture. Avrokians suffer a -1d penalty when dealing with post-industrial technology.







# Chapter 8: Leopard Woman Class

Leopard Women are the Science Robots' elite operatives: genetically augmented super-soldiers dedicated to protecting the Caverns from the most dangerous of enemies, inside and out. Monsters, space aliens, foreign agents, and Fifth Columnists are all targets on the Leopard Women's strike-list.

Cavern auditors monitor all citizens, assessing them according to the esoteric and not-fully-understood criteria the Science Robots set. Potential candidates are brought before the Cavern's robot masters, who make the final decision as to who is or is not to undergo the bio-morphic process to become a Leopard Woman. The Science Robots only ever choose citizens who identify as women for this process—no one knows why. As far as Cavern scientists can tell, there is no genetic requirement for the augmentation process. The best anyone can assume is that it's some psychological element the Robots desire, tenacious tradition, or the Science Robots' own inscrutable preference.

Chosen women go through a bio-morphic augmentation process that exposes their corpus to strange radiations and bonds their genetic structure to the deadly Venusian Leopard's blood. This process increases their strength and speed and awakens their prana, granting them access to low-level psionic powers that allow them to activate their Comet Fire Helmets and bond to the Flying Saurians.

Leopard Women are utterly loyal to the Science Robots. While the Robots assign Leopard Women specific missions, they often leave packs of Leopard Women to their own recognizance, trusting that in their loyalty they will take the necessary action to protect the Caverns. With the Pax Venusia, the Science Robots often assign Leopard Women to multi-factional teams, in order to ensure the Science Robots' interests are protected.

**Hit Points:** 1d10 per level

**Weapon Training:** A Leopard Woman is trained in all weapons. Additionally, at Level 1 a Leopard Woman receives her Comet Fire Helmet, a leather flight helmet with a long energy-projecting barrel on the forehead. The helmet's pranic circuitry allows the Leopard Woman to channel energy through the emitter using the *Comet Fire* augment. The Comet Fire Helmet is a Leopard Woman's most prized possession—a symbol of her honor and caste. If she loses it, she must *quest* to get a new one.

**Armor:** At level 1, a Leopard Woman receives a suit of specially crafted leather armor made from the magenta hide of the Venusian Leopard that provided the blood for her bio-morphic augmentation. Like the Comet Fire Helmet, this prized possession is a symbol of her honor and status. If she loses it, she must *quest* for another set. See page 95 for more information.

- **Leopard Woman Armor:** AC: +4; Check Penalty -1; Speed Mod: n/a; Fumble: d8



## Because Someone Always Asks.

Most Leopard Women can have children. Many are too preoccupied or dedicated to their duties to involve themselves in the relationships that would lead to such things, but the Science Robots have no rules against it. Children born of Leopard Women are normal humans, handed over to the Nursery Creches like any other Caverns citizen. Such children are often healthier and stronger than their peers, though this may have more to do with their privileged upbringing than any genetic factor. While all citizens are theoretically equal within the Caverns, in practice, Leopard Women's children are often given favorable treatment and better resources by their caregivers and supervisors.

**Alignment:** Leopard Women are almost uniformly Lawful, dedicated as they are to the preservation of society as represented by the Caverns and the Science Robots. Neutral and Chaotic Leopard Women are clearly the result of some human scientist botching the bio-morphic process.

**Deed Die/Mighty Deeds of Arms:** Like Warriors, instead of a static Attack Bonus, a Leopard Women has a Deed Die added to both attack and damage rolls. She can use the Deed Die to perform Mighty Deeds of Arms, just like a Warrior.

**Action Dice:** A Leopard Woman can use her Action Die to attack or activate her Augments. At 5th level she gains a second Action Dice that she can use to make two attacks, activate two augments, or one of each.

**Augments:** The bio-morphic augmentation process grants a Leopard Woman various powers, collectively called "augments." Augments tap into her prana, allowing her to channel energy through her body to activate her powers, sometimes at the cost of her mental faculties. Although only the most ignorant overworld barbarians would call it "magic," augments are almost functionally identical to spells. A Leopard Woman has three augments, all accessible at first level—*Comet Fire*, *Flying Saurian*, and *Leopard Blood*. Her Caster Level is equal to her Leopard Woman level.

To activate an augment, the Leopard Woman rolls her Action Die and adds her Caster Level plus her Stamina modifier. Check penalties from armor do not affect her activation rolls. Before rolling a Leopard Woman can "spellburn" Intelligence or Personality as she dangerously super-charges her augment with pranic energy.

A badly failed activation roll can cause Corruption, just like a spell, as the prana backlash causes various degrees of genetic damage.

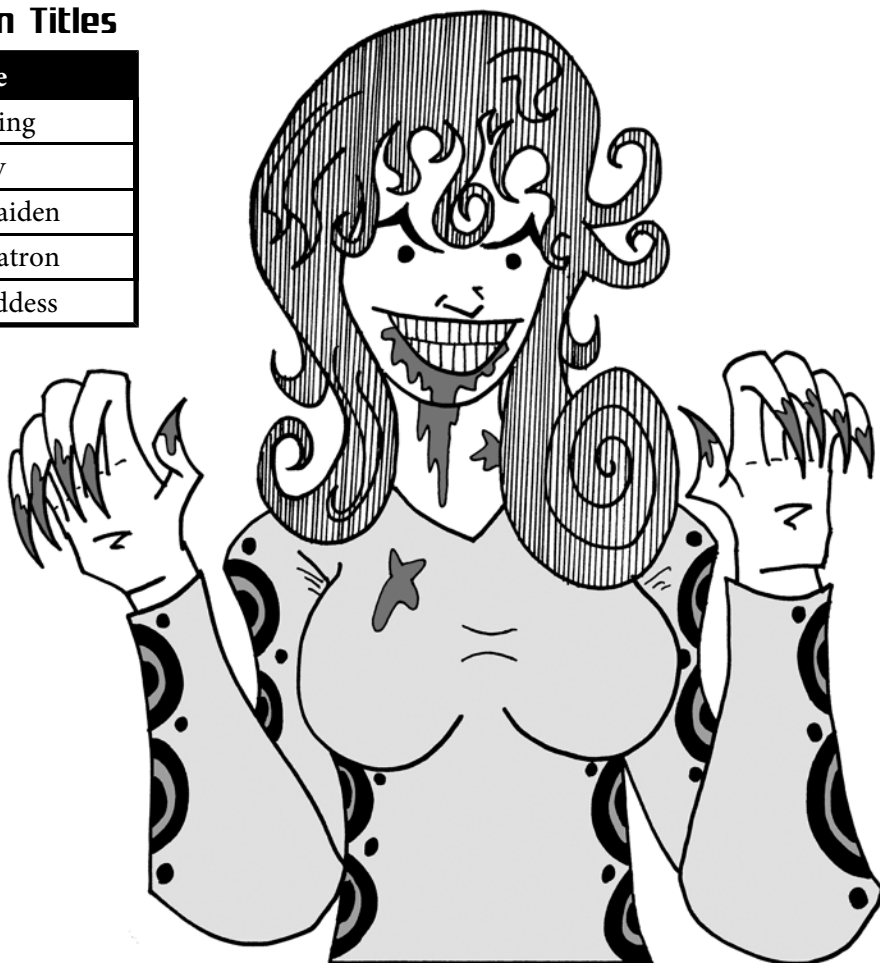


# Leopard Woman Table

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

## Leopard Woman Titles

| Level | Title         |
|-------|---------------|
| 1     | Blooding      |
| 2     | Fury          |
| 3     | Battle Maiden |
| 4     | Battle Matron |
| 5     | War Goddess   |





# Comet Fire

|                   |   |                                   |                                     |                     |
|-------------------|---|-----------------------------------|-------------------------------------|---------------------|
| <b>Level:</b> 1   | <b>Range:</b> 120' or more  | <b>Duration:</b><br>Instantaneous | <b>Activation time:</b><br>1 action | <b>Save:</b> Varies |
| <b>General</b>    | Use of this augment requires a specially attuned comet fire helmet for channeling the Leopard Woman's prana through the significantly-advanced circuitry, concentrating it into a destructive blast of kinetic force fired through the emitter barrel.  |                                   |                                     |                     |
| <b>Misfire</b>    | Roll 1d4: (1) Comet Fire Helmet short-circuits, requiring 1d4 hours of repair before usable again; (2) Pranic backlash inflicts 1d4 damage on the Leopard Woman; (3) Uncontrolled discharge hits a random target for 1d3 damage; (4) Muzzle flare dazzles Leopard Woman for 1d4 rounds (-1d to Action Dice) |                                   |                                     |                     |
| <b>Corruption</b> | Roll 1d8: (1) Body hair permanently burns away; (2) Eyes glow like burning candles; (3) Leopard Woman permanently smells of ozone; (4) Prana burn permanently reduces Personality by 1; (5-6) Minor Corruption, (7) Major Corruption; (8) Greater Corruption  |                                   |                                     |                     |
| <b>1</b>          | Lost, failure, and worse! Roll 1d6 modified by Luck. (0 or less) corruption and misfire; (1-4) corruption; (4+) misfire.  |                                   |                                     |                     |
| <b>2-11</b>       | Lost, Failure.  |                                   |                                     |                     |
| <b>12-13</b>      | A bolt of comet fire streaks towards a single target within 120'. If the activation roll equals or exceeds the target's AC, the bolt hits and inflicts 2d4 damage.  |                                   |                                     |                     |
| <b>14-17</b>      | A bolt of comet fire streaks towards a single target within 120'. If the activation roll equals or exceeds the target's AC, the bolt hits and inflicts 2d6 damage.  |                                   |                                     |                     |
| <b>18-19</b>      | Multiple rapid-fire bolts of comet fire streak towards up to three different targets within 120'. Compare the activation roll to the targets' individual AC. A successful hit inflicts 2d6 damage. Multiple bolts cannot strike a single target.  |                                   |                                     |                     |
| <b>20-23</b>      | A bolt of comet fire streaks towards a single target within 180', hitting automatically and inflicting 3d6 damage.  |                                   |                                     |                     |
| <b>24-27</b>      | Multiple rapid-fire bolts of comet fire streak towards up to four different targets within 180'. The bolts hit automatically and inflict 3d6 damage. Multiple bolts cannot strike a single target.  |                                   |                                     |                     |
| <b>28-29</b>      | An explosive bundle of comet fire streaks towards a point within 180'. Every creature within 20' of the impact point takes 5d6 damage. A successful Reflex Save against the Activation Roll reduces this damage by half.  |                                   |                                     |                     |
| <b>30-31</b>      | A bolt of comet fire streaks towards a single target within 500', hitting automatically and inflicting 8d6 damage.  |                                   |                                     |                     |
| <b>32+</b>        | An explosive bundle of comet fire streaks towards a point within 500'. Every creature within 30' of the impact point takes 10d6 damage. A successful Reflex Save reduces this damage by half.   |                                   |                                     |                     |



# Flying Saurian

|                   |   |                         |                                 |                   |
|-------------------|---|-------------------------|---------------------------------|-------------------|
| <b>Level:</b> 2   | <b>Range:</b> 20'   | <b>Duration:</b> Varies | <b>Activation time:</b> 1 round | <b>Save:</b> None |
| <b>General</b>    | Leopard Women have a sympathetic link with the Flying Saurians, horse-sized reptiles that can fly through the air (or even space) using an unknown form of levitational radiation. They serve as Leopard Women's mounts and war-beasts and are kept in comfortable grottos deep within the Caverns. This activation puts out a psychic call to summon a Flying Saurian, who arrives with incredible speed due to poorly-understood principles of psionic entanglement. A Leopard Woman can only have one Saurian summoned at a time. If the Saurian dies, she suffers a -1d penalty to activate this augment for the next 24 hours. |                         |                                 |                   |
| <b>Misfire</b>    | Roll 1d3: (1) Leopard Woman summons a 3HD Flying Saurian (as though activation roll of 18-19) but it's angry, violent, uncontrolled, and hates the summoner; (2) Leopard Woman instantly teleported to the musky Saurian Pens deep within the Caverns; (3) Leopard Woman and her companions are buried under a rain of 1d3x100 mundane salamanders.   |                         |                                 |                   |
| <b>Corruption</b> | Roll 1d4: (1) Leopard Woman's skin turns green and scaly; (2) Leopard Woman gains a hunger for grubs and insects; (3) Leopard Woman emits reptile pheromones that attracts snakes, lizards, and Lorbats; (4) Minor Corruption   |                         |                                 |                   |
| <b>1</b>          | Lost, failure, and worse! Roll 1d6 modified by Luck. (0 or less) corruption and misfire; (1-4) corruption; (4+) misfire.  |                         |                                 |                   |
| <b>2-11</b>       | Lost, Failure.  |                         |                                 |                   |
| <b>12-13</b>      | Failure, but not lost.  |                         |                                 |                   |
| <b>14-17</b>      | The Leopard Woman summons a flightless Flying Saurian hatchling. The Saurian arrives in 2d6 rounds and serves the Leopard Woman for one hour before returning to the Caverns.<br><br><b>Flying Saurian:</b> Init +1; Atk claw +1 melee (1d6); AC 10; HD 1d8; MV 30'; Act 1d20; SV Fort +2, Ref +1, Wil +0; AL N.  |                         |                                 |                   |
| <b>18-19</b>      | The Leopard Woman summons a young Flying Saurian. While it can fly, it isn't strong enough to carry a rider. The Saurian arrives in 2d6 rounds and serves the Leopard Woman for one hour per CL before returning to the Caverns.<br><br><b>Flying Saurian:</b> Init +1; Atk claw +2 melee (1d6); AC 12; HD 2d8; MV 30', 30' fly; Act 1d20; SV Fort +2, Ref +2, Wil +1; AL N.  |                         |                                 |                   |
| <b>20-23</b>      | The Leopard Woman summons a Flying Saurian strong enough to carry one rider. The Saurian arrives in 1d6 rounds and serves the Leopard Woman for one hour per CL before returning to the Caverns.<br><br><b>Flying Saurian:</b> Init +2; Atk Claw +2 melee (1d6); AC 12; HD 3d8; MV 30', 30' fly; Act 1d20; SV Fort +2, Ref +2, Wil +1; AL N.  |                         |                                 |                   |



|       |   |
|-------|---|
| 24-27 | <p>The Leopard Woman summons a Flying Saurian strong enough to carry one rider. The Saurian arrives instantly and serves the Leopard Woman for one hour per CL before returning to the Caverns.</p> <p><b>Flying Saurian:</b> Init +2; Atk Claw +4 melee (1d8); AC 14; HD 4d8; MV 30', 60' fly; Act 1d20; SV Fort +3, Ref +2, Wil +2; AL N.</p>   |
| 28-29 | <p>The Leopard Woman summons a Flying Saurian strong enough to carry two riders. The Saurian arrives instantly and serves the Leopard Woman for 24 hours before returning to the Caverns.</p> <p><b>Flying Saurian:</b> Init +3; Atk Claw +6 melee (1d8); AC 15; HD 6d8; MV 30', 90' fly; Act 2d20; SV Fort +5, Ref +4, Wil +3; AL N.</p> <p><u>Special:</u> The saurian projects an aura that protects its rider from the vacuum of space.</p>   |
| 30-31 | <p>The Leopard Woman summons a Flying Saurian strong enough to carry two riders. The Saurian arrives instantly and serves the Leopard Woman for 24 hours before returning to the Caverns.</p> <p><b>Flying Saurian:</b> Init +3; Atk Claw +7 melee (1d8); AC 16; HD 7d8; MV 30', 90' fly; Act 2d20; SV Fort +5, Ref +4, Wil +4; AL N.</p> <p><u>Special:</u> The saurian projects an aura that protects its rider from the vacuum of space.</p>   |
| 32-33 | <p>The Leopard Woman summons a radiation-breathing Flying Saurian strong enough to carry two riders. The Saurian arrives instantly and serves the Leopard Woman for 24 hours before returning to the Caverns.</p> <p><b>Flying Saurian:</b> Init +3; Atk Claw +8 melee (1d10) or radiation breath (60' cone, 4d6 damage, DC: 15 Ref save for half); AC 17; HD 8d8; MV 30', 120' fly; Act 2d20; SV Fort +6, Ref +5, Wil +4; AL N.</p> <p><u>Special:</u> The saurian projects an aura that protects its rider from the vacuum of space.</p>  |
| 34+   | <p>The Leopard Woman summons a radiation-breathing Flying Saurian strong enough to carry four riders. The Saurian arrives instantly and serves the Leopard Woman for 24 hours before returning to the Caverns.</p> <p><b>Flying Saurian:</b> Init +4; Atk Claw +9 melee (1d10) or radiation breath (60' cone, 6d6 damage, DC: 15 Ref save for half); AC 18; HD 9d8; MV 30', 120' fly; Act 2d20; SV Fort +7, Ref +6, Wil +5; AL N.</p> <p><u>Special:</u> The saurian projects an aura that protects its rider from the vacuum of space. While in space and out of combat, the Saurian can travel 1/4 AU per hour.</p> |



# Leopard Blood

|                   |  |                         |                                     |                   |
|-------------------|--|-------------------------|-------------------------------------|-------------------|
| <b>Level:</b> 3   | <b>Range:</b> Self   | <b>Duration:</b> Varies | <b>Activation time:</b><br>1 action | <b>Save:</b> None |
| <b>General</b>    | The Leopard Woman channels her prana through the irradiated leopard blood coursing through her veins, awakening the Venusian Leopard's deadly prowess. More powerful activations cause the Leopard Woman to temporarily display cat-like physical features.  |                         |                                     |                   |
| <b>Misfire</b>    | Roll 1d4: (1) Gain cosmetic feline features for 1d6 hours; (2) Pranic burn inflicts 1d4 damage on Leopard Woman; (3) Become easily distracted by mice, birds, balls of yarn, laser pointers, and other such things for 1d6 hours (Will save DC 15 to resist playful urges); (4) Useless claws try to burst out of fingers, violently twisting tarsals (1d3 Agility damage) |                         |                                     |                   |
| <b>Corruption</b> | Roll 1d8: (1) Grow a long, non-prehensile tail; (2) Body covered in spotted leopard fur; (3) Face becomes that of a predatory feline, (4) From now on can only gain sustenance from fresh raw meat; (5-6) Minor Corruption; (7) Major Corruption; (8) Greater Corruption   |                         |                                     |                   |
| <b>1</b>          | Lost, failure, and worse! Roll 1d6 modified by Luck. (0 or less) corruption and misfire; (1-4) corruption; (4+) misfire.   |                         |                                     |                   |
| <b>2-11</b>       | Lost, Failure.   |                         |                                     |                   |
| <b>12-15</b>      | Failure, but not lost.   |                         |                                     |                   |
| <b>16-17</b>      | The Leopard Woman gains the following bonuses for CL rounds: <ul style="list-style-type: none"> <li>• Can add Deed Die to non-combat rolls involving feats of raw strength</li> <li>• +1d on melee attack rolls</li> </ul>   |                         |                                     |                   |
| <b>18-21</b>      | The Leopard Woman gains the following bonuses for 1d6+CL rounds: <ul style="list-style-type: none"> <li>• Can add Deed Die to non-combat rolls involving feats of raw strength</li> <li>• +1d on melee attack rolls</li> <li>• +2 AC</li> <li>• +5' movement</li> </ul>  |                         |                                     |                   |

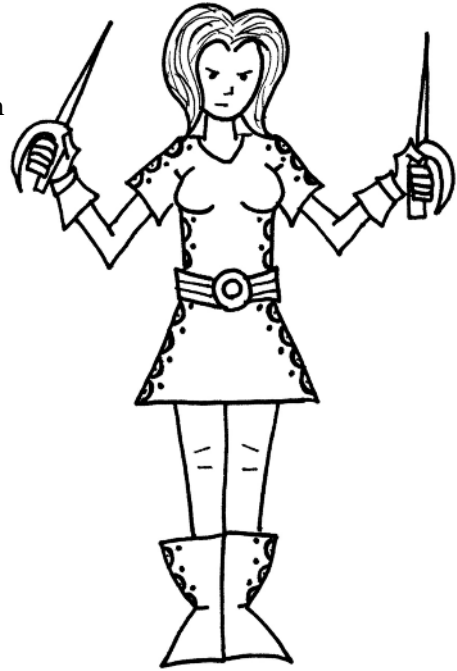




22-23

The Leopard Woman's eyes become catlike and ears grow pointed. She gains the following bonuses for CL turns:

- Can add Deed Die to non-combat rolls involving feats of raw strength
- +1d on melee attack rolls
- +2 AC
- +10' movement
- Claws that inflict 1d4 damage
- 60' Infravision



24-26

The Leopard Woman's eyes become catlike and ears grow pointed. She gains the following bonuses for CL turns:

- Can add Deed Die to non-combat rolls involving feats of raw strength
- +1d on melee attack rolls
- +4 AC
- +15' movement
- Claws that inflict 1d5 damage
- 90' Infravision
- Stealth and Climb skills at +3

27-31

The Leopard Woman's eyes become catlike and ears grow pointed. She sprouts a tail, and her hair turns a lurid magenta. She gains the following bonuses for CL turns:

- Can add Deed Die to non-combat rolls involving feats of raw strength
- +2d on melee attack rolls
- +4 AC
- +20' movement
- Claws that inflict 1d6 damage
- 90' Infravision
- Stealth and Climb skills at +5



|                     |  |
|---------------------|--|
| <p><b>32-33</b></p> | <p>The Leopard Woman's eyes become catlike and ears grow pointed. She sprouts a tail, and her hair turns a lurid magenta. She gains the following bonuses for CL turns:</p> <ul style="list-style-type: none"> <li>● Can add Deed Die to non-combat rolls involving feats of raw strength</li> <li>● +2d on melee attack rolls</li> <li>● +4 AC</li> <li>● +20' movement</li> <li>● Claws that inflict 1d7 damage</li> <li>● 120' Infravision</li> <li>● Stealth and Climb skills at +7</li> <li>● Regenerate 1d3 hp at the start of each round</li> </ul>   |
| <p><b>34-35</b></p> | <p>The Leopard Woman's eyes become catlike and ears grow pointed. She sprouts a tail, her hair turns a lurid shade of magenta, and velvety purple fur covers her skin. She gains the following bonuses for CL turns:</p> <ul style="list-style-type: none"> <li>● Can add Deed Die to non-combat rolls involving feats of raw strength</li> <li>● +2d on melee attack rolls</li> <li>● +4 AC</li> <li>● +20' movement</li> <li>● Claws that inflict 1d8 damage</li> <li>● 120' Infravision</li> <li>● Stealth and Climb skills at +10</li> <li>● Regenerate 1d4 hp at the start of each round</li> </ul> |
| <p><b>36+</b></p>   | <p>The Leopard Woman becomes an anthropomorphic leopard covered in purple and magenta spotted fur gaining the following bonuses for CL hours:</p> <ul style="list-style-type: none"> <li>● Can add Deed Die to non-combat rolls involving feats of raw strength</li> <li>● +2d on melee attack rolls</li> <li>● +6 AC</li> <li>● +20' movement</li> <li>● Poisoned claws that inflict 1d8 damage (Fort save or become paralyzed for 1d6+CL rounds)</li> <li>● 120' Infravision</li> <li>● Stealth and Climb skills at +12</li> <li>● Regenerate 1d5 hp at the start of each round</li> </ul>             |



# Leopard Woman Names

Roll 1d30 on each of the two Leopard Women Names Tables. Combine the two names with a hyphen. For instance, a roll of a 3 and 7 would give the Leopard Woman the fearsome name Barbara-Elaine!

## LEOPARD WOMEN NAME TABLE 1

1. Mary
2. Betty
3. Barbara
4. Shirley
5. Patricia
6. Dorothy
7. Joan
8. Margaret
9. Nancy
10. Helen
11. Carol
12. Joyce
13. Sharon
14. Doris
15. Ruth
16. Lois
17. Marilyn
18. Susan
19. Elizabeth
20. Jean
21. Judy
22. Martha
23. Dolores
24. Charlotte
25. Linda
26. Sandra
27. Judith
28. Glenda
29. Virginia
30. Fiona

## LEOPARD WOMEN NAME TABLE 2

1. Bonnie
2. Jane
3. Phyllis
4. Geraldine
5. Alice
6. Pamela
7. Elaine
8. Peggy
9. Connie
10. Gail
11. Evelyn
12. Wanda
13. Rita
14. Eileen
15. Rosemary
16. Sheila
17. Jacqueline
18. Sally
19. Katherine
20. Sue
21. Paula
22. Annie
23. Darlene
24. Diane
25. Norma
26. Roberta
27. Patsy
28. Rebecca
29. Mildred
30. Irene



# Chapter 9: Technology, Weapons, and Equipment

## TECHNOLOGY

Technology on Venus is a mixture of Depression-era United States industry and retro-futurist “ray-punk” aesthetics. Transistors and microprocessors don’t exist. Computers operate on banks of thousands of vacuum tubes with input and output executed via punch-cards. Tele-video screens have flickering black-and-white displays—maybe dull green or amber at best. Robots are clanking monstrosities with “atomic brains.” Most of the highest high-tech devices have a hand-made bespoke quality. Meanwhile, factories and mills in Otram belch out smoke and soot, while miners in the Caverns and Palna choke and die in the mines. Most common citizens struggle for basic resources and hold on to whatever they find.

One interesting thing about Venusian tech is the general lack of plastic, oil, or gasoline. Since organic life seemingly didn’t exist on Venus until 150 years ago, there is no coal, oil, petrochemicals, or fossil fuels. The Caverns gets its power from geothermal energy or radium-reactors. Otram mostly uses wood-fired furnaces. The Machinists keep a large and distressingly unstable nuclear reactor in the heart of their citadel, supposedly salvaged from the *Napier*. The mountain fastness of Palna uses elaborate windmills to generate power, supplemented by huge banks of hand-cranked generators wound in shifts by designated citizens.

Powered vehicles are uncommon on Venus—the dense, monster-haunted jungles lack any kind of road system. Within the cities, small electric wagons are occasionally used by workers, but most people just walk. While carts pulled by slaves, servants, or tamed beasts aren’t uncommon, no one (yet) has been able to successfully domesticate a suitable Venusian mount.

## MONEY ON VENUS

In the Caverns’ techno-Soviet “utopia,” all property is owned by the state and all material necessities for life and work are doled out by the Science Robots’ designated auditors. Extra “merits” are awarded to citizens as rewards for exemplary service as well as on their birthday. Merits are tracked by punch cards or tear-out stamp books and are used to purchase luxuries like specialty coffees, apartment decorations, or state-approved entertainment bundles.

Perhaps unsurprisingly, money in Otram is based on gold and other precious metals. Otram mints a variety of metal coins in gold, silver, and copper. These roughly correspond to the dollar, dime, and penny, respectively. The coins always depict King Briggs on the front and usually have some Briggsian scripture etched on the back. Because of its value in metal, the Otram dollar has become a sort of “universal currency,” especially within the black markets.



The People of Avrok do not believe in money. Any Avrokian will gladly tell you, at length, how “money isn’t even real, man,” usually late at night when all the booze is gone and the really good drugs start to kick in. In the camps of Avrok, goods are usually hand-made by the individual or communally owned. The trade of goods and services is typically negotiated by barter or favor exchange. When dealing with other settlements, Avrok trades rare jungle foodstuffs and exotic woods for goods they cannot make or find.

Like Otram, Palna mints its own currency: paper bills not based on the abstract value of rare metals. Instead, the Palnan dollar’s value is based on an esoteric and poorly understood concept of governmental prestige and so-called “divine fiat.” This value is assigned and rigorously monitored by the ordained Cardinal Exchequer. To question him is heresy. While this system works well within Palna, their money is mostly considered worthless elsewhere. When trading with other settlements, Palna usually deals in opals mined from Mount Ootavah’s heart.

All that being said, while dealing with different currencies and exchange rates might add to a game’s immersion and realism, it is rarely worth the hassle and extra paperwork. Judges and players are encouraged to deal with equipment and goods in simple dollar amounts. Assume money changing takes place off-screen or in down-time. The prices for items in this chapter are listed in Otram dollars. If purchasing items and equipment from *DCC* or other compatible books, assume one gold piece is equal to one Otram dollar.

## WEAPONS

Swords, axes, spears, and other typical fantasy melee weapons are common on Venus. These weapons saw frequent use in the Earth Space Army because they were less likely to cause accidental hull breaches compared to guns and beam weapons. They became fashionable among space travelers of all types and remain popular on Venus. Their ease of construction and maintenance in the resource-starved settlements is a bonus.

Alongside familiar melee weapons, guns are very popular among dangerous types of people. While energy weapons of various types exist, they are usually either reserved for elite troops or are in the hands, claws, or tentacles of alien invaders. Most Venusians rely on the good old-fashioned gunpowder-and-bullet sort of firearms. Most guns on Venus fall into one of five broad categories: Pistols, carbines, rifles, auto-rifles, and shotguns. Specifics for individual models might vary, but for our purposes all guns within each category have the same mechanics.

Only Otram allows civilians to purchase and carry firearms without regulation. In other settlements, characters require governmental or criminal connections to get guns. The prices listed are for purchase from Otramite merchants. On the black market, prices can be as much as ten times greater.



Reloading a gun takes an action. Generous Judges might allow a Warrior to reload a weapon as part of a Mighty Deed of Arms.

**Pistols** are short-barreled firearms usable with one hand, commonly used for self-defense or as back-up weapons.

**Carbines** are short-barreled rifles, often used by mounted troops on Earth. They can be fired with one hand, but at a -1d penalty.

**Rifles** are long guns that require two hands to fire effectively. Most rifles on Venus are magazine-fed, bolt-action weapons.

**Auto-rifles** are capable of firing in fully automatic mode. In addition to firing a single shot, a character wielding an auto-rifle can shoot a short burst. A burst expends 1d6 bullets and gives the user a +1d bonus to hit a single target. The wielder can also choose to go full-auto and lay down suppressive fire. The gun must be fully loaded, and suppressive fire empties the entire magazine. The shooter makes an attack roll and lays down a 90° arc of fire within close range. Any character caught in the arc must make a Reflex save with a DC equal to the attack roll or take normal damage from the gun.

**Shotguns** are large-bore, double-barreled guns that fire clusters of lead shot. The spread of the shot makes it easier to hit targets at close range (+1d to hit) but causes less damage at long range (-2d to damage). When attacking, a shotgun user can choose to fire both barrels at once, increasing the damage against their target by +1d.

A box of 24 bullets cost \$5.00. Realistically, different guns use different calibers of bullets. But unless the Judge or players really want to track individual types of rounds, we suggest just treating all bullets as interchangeable.

## Venusian Guns

| Type               | Damage | Range       | Load | Price* | Notes   |
|--------------------|--------|-------------|------|--------|---|
| Pistol             | 1d6    | 40/80/120   | 6    | \$50   |   |
| Carbine            | 1d8    | 100/200/300 | 12   | \$150  | 2-handed, but can be shot 1-handed at -1d   |
| Rifle              | 1d10   | 150/300/450 | 6    | \$250  | 2-handed  |
| Auto Rifle         | 1d8    | 75/150/225  | 24   | \$500  |   |
| Shotgun            | 1d8    | 30/60/90    | 2    | \$100  | +1d to hit targets at close range. -2d damage to targets at long range. Can fire both barrels at once for +1d damage. |
| Bullets, box of 24 |        |             |      | \$5    |   |

\*Only Otram openly sells guns to civilians, at the listed prices. In other settlements, guns are only available to licensed agents or on the black market, and prices can be ten times as high.



## ARMOR ON VENUS

Armor is not as common on Venus as in typical pseudo-medieval fantasy worlds. Still, adventurous types know the benefits of putting a layer of stiffened leather, steel, or ablative gel plate between a monster's claws and your precious flesh. *Leopard Women of Venus* uses simplified armor rules. Most standard armors fall into one of three broad categories: light, medium, and heavy. Helmets and shields are also used by those who frequently put themselves in harm's way.

**Light armor** includes fairly simple protective clothing—full suits of sturdy leather, layers of reinforced canvas, or maybe just a breastplate made of light composite material. Well-designed light armor can often pass for heavy clothing unless closely inspected.

**Medium armor** starts to resemble no-nonsense armor. This could be several light composite plates over a full-body leather suit, a heavy metal breastplate with pauldrons and leg guards, or a gambeson cobbled together from scrap iron, washers, and cogs.

**Heavy armor** is serious protection and anyone wearing it is clearly ready to fight. This could be the advanced ceramic plate and absorbing gel suites used by the Caverns's elite police, a full suit of medieval plate, or the repurposed shell of a hollowed-out robot.

**Helmets** are essential head protection used by warriors and industrial workers alike. There are a variety of styles and models available, some with visors, others with built in lamps. The style listed on the chart below is for the standard no-frills model. Helmets grant +1 AC. Perhaps more importantly, if a character gets struck by a critical hit, they can declare that the helmet is destroyed and ignore the effects of the critical. This decision must be declared before the effect of the crit is rolled. Zero-level characters cannot choose to sacrifice their helmets in this manner.

**Shields** are generally only used by police forces (usually in Otram or the Caverns) but adventurers and those who expect to see a lot of close combat also find them useful. Most are metal but composite materials and even wood are occasionally used. Shields grant +1 AC but also worsen the PC's Armor Penalty by 1 and increase their Fumble Die by 1d. Perhaps more importantly, when a character with a shield is hit by an attack or other physically damaging effect, they can choose to declare that their shield is destroyed instead of taking the damage. This choice can be made after the damage has been rolled. Zero-level characters cannot choose to sacrifice their shields in this manner.



# Venusian Armor

| Armor  | AC Bonus | Fumble Die | Armor Check | Price | Notes  |
|--------|----------|------------|-------------|-------|--|
| Naked  | +0       | d4         | -           | -     |  |
| Light  | +2       | d8         | -1          | \$30  |  |
| Medium | +4       | d12        | -3          | \$100 |  |
| Heavy  | +6       | d6         | -6          | \$300 | -5 speed                                       |
| Helmet | +1       | -          | 0           | \$25  | Sacrifice to make a critical hit a normal hit. |
| Shield | +1       | +1d        | -1          | \$15  | Sacrifice to ignore damage from one attack.    |

# Mundane Gear

| Item                                   | Price | Item                         | Price |
|--|-------|------------------------------|-------|
| Backpack                               | \$2   | Grappling hook               | \$1   |
| Bar of soap                            | \$1   | Handcuffs                    | \$15  |
| Beer, 6-pack                           | \$5   | Lighter                      | \$1   |
| Binoculars                             | \$30  | Meal, good                   | \$10  |
| Bot grease, 8oz                        | \$4   | Meal, questionable           | \$3   |
| Booze, 1 liter                         | \$8   | Meat jerky (12 oz)           | \$2   |
| Canteen                                | \$1   | Nylon rope, 50'              | \$7   |
| Clothes, professional                  | \$25  | Pack of cigarettes           | \$5   |
| Clothes, Sunday best                   | \$50  | Pack of playing cards        | \$1   |
| Clothes, workman's                     | \$10  | Protein paste, 1 day's worth | \$1   |
| Collapsible pole, 10'                  | \$3   | Raincoat                     | \$13  |
| Coffee, black, 1 cup                   | \$1   | Road flare, pack of 6        | \$14  |
| Common tool (hammer, drill, saw, etc.) | \$10  | Sleeping bag                 | \$25  |
| Compass                                | \$10  | Tape measure                 | \$3   |
| Duct tape, 1 roll                      | \$5   | Towel                        | \$5   |
| Electric battery                       | \$3   | Trench coat                  | \$50  |
| Electric flashlight                    | \$10  | Wheelbarrow                  | \$100 |
| Electric lantern                       | \$15  | Work gloves                  | \$6   |
| First aid kit                          | \$6   | Work boots                   | \$75  |
| Ghillie suit                           | \$40  | Wristwatch                   | \$12  |





## UNIQUE GEAR

The previous section details gear that is relatively easily obtained by PCs, even if they must use black market or criminal contacts. However, some gear is so rare and valuable that factions keep their distribution and usage limited only to specially authorized personnel. This gear is typically only available to characters of a specific class (i.e. Leopard Women) or gifted to individuals who have proven themselves and earned esteem (that is, requested for it). This unique gear might also be salvaged from dead faction agents, but such unauthorized possession is sure to earn the wrath of the aggrieved settlement. Returning such items, though, might well earn a character the faction's regard (and maybe some Luck points).

### LEOPARD WOMAN ARMOR

This advanced leather armor is the uniform of the fearsome Leopard Women. A new Leopard Woman is presented with her armor shortly after the completion of her transmutation. Traditionally the leather is made from the Venusian Leopard that provided the blood for the bio-morphic augmentation. Each suit is custom made, and each is different. Some are sleek, skin tight cat-suits. Others are chunkier affairs with buckles and straps. Colors range from bright red, to lurid magenta, to deep burgundy. Most have spots running down the arms, legs, sides, and back. In some models, these spots shift with the Leopard Woman's mood. Cavern citizens colloquially refer to Leopard Woman armor as "the cat's pajamas," but only when they are sure no Leopard Woman can hear them.

Leopard Woman Armor is comfortable in all weather. It protects like medium armor, but with the check penalties and fumble dice of light armor.

- **Armor Bonus:** +4
- **Check Penalty:** -1
- **Fumble Die:** d8

### COMET FIRE HELMET

The Comet Fire Helmet is the most fearsome trademark of Leopard Women. Each helmet is attuned to a specific Leopard Woman and presented to her at the end of her training. A Leopard Woman's Comet Fire Helmet is a symbol of her honor, and losing her helmet is a source of great shame. If this happens, she must quest for the Science Robots to gain a new one.

A Comet Fire Helmet consists of a leather aviator's helmet which buckles under the chin. The inside of the helmet is laced with an intricate mesh of pranic circuitry. A tapered barrel protrudes from the forehead from which the deadly comet fire emits.

The helmet itself isn't so much a weapon as it is a psychic focusing device. The circuitry in the helmet taps into life energy or "prana" awakened in the Leopard Woman by the bio-morphic



augmentation process. This energy is channeled and focused into the resonance chamber in the barrel and unleashed as one or more packets of destructive energy, or “comet fire.” The Comet Fire Helmet is essential for a Leopard Woman to use her *Comet Fire* augment. Without it, the power is unavailable to her.

In addition to letting a Leopard Woman use her Comet Fire augment, the helmet provides a +1 AC bonus. Like mundane helmets, Comet Fire Helmets can be sacrificed to negate a critical hit, but its destruction still brings shame upon her.

- **AC Bonus:** +1

### **RADIUM SWORD**

The radium sword is occasionally used by Leopard Women who demonstrate affinity for melee combat or gifted to exceptionally strong Hunters to help fight Moglugs. This weapon resembles a classic medieval broadsword with a few key differences: the 3' blade is crafted from glowing white radium, and the hilt and scabbard are made of lead to protect the wielder from excess radiation. The combination of dense metal, razor-sharp construction, and glowing radiation allows the radium sword to cut through almost any substance without resistance.

The radium sword ignores mundane artificial armor and inflicts 2d5 damage. Due to its weight, characters with a Strength of 13 or less attack with a -1d penalty and must use two hands. Characters with a Strength of 14+ can use the radium sword with two hands without penalty. Only characters with a Strength of 16+ can freely use it with one hand. On a fumble, the user additionally takes 1d4 Stamina damage from radiation poisoning.

- **Damage:** 2d5

### **POISON WHIP**

This wicked weapon resembles a cat o' nine tails crafted out of dark green leather and studded with black metal barbs made from the barbed tongues of the elusive adderwolves that lurk in the quagmires of the western swamps. After curing for three months in an infusion of Giant Spider venom and mysterious compounds known only to the Science Robots, the whips are fitted with engraved handles and ready for use against the Caverns' enemies. This weapon has fallen out of fashion in recent decades, but some high-ranking Leopard Women still carry them as a status symbol.

The poison whip can hit melee targets up to 10' away and inflicts 1d6 damage. Damaged living creatures must make a DC 13 Fort Save or suffer a -1d penalty to all attacks, saves, spell casting, and skill rolls for 1 turn. Multiple attacks can compound these penalties (maximum -4d).

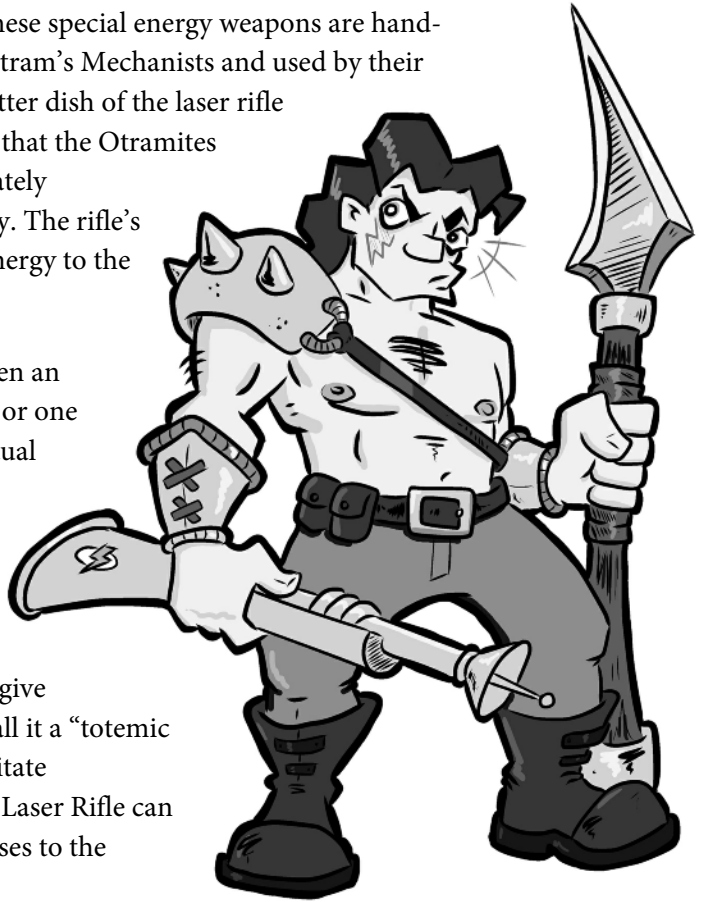
- **Damage:** 1d6+Poison



## OTRAM LASER RIFLE

If there's one thing Otramites love, it's guns. And if there's one gun they love above all others, it's their precious laser rifles. These special energy weapons are hand-crafted using techniques known only to Otram's Mechanists and used by their elite warrior cadre, the Riflemen. The emitter dish of the laser rifle projects a blistering ray of focused energy that the Otramites wrongly refer to as a "laser"—more accurately described as a microwave beam or heat ray. The rifle's nuclear battery supplies nearly limitless energy to the weapon, which never requires reloading.

Riflemen are proud of their weapons. When an Otramite is gifted a laser rifle from Briggs or one of his Revelators, the gun becomes a spiritual part of him. The owner takes several days to lovingly decorate and personalize his laser rifle, engraving it with personal mottos, whispering sweetly to it, and decorating it with mementos, lucky charms, and stickers. Of course, they also give the gun a name. People of Avrok would call it a "totemic weapon," but that kind of talk tends to irritate Otramites. A person bonded to an Otram Laser Rifle can add both their Personality and Luck bonuses to the damage it inflicts.



- **Damage:** 2d6 (+ Personality bonus + Luck bonus if properly bonded to the user)
- **Range:** 150/300/450
- **Load:** unlimited

## PALNA LIGHTNING LANCE

Lightning lances are scaled-down, portable versions of the massive lightning cannons of Palna. These weapons are only ever issued to Palnan Lightning Gunners for field operations. The lightning lance is a pole-arm length weapon made of brass, copper, and wood with rubber insulated grips that discharges powerful electric blasts from the mass of sharp metal prongs at the "business end" of the lance. Opal-crystal capacitors hold the electrical charges created by the hand-cranked generator near the weapon's stock.



The capacitors can hold up to 6 charges at once. The operator can spend an action to crank the generator, creating 1d4 charges. Before the attack roll, the user chooses how many charges to expend, inflicting 1d6 damage per charge. The lightning lance can also be used as a two-handed melee weapon. In close combat, the prongs inflict 1d8 damage (plus Strength bonus), plus 1 extra point of damage for each charge currently held.

- **Damage:** 1d6 per charge (ranged) or 1d8 + 1 x stored charges (melee)
- **Range:** 75/150/225
- **Load:** 12

### ALIEN BEAM PISTOL AND BEAM RIFLE

No human settlement makes common usage of beam weapons but they are often carried by aliens, lost cosmonauts, or other visitors and invaders from off-planet—Forecastle J. MacBeth owns several. Beam guns, crafted from metallic “bronze” with organic curves and bulges, come in both rifle and pistol configurations. A trigger button is embedded on the ergonomic grip, and the slender barrel ends in a flared emitter. When triggered, the gun unleashes a bright green beam of concussive energy. Beam pistols use specialized battery packs that hold enough charges for six shots. While theoretically replaceable, these packs are hard to find on Venus and few have the knowledge or resources to recharge them.

- **Damage (pistol):** 1d7
- **Range (pistol):** 50/100/150
- **Damage (rifle):** 1d12
- **Range (rifle):** 100/200/300
- **Load:** 6

## Unique Weapons

| Weapon                | Damage         | Range       | Load     | Notes   |
|-----------------------|----------------|-------------|----------|---|
| Radium Sword          | 2d5            | Melee       | n/a      | Ignore artificial armor. Strength requirements.                 |
| Poison Whip           | 1d6+poison     | Melee       | n/a      | Fort Save DC: 13  |
| Otram Laser Rifle     | 2d6            | 150/300/600 | infinite | + Personality bonus + Luck bonus if properly bonded to the user |
| Palna Lightning Lance | 1d6 per charge | 75/150/225  | 6        | Also usable in melee  |
| Beam Pistol           | 1d7            | 50/100/150  | 6        |   |
| Beam Rifle            | 1d12           | 100/200/300 | 6        |   |



## SUPERSCIENCE AND ALIEN ARTIFACTS

These items are truly exotic, beyond any Venusian craftsman's ken—either artifacts of unfathomable alien technology or forged in the crucible of space-magic. Finding such items—to say nothing of figuring out how to safely operate them—should be the focus of individual quests or these items may be given as rewards by grateful patrons. Openly displaying these artifacts puts a large target on a character's back.

### BRIGGS'S HAMMER

When the Briggs brothers revealed their new Bible to the Otramites, the elder Briggs, Barnabus, marked the occasion by striking his brother Benedictine's head from his shoulders. This warhammer served as a symbol of the king's power and divine authority for the next 50 years. However, at some point the weapon disappeared, unseen for a century. Stories and rumors vary. Loyal Otramites say that Briggs lost it in one-on-one combat with a dire Toothbeast. Some suspect the hammer was stolen by agents from Palna or the Caverns. Others whisper that Fantoma herself secreted it away, lest its power be used against the Jungle.

Briggs's Hammer is a large, two-handed warhammer (1d10 damage) with a square head of solid iron etched with religious iconography and gothic letter "B" on the back. The long haft is made of stout, dark wood wrapped in serpent leather. A golden eagle perches at the bottom of the haft. The weapon is still sticky with Benedictine's blood, and can never come clean.

With the act of fratricide, the hammer became possessed by some dark power, or perhaps it was cursed by Stardust. Some heretics say Benedictine's ghost haunts the weapon. Whatever the cause, the hammer is a weapon of dolorous potency. When used to strike a human, the hammer inflicts an additional 1d10 damage. If the target is a blood relation of the user, a successful strike is also considered a critical hit. The first time Briggs's Hammer is used against a living human (whether it hits or not), the wielder's Luck is *permanently* reduced by 2d6.

### STARDUST'S STARMETAL ARMOR

Long ago, during Earth's Golden Age, Stardust the Super Wizard recruited six pre-teen orphan boys to become his associate crime-fighters—Stardust's Sixth Column Cub. Stardust gave them strange alien "star-metal" suits granting them dangerous and poorly understood powers and sent them to mete out vigilante justice on America's underworld. No one remembers these boys' names or fates, but rumors of their star-metal suits have persisted even unto Venus.

The starmetal armor is a form-fitting garment of weird purple metal that grows or shrinks to fit the user. The collar and wrists are chased with gold trim in Stardust's sunburst motif. Once donned, the suit cannot be removed from the wearer until their death, when the corpse can be scraped out of the suit.



The armor provides several benefits. It grants the wearer an AC 18 with only a d6 fumble die and is effectively weightless. The thought-recording circuitry in the collar grants the wearer *ESP* (as wizard spell) with a casting roll of 1d20+6. The star-metal is very thaumo-conductive, granting a +2 bonus to any other spells the wearer casts. However, any saving throws the wearer must make against a Lawful spellcaster are at a -1d penalty.

### MARTIAN TRANSMITTING BELT

These prized devices are only ever used by high-ranking members of the Martian military, who jealously keep their manufacturing techniques secret. Forecastle J. MacBeth is the only non-Martian known to possess one, much less use it with any reliability.

The Transmitting Belt is a leather and metal girdle incorporating alien crystals and circuitry. It allows the wearer to instantly teleport themselves from one point to another, travelling on etheric radio waves.

Martians can operate the belts with little effort. When a non-Martian uses the Transmitting Belt they roll 1d20 plus their Luck modifier and consult the chart below.

## Transmitting Belt Effects

| 1d20+Luck | Effect   |
|-----------|--|
| 1 or less | <i>Disaster!</i> The belt will not function again for 1d6 days. Also, roll 1d6. 1: Wearer instantly vaporized; 2: Wearer teleported into the vacuum of deep space; 3: Belt disappears along with all of the wearer's clothes, never to be seen again; 4: Mutation! Roll on the corruption chart (1d6: 1-3: Mild, 4-5: Moderate, 6: Major); 5: Teleports 2d6 angry Martian Imp Men (page 151) to your location. 6: Nothing happens, you lucky rascal. |
| 2-5       | Belt fizzles and will not function again for 1d6 turns.  |
| 6-9       | You instantly teleport to a spot you can see within 60'  |
| 10-12     | You instantly teleport to a location you can visualize or name within one mile of your current location.   |
| 13-15     | You, along with up to 6 people you are touching, instantly teleport to a location you can visualize or name within one mile of your current location.  |
| 16-17     | You instantly teleport to a location you can visualize or name within 100 miles of your current location.  |
| 18-19     | You, along with up to 6 people you are touching, instantly teleport to a location you can visualize or name within 100 miles of your current location.   |
| 20+       | You instantly teleport to any location you can visualize or name on the planet or within the planet's orbit.   |



# Chapter 10: Patrons and Spells

## STARDUST THE SUPER WIZARD

Stardust the Super Wizard proclaims himself law and order's staunch champion—an implacable foe of evil and treachery. In practice, he acts much like an Old Testament deity, bringing his fierce wrath upon the wicked and executing harsh justice. Stardust's followers are expected to maintain the highest moral ideals, remaining pure of thought and body and charged with destroying evil wherever it lurks. The ritual to cast Patron Bond with Stardust must be performed atop a mountain with a clear view of the stars.

### *VOKE PATRON SPELL CHECK RESULTS*

|       |   |
|-------|---|
| 12-13 | Stardust empowers his disciple's spells with a portion of his own scientific magic. The caster gains a +1d bonus to their next 1d6 spellcasting rolls.  |
| 14-17 | Stardust uses his space magic to protect his follower. A star-shaped burst of light erupts from the caster, dazzling all creatures within a 30' radius—Fort saving throw (DC 10+CL) or be dazzled for CL+1d6 rounds (caster exempt). Dazzled creatures are -1d to all actions and saving throws and -4 AC.  |
| 18-19 | Stardust empowers the petitioner with a modicum of his own strength. The caster's hands enlarge massively, allowing them to grip and crush their opponents—2d penalty to tasks requiring fine dexterity. The caster can use their hands to make melee attacks with a +2 bonus. The initial grab attack does 1d8 damage (plus STR modifier). Each round thereafter, they can crush a grabbed opponent for an additional 1d8+STR damage. The grabbed opponent can escape with a Strength check (DC 10+CL). The caster retains these massive mitts for CL turns. |
| 20-23 | Stardust invigorates the caster with Vita-Rays! +1d4 Agility, +1d5 Strength, and +1d6 Stamina for CL turns, modifying their AC and hp normally. These bonus attribute points can be spellburned.  |
| 24-27 | Stardust sheathes his follower in a purple and gold suit of star-metal armor: AC of 20 (modified by Agility) for CL turns.  |
| 28-29 | The Super Wizard gifts the caster with 12d6 damage worth of starbolts. As a ranged attack, the caster can throw a starbolt at a target within 300' with a +5 bonus to hit. When attacking, the caster decides how many dice of damage they want the bolt to do, reducing the pool by that amount. The pool of starbolts remains for 24 hours or until all the dice are expended.  |
| 30-31 | Stardust recognizes the caster's valor and appoints them as his champion! The caster gains +10 to hit and damage in melee, +10 to Strength tests, +10 AC, +5 to spellcasting rolls, and +30 hp. They gain a flying speed of 30'. These gifts last CL+1d6 rounds.  |
| 32+   | Stardust manifests! Space melts and time boils. The ground burns and the air bleeds. Everyone and everything (except the caster) within a 150' radius sphere centered on the caster suffers 20d6 damage as reality shatters. A successful Fort save (DC 10+CL) reduces this damage by half. Weep for humanity.  |







## PATRON TAIN: STARDUST

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

- 1 Stardust demands his servant maintain a pure mind and body. The caster may neither consume alcohol nor partake of tobacco or narcotics. Violating this taboo suspends the wizard's spellcasting ability completely for 24 hours. If rolled a second time, the wizard is further forbidden from indulging in art, literature, or media of a prurient or sexual nature. Rolled a third time, the wizard may only eat fresh, non-processed food and drink only pure water or whole milk and, additionally, abstain from pre-marital sex and processed sugar.
- 2 Stardust requires his servant to be forthright and honest in all matters: -1d penalty to all rolls related to lying, subterfuge, or stealth. If rolled a second time, the penalty increases to -2d. Rolled a third time, the wizard is simply incapable of knowingly telling an untruth or hiding their actions and intentions.
- 3 The wizard glows as though they carry a star within their chest—bright enough for them to read a newspaper at arm's length, -1d penalty to any rolls to remain hidden. If rolled a second time, the wizard glows like a lantern, shedding bright yellow light in a 5' radius. Stealth is impossible. Rolled a third time, the wizard glows bright enough to illuminate an entire room; melee opponents suffer a -1d penalty due to the glow's brightness but ranged attackers enjoy a +1d bonus.
- 4 As Stardust was a giant among men, so too does the wizard grow to impressive stature. The caster grows 2d6" taller and all their clothing needs retailored. If rolled a second time, they grow another 2d6" losing 1 Agility due to their unusual bulk. Rolled a third time, another 2d6 inches—minimum of 8' tall—losing another Agility point but gaining 1 Strength. The wizard's clothing and armor must be custom-made at considerable cost.
- 5 Spellcasting causes a star-shaped burst of light to radiate from the wizard's body. If rolled a second time, it is accompanied by a loud clap of thunder. Rolled a third time, the starburst is so loud and bright any creature within 20' makes a DC 10 Fortitude save or is dazzled for 1d3 rounds (-1d penalty to all actions).
- 6 The divine and alien power of Stardust causes reality to bleed. Whenever the wizard casts a spell, small fissures and cracks form fractal patterns across surfaces within a 5' radius. If rolled a second time, +5' radius and the finger-wide fissures ooze strange blood that glows like a black light. A third time extends the radius to 20'. Metal, stone, and wooden structures run like molten wax and the ground becomes treacherous terrain rippling with fractal fissures.

## PATRON SPELLS: STARDUST

Agents of Stardust learn three unique spells, as follows:

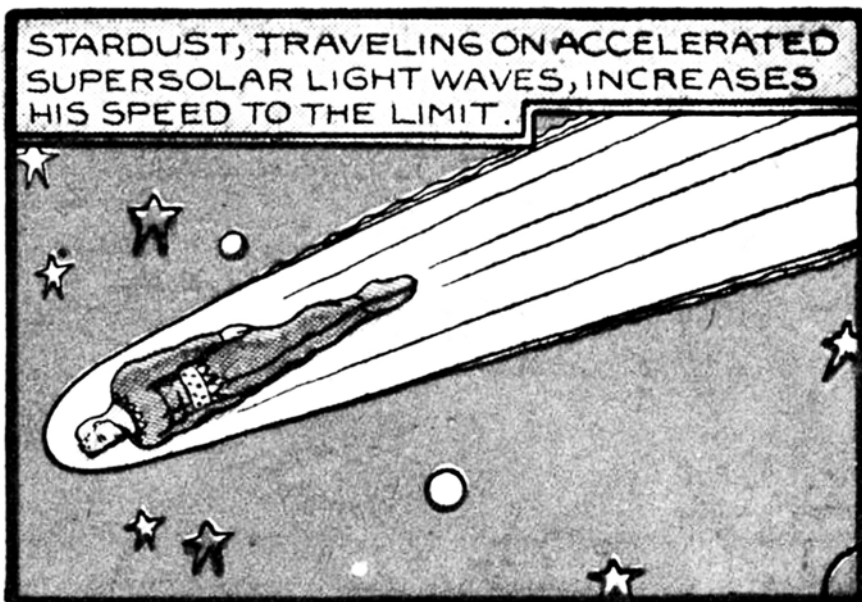
- Level 1: *Judgment*
- Level 2: *Tubular Spacial*
- Level 3: *Scientific Rays*



## SPELLBURN: STARDUST

Stardust supports his followers' efforts to bring law and order to the universe and to punish the wicked. However, he demands unshakable dedication to moral purity. He is quick to punish acolytes who fail in their duties or waver in loyalty. Agents of Stardust must always be ready to plead their case and justify their actions to the Super Wizard. Even if they find favor in his eyes, proximity to such a powerful cosmic force can be damaging to the human form. When a caster spellburns, roll 1d4 and consult the table below or use the ideas below to come up with your own effects.

- 1 Stardust burns all impurity from your body, which results in damage to your physical attributes. While spellburning, your chest glows as though containing a tiny star, lighting an area the size of a small room with daylight.
- 2 Choose how many points you want to spellburn, but do not take any attribute damage yet. You gain the bonus to your spellcasting roll, and Stardust places the name and image of a criminal into your head. If you destroy your target within a week, you will not suffer any stat damage. If you fail in this task, you take twice the amount of stat damage you normally would.
- 3 For a few brief moments, space and time melt and flicker around you. Your fragile mortal corpus buckles beneath the tidal forces of intractable cosmic warpage. This physical duress manifests as attribute loss.
- 4 Stardust temporarily freezes time and teleports you to his private star, where he judges both your thoughts and deeds. Make a DC 13 Personality roll to plead your case. If you succeed, Stardust deems you worthy (for now) and grants you an additional +3 to your spellcasting roll, on top of the normal benefits of spellburn. If you fail, you lose all benefits of the spellburn. Either way, Stardust returns you to your previous location and time resumes its normal course.



# Judgement

|                               |   |                         |                                     |                        |
|-------------------------------|---|-------------------------|-------------------------------------|------------------------|
| <b>Level:</b> 1<br>(Stardust) | <b>Range:</b> 60'   | <b>Duration:</b> Varies | <b>Activation time:</b><br>1 action | <b>Save:</b> Willpower |
| <b>General</b>                | <p>With this spell, the caster peers into the target's soul and determines their guilt. With more potent castings, the target speaks their crimes aloud. Some effects require a player to truthfully answer as to whether their character feels guilty. They should treat these answers with the same integrity as combat or skill rolls. A Willpower save can be made to resist—Chaotic characters save with a -1d penalty.</p> <p>The character's guilt is judged by the laws of their society. If the character claims not to be part of any society, they are judged by the legal strictures of the United States in the 1940s. You can't escape Stardust's judgment that easily!</p> |                         |                                     |                        |
| <b>Manifestation</b>          | <p>Roll 1d4: 1) A set of golden, glowing scales manifests over the target, tilting to display their guilt or innocence; 2) The caster's eyes emit silvery light beams as they peer into their target's soul; 3) A spectral jury appears around the target, whispering for them to confess; 4) Stardust's flaming head appears above, shouting and demanding that the guilty confess their crimes.</p>   |                         |                                     |                        |
| <b>1</b>                      | Lost, failure and patron taint.   |                         |                                     |                        |
| <b>2-11</b>                   | Lost. Failure.  |                         |                                     |                        |
| <b>12-13</b>                  | If the target fails their save, the caster knows if they currently feel guilty about something—the crime's nature is not revealed.  |                         |                                     |                        |
| <b>14-17</b>                  | If the target fails their save, the caster discovers what the target currently feels most guilty about.   |                         |                                     |                        |
| <b>18-19</b>                  | As above, but affects up to 1d6+1 characters the caster selects within range.   |                         |                                     |                        |
| <b>20-23</b>                  | If the target fails their save, the caster knows if they've broken any of society's laws—and which ones—regardless if the target feels guilty about or is even aware of them.   |                         |                                     |                        |
| <b>24-27</b>                  | As above, but affects up to 1d6+1 characters the caster selects within range.   |                         |                                     |                        |
| <b>28-29</b>                  | If the target fails their save, the caster can tell if the character has broken any of their society's laws—with all the provisions outlined above—speaking the nature of their crimes as loudly as they can.   |                         |                                     |                        |
| <b>30-31</b>                  | If the target fails their save, as above but, after confessing their sins, the character is so wracked by guilt they suffer a -1d penalty on all actions and saves for CL turns. .  |                         |                                     |                        |
| <b>32+</b>                    | If the target fails their save, as above but, after confessing their sins, the character takes damage equal to the spellcasting roll, their body literally poisoned by guilt.   |                         |                                     |                        |



# Tubular Spacial

|                               |   |                         |                                     |                   |
|-------------------------------|---|-------------------------|-------------------------------------|-------------------|
| <b>Level:</b> 2<br>(Stardust) | <b>Range:</b> Self  | <b>Duration:</b> Varies | <b>Activation time:</b><br>1 action | <b>Save:</b> None |
| <b>General</b>                | All learned folk know Stardust travels through space in his <i>tubular spacial</i> . This spell allows the supplicant to recreate such a remarkable device: a transparent force construct, much like a giant test tube or cigar tube, that allows flight through air and space. While traveling in a tubular spacial, a person is provided with breathable air and is protected from vacuum, pressure, and temperature extremes. The spacial also provides the occupant significant protection in the form of bonuses to saving throws and AC. While inside, a character cannot make attacks against exterior enemies. Additionally, the spacial is too narrow to allow free arm movements for spellcasting. A spacial disappears after the caster exits. |                         |                                     |                   |
| <b>Manifestation</b>          | Roll 1d5: 1) the spacial appears around the caster with a flash of lightning and boom of thunder; 2) air crystallizes around the caster forming the spacial; 3) The spacial is “drawn” into reality around the caster by a series of glowing vector lines; 4) the caster secretes liquid crystal forming the spacial; 5) a fully-formed spacial zooms down from outer space and the caster hops right in!   |                         |                                     |                   |
| <b>1</b>                      | Lost, failure and patron taint.   |                         |                                     |                   |
| <b>2-11</b>                   | Lost. Failure.  |                         |                                     |                   |
| <b>12-13</b>                  | Failure, but spell is not lost.   |                         |                                     |                   |
| <b>14-15</b>                  | The caster forms a tubular spacial (flight speed: 30', +2 AC and saves) for 1d6+CL rounds (unless the caster ends the spell or leaves the spacial early)  |                         |                                     |                   |
| <b>16-19</b>                  | The caster forms a tubular spacial (flight speed 30', +2 AC and saves) for CL turns (unless the caster ends the spell or leaves the spacial early).   |                         |                                     |                   |
| <b>20-21</b>                  | The caster forms a tubular spacial (flight speed 60', +2 AC and saves) for CL turns (unless the caster ends the spell or leaves the spacial early).   |                         |                                     |                   |
| <b>22-25</b>                  | The caster forms tubular spacials (flight speed 90', +2 AC and saves) for a number of allies up to CL which last CL turns (unless the caster ends the spell or leaves the spacial early).   |                         |                                     |                   |
| <b>26-29</b>                  | The caster forms a tubular spacial (flight speed 120', +4 AC and saves) for CL hours (unless the caster ends the spell or leaves the spacial early).  |                         |                                     |                   |
| <b>30-31</b>                  | The caster forms tubular spacials (flight speed 120', +4 AC and saves) for up to 1d4xCL willing allies for CL hours (unless the caster ends the spell or leaves the spacial early).   |                         |                                     |                   |
| <b>32-33</b>                  | The caster forms a tubular spacial (flight speed 240' in atmosphere or 1 Astronomical Unit per hour out-of-combat in outer space, +6 AC and saves) for CL hours (unless the caster ends the spell or leaves the spacial early).   |                         |                                     |                   |
| <b>34+</b>                    | The caster forms a tubular spacial (flight speed 300' in atmosphere and 1 Light Year per hour out-of-combat in outer space, +8 AC and saves) for CL hours (unless the caster ends the spell or leaves the spacial early).   |                         |                                     |                   |



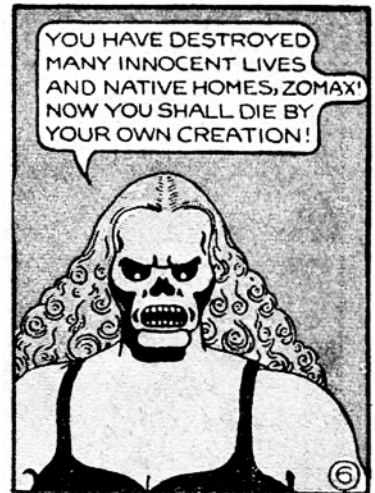
# Scientific Rays

|                               |   |                         |                                     |                     |
|-------------------------------|---|-------------------------|-------------------------------------|---------------------|
| <b>Level:</b> 3<br>(Stardust) | <b>Range:</b> 150'  | <b>Duration:</b> Varies | <b>Activation time:</b><br>1 action | <b>Save:</b> Varies |
| <b>General</b>                | Stardust's power comes from his mastery of <i>scientific rays</i> . This spell mimics the Super Wizard's manifold abilities. With a successful casting, the wizard may invoke any effect equal or below their casting roll.   |                         |                                     |                     |
| <b>Manifestation</b>          | See below   |                         |                                     |                     |
| <b>1</b>                      | Lost, failure and patron taint.   |                         |                                     |                     |
| <b>2-11</b>                   | Lost. Failure.  |                         |                                     |                     |
| <b>12-15</b>                  | Failure, but spell is not lost.   |                         |                                     |                     |
| <b>16-17</b>                  | <b>Destruction Ray!</b> Blasts a single target with a glowing yellow pulse of destructive radiation (1d6 damage per CL)—Reflex save for half.   |                         |                                     |                     |
| <b>18-21</b>                  | <b>Levitation Ray!</b> Invisible rays allow the caster to lift up to 200 lbs of matter per CL and move it up to 60' in any direction per round for CL rounds. An unwilling target can make a Fortitude save to avoid or break free of the effects.  |                         |                                     |                     |
| <b>22-23</b>                  | <b>Sub-Zero Ray!</b> Blue-white waves of frigid energy arc at their target—Reflex save to avoid being encased in a block of ice (AC 8, 1d6 hp per CL, 2x fire damage). An encased character cannot be hit by physical attacks but cannot take any actions save attempting escape (Strength check, DC CL+13). Allies can free a trapped character by reducing the ice block to 0hp.  |                         |                                     |                     |
| <b>24-26</b>                  | <b>Vitality Ray!</b> Reinvigorates a target with healing purple rays, encroaching on the gods' domain, healing 1d6hp per CL and negating effects like those from <i>Ray of Enfeeblement</i> .   |                         |                                     |                     |
| <b>27-31</b>                  | <b>Metamorphosis Ray!</b> Blasts the target with a green ray of mutagenic radiation—Fortitude save or their flesh is warped by the caster's whims. The caster transforms the target (for CL hours or until the spell is negated by the caster) into any living creature they can conceive—limited by a maximum of CL HD. The victim gains their new form's abilities and weaknesses. They retain their own psyche with an additional Will save.   |                         |                                     |                     |
| <b>32-33</b>                  | <b>Transformation Ray!</b> Bathes the target in ulfire rays of alien radiation—Fortitude save or their atoms are rearranged according to the caster's whims. The caster transforms the target into any inanimate object (100 lbs per CL, no parts more complex than hinges, levers, or wheels) they can think of. Horrifically, the target retains their normal awareness, consciousness, and sense of pain. They cannot move, communicate, or take any action. The respite of sleep is denied them. This transformation is permanent until dispelled or ended by the caster. |                         |                                     |                     |
| <b>34-35</b>                  | <b>Double Ray!</b> Choose any two rays and cast them both at the same time—one from each hand—at a single target or two different targets.  |                         |                                     |                     |
| <b>36+</b>                    | <b>Ray Storm!</b> Choose any one 12-33 result ray, affecting up to CL targets.  |                         |                                     |                     |



# FANTOMAH

Fantomah the Jungle Goddess is the natural world's mysterious protector—whether she is truly a goddess, wizard, or spirit is unknown. Her followers are expected to protect the natural world from humanity's depredations and protect those good people who share her ideals. Fantomah especially helps victims of the Science Robot's destructive technology and Otram's brutal exploitation. The ritual to cast *Patron Bond* with Fantomah must be performed deep in the jungle, far from the artifice of mankind.



## INVOKE PATRON SPELL CHECK RESULTS

|       |   |
|-------|---|
| 12-13 | Fantomah grants her faithful servant a portion of her divine insight (+1 Intelligence and Personality bonuses) for the next hour.   |
| 14-17 | The supplicant's face transforms into a leering skull with fiery eyes for 1d6+CL rounds. While skull-faced, the caster may make an eye beam attack (range: 120', 2d4 damage) using their attack bonus modified by Intelligence.   |
| 18-19 | The caster's face takes on a terrifying skull-like visage—enemies within 30' who see the caster must make a Will save or suffer -1d to all attacks, saves, spellcasting, and skill rolls while within 30' of the caster. This effect lasts for 1d6+CL rounds.   |
| 20-23 | Fantomah grants her servant a portion of her control over animals—access to the <i>Animal Summoning</i> spell for 24 hours. If they already know that spell, they receive a +5 bonus casting it for the next 24 hours.  |
| 24-27 | The Jungle Goddess sends a pack of 1d6+CL Ape Things to assist—arriving in 1d4 rounds and serving the caster for the next hour before loping back to the jungle.<br><br><b>Ape Thing:</b> Init +2; Atk pummel +4 melee (1d6+3); AC 15; HD 3d8; MV 20'; Act 1d20; SV Fort +3, Ref +3, Will +3; AL N.   |
| 28-29 | Fantomah sends a portion of her divine self to aid the caster. A giant floating skull with blazing blonde hair immediately appears in the sky, serving the caster for CL turns before disappearing in a flash of light. The skull is sufficiently large that the caster and one companion can ride comfortably in the brain case.<br><br><b>Giant Floating Skull:</b> Init +3; Atk eye beams +6 ranged (90' range, 2d6); AC 16; HD 6d12; MV 30' fly; Act 2d20; SV Fort +8, Ref +5, Will +10; AL N; Special: Immune to charm and fear. |



|       |  |
|-------|--|
| 30-31 | <p>Fantomah levels her fury against the supplicant's enemies—CL targets within 120' must make a Will save or transform into rodents for CL hours! While feeble and pathetic vermin, targets retain their psyche, alignment, and Will save.</p> <p>Rodent: Init +2; Atk: none; AC 12; HD 1d4; MV 30'; Act 1d20; SV Fort +0, Ref +2, Will as original; AL as original.</p>   |
| 32+   | <p>Rebirth! The caster sinks into the ground emerging 1d4 rounds later reborn from a beautiful lotus flower blooming where they stood. The caster is healed of all damage, disease, and poison and all curses and detrimental magic effects are negated except spellburn, corruption, and patron taint. Their new body is infused with cosmic energy (+1d to all attacks, saves, and skill checks for 1 hour).</p> <p>The caster can delay the spell's effects for CL rounds. If they die before then, they are reborn as described above.</p> |

## PATRON TAINT: FANTOMAH

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

- 1 The wizard's spells carry the Venusian jungle's twisted fecundity. Whenever the wizard casts a spell, they spontaneously generate 4d6 brightly colored, flying insects of alien aspect but harmless disposition. If rolled a second time, an additional 3d6 small rodents crawl from the caster's clothing. Rolled a third time, an additional 2d6 reptiles and/or amphibians the size of house cats appear. These animals are harmless, but obvious and distracting.
- 2 The wizard's spells cause rampant plant growth. When the wizard casts any spell, grasses and flowers will sprout from the ground in a 5' radius. If rolled a second time, additionally thick moss and fungus coats every horizontal surface within a 10' radius. Rolled a third time, thick roots and vines burst from the ground in a 20' radius—rendering the terrain treacherous and difficult to traverse.
- 3 Fantomah's servant takes on her fearsome skull-like visage. Dark circles form around the caster's eyes and their face grows pale and lean. If rolled a second time, their eyes sink into deep pits and their mouth becomes affixed into a permanent rictus grin. Rolled a third time, all flesh sloughs from their face leaving a bare skull with empty eye sockets—the wizard's vision and other senses are unaffected.
- 4 Fantomah disdains humanity's technology. The wizard suffers -1d to all rolls dealing with technology more complex than simple clockwork mechanisms. If rolled a second time, such devices simply do not function in the wizard's hands and have a 10% of breaking. Rolled a third time, all devices more complex than simple clockworks fail to operate while within 10'. Affected machines return to normal functionality outside the wizard's presence. NOTE: most ballistic firearms are very simple machines.



- 5 The wizard's voice takes on the Jungle Goddess's sepulcher tones, dropping a full octave and taking on an ominous timbre. If rolled a second time, their voice grows more resonant and they can no longer whisper or speak softly. Rolled a third time, their voice is so spooky that upon hearing it their allies must make a DC 10 Willpower save or suffer -1d to all saves for 1d4 rounds.
- 6 Fantomah's domain is the jungle and she cares little for humanity's concerns. The wizard feels alienated and disconnected from their fellow humans, reducing their Personality score permanently by 1. If rolled a second time, the wizard's thought processes grow more alien and distant as they preoccupy themselves with contemplating the natural world, further reducing their Personality score by 1. Rolled a third time, the wizard becomes completely alienated from humanity and can only comprehend time seasonally ("For what do the trees care for Man's clocks and calendars?") and loses another point of Personality. Further, for all game effects they are considered a *plant* as well as a humanoid.

## PATRON SPELLS: FANTOMAH

Agents of Fantomah learn three unique spells, as follows:

- Level 1: *Flower Power*
- Level 2: *Hybridize*
- Level 3: *One with the Nature*

## SPELLBURN: FANTOMAH

Fantomah is willing to lend aid to her mortal servitors, but she is quick to remind them that their needs are secondary to that of the Jungle. Disciples of the Jungle Goddess must always remember that they play but a small part in the great cycle of Nature, and her spellburn effects reinforce this truth. When a caster spellburns, roll 1d4 and consult the table below or use the ideas below to come up with your own effects.

- 1 Mortify your flesh and suffer attribute damage. Let your blood fall to the soil at your feet. Wildflowers spring up from the ground in a radius equal to the stat damage you suffered in yards.
- 2 When you spellburn, a multitude of small jungle creatures crawl up your legs and fly onto your shoulders. These animals chew upon your flesh and sup on your blood before retreating, their hungers sated. This feeding manifests as attribute damage.
- 3 Your head blossoms open, like a flower greeting the morning. The burning Venusian sun empowers your spellcasting. If you stand in direct sunlight, your spellburn is twice as effective (+2 to the roll for each point of stat damage). If it is nighttime or you are indoors, underground, or otherwise cut off from the sun, your spellburn is only half as effective.
- 4 Fantomah's touch destroys the artifice of Man. After spellburning, the caster must make a Willpower save with a DC equal to twice the amount of stat points they burned. If they fail, then all man-made objects carried or worn by the caster instantly melt into mud and compost.







# Flower Power

|                               |  |                         |                                     |                     |
|-------------------------------|--|-------------------------|-------------------------------------|---------------------|
| <b>Level:</b> 1<br>(Fantomah) | <b>Range:</b> Varies   | <b>Duration:</b> Varies | <b>Activation time:</b><br>1 action | <b>Save:</b> Varies |
| <b>General</b>                | The wizard calls upon Fantomah's plant kingdom allies to produce a variety of magical effects. The wizard casts this spell with a +1d when outdoors on fertile soil but receives a -1d if indoors on a barren surface like steel or concrete. With a successful casting, the wizard chooses any effect equal to or below their casting roll.   |                         |                                     |                     |
| <b>Manifestation</b>          | See below  |                         |                                     |                     |
| <b>1</b>                      | Lost, failure and patron taint.  |                         |                                     |                     |
| <b>2-11</b>                   | Lost. Failure.   |                         |                                     |                     |
| <b>12-13</b>                  | A thick layer of helpful moss and lichens blankets the caster's skin for CL turns. The growth cushions blows and protects them from the environment (+4 AC and +4 to saves against fire or cold, unaffected by natural temperature extremes). These effects last for 1 turn per CL.  |                         |                                     |                     |
| <b>14-17</b>                  | Orange blossoms fall from the sky, giving the caster and up to CL allies a quick vitamin boost. The invigorated characters are +1d to all attacks and saves for CL rounds.   |                         |                                     |                     |
| <b>18-19</b>                  | 1d6+CL sunflowers (AC 10, 3hp) sprout within 10', blooming for CL rounds unless destroyed earlier. Subsequent rounds, the caster can, as an action, direct each flower to attack (CL attack bonus) an opponent within 60' with solar rays (1d8 damage).  |                         |                                     |                     |
| <b>20-23</b>                  | Soporific poppies bloom in a 20' radius around the caster—living creatures (besides the caster) make a Fortitude save or fall into a deep sleep for CL turns. This sleep is deep but not supernaturally so. The sounds of combat won't wake a sleeper, but shaking them or splashing them with water allows another (+1d) saving throw. Damage automatically awakens the sleeper.  |                         |                                     |                     |
| <b>24-27</b>                  | Poisonous mushrooms bubble up near the feet of a target within 120', releasing poisonous spores—Fortitude save or choke 1d6+CL rounds for 2d6 damage per round. Movement speed is halved, and they suffer a -2d to all actions due to choking and violent hallucinations. Effects that cure poison negate these effects.   |                         |                                     |                     |
| <b>28-29</b>                  | Giant honeydew plants (AC 10, 4d8+CL hp) entangle CL targets with sticky fronds— Reflex save or they are held immobile by the predatory plant, which begins digesting them (2d6 damage/round from digestive enzymes). A trapped creature cannot move and takes no actions save a DC 13+CL Strength check to escape. The target's allies can attempt to cut them free with attacks. Each honeydew plant disappears once its victim escapes, it hits 0 hp, or CL turns pass. |                         |                                     |                     |



|       |  |
|-------|--|
| 30-31 | The caster calls up a vicious pack of 4d6+CL Dire Venus Fly Traps that make “munchie munchie” noises and disappear if killed or after 1d6+CL rounds.<br><br><b>Dire Venus Fly Trap:</b> Init +1; Atk bite +2 melee (1d6); AC 12; HD:1d8; MV 30'; Act 1d20; SV Fort +1; Ref +2, Will +0 AL: N; Special: Immune to fear and charm. |
| 32+   | A Predatory Tree arrives to aid the caster until killed or CL turns pass.<br><br><b>Predatory Tree:</b> Init +0; Atk boughs +10 melee (3d6) or seed shot +8 ranged (120' range, 3d4); AC 18; MV 20'; HD 10d12; Act 2d20; SV Fort +8; Ref +5, Will +5; AL N; Special: Immune to fear and charm.                                   |

## Hybridize

|                               |   |                         |                                     |                   |
|-------------------------------|---|-------------------------|-------------------------------------|-------------------|
| <b>Level:</b> 2<br>(Fantomah) | <b>Range:</b> Self  | <b>Duration:</b> Varies | <b>Activation time:</b><br>1 action | <b>Save:</b> None |
| <b>General</b>                | This spell allows the wizard to combine two animals, forming a new chimeric animal that blends the qualities of both. For this spell, “animal” is defined as a living, non-sapient creature made of meat.   |                         |                                     |                   |
| <b>Manifestation</b>          | Roll 1d4: 1) The parent animals disappear in a puff of smoke. When the smoke clears, the hybrid animal stands revealed. 2) The parent animals melt into puddles of liquid meat, blend together, then reform into the new hybrid. 3) One parent swallows the other whole. The devouring creature quickly mutates as the swallowed creature’s features bubble to the surface of its flesh. 4) The parents mate, one lays an egg, then both die. The egg hatches and the newborn hybrid ages to maturity, all in a matter of seconds.                            |                         |                                     |                   |
| <b>1</b>                      | Lost, failure and patron taint.   |                         |                                     |                   |
| <b>2-11</b>                   | Lost. Failure.  |                         |                                     |                   |
| <b>12-13</b>                  | Failure, but spell is not lost.   |                         |                                     |                   |
| <b>14-15</b>                  | The wizard chooses two animals (max. 2 HD each) which make a Fortitude save. If <b>both</b> fail, they merge, blending appearances and abilities. This hybrid creature’s HD is the average of the original creatures’ (round down). Its AC, Action Dice, Speed, and Saves are the greater of its “parents.” The caster chooses one special ability from each parent to grant the hybrid and <i>one</i> attack. The spell lasts CL turns before the hybrid splits back into its two original creatures—which retain any damage the hybrid might have suffered. |                         |                                     |                   |
| <b>16-19</b>                  | As above, but the spell affects creatures with up to 3HD.   |                         |                                     |                   |



|       |  |
|-------|--|
| 20-21 | The wizard chooses two animals (max. 4 HD each) which make a Fortitude save. If <b>both</b> fail, they merge blending appearances and abilities. This hybrid creature's HD is the average of the original creatures' (round down). Its AC, Action Dice, Speed, and Saves are the greater of its "parents." The caster chooses one special ability from each parent to grant the hybrid, which has all the parents' attacks. The spell lasts CL turns before the hybrid splits back into its two original creatures—which retain any damage the hybrid might have suffered.   |
| 22-25 | As above, but the spell affects creatures with up to 5HD.  |
| 26-29 | The wizard chooses two animals (max. 6 HD each) which make a Fortitude save. If <b>both</b> fail, they merge blending appearances and abilities. This hybrid creature's HD is the average of the original creatures' (round down). Its AC, Action Dice, Speed, and Saves are the greater of its "parents." It has all the parents' attacks, abilities, and weaknesses. The spell lasts CL turns before the hybrid splits back into its two original creatures—which retain any damage the hybrid might have suffered.  |
| 30-31 | As above, but the spell affects creatures with up to 8HD.  |
| 32-33 | The wizard chooses two animals (max. 10 HD each) which make a Fortitude save. If <b>both</b> fail, they merge blending appearances and abilities. This hybrid creature's HD is the average of the original creatures' (round down). Its AC, Action Dice, Speed, and Saves are the greater of its "parents." It has the greater of its parents' AC, Action Dice, Speed, and Saves and both of their attacks, abilities, and weaknesses plus an additional Action Die (1d20). The spell lasts CL turns before the hybrid splits back into its two original creatures—which retain any damage the hybrid might have suffered. |
| 34+   | The wizard chooses two animals (max. 13 HD each) which make a Fortitude save. If <b>both</b> fail, they merge blending appearances and abilities. This hybrid creature's HD is the average of the original creatures' (round down). Its AC, Action Dice, Speed, and Saves are the greater of its "parents." It has the greater of its parents' AC, Action Dice, Speed, and Saves and both of their attacks, abilities, and weaknesses plus an additional Action Die (1d20). This transformation is permanent. The creature can breed true with either another hybrid like itself or either parent species.                 |



# One With Nature

|                               |   |                                      |                                   |                        |
|-------------------------------|---|--------------------------------------|-----------------------------------|------------------------|
| <b>Level:</b> 3<br>(Fantomah) | <b>Range:</b> Self  | <b>Duration:</b> 1 turn<br>per level | <b>Activation time:</b><br>1 turn | <b>Save:</b> Willpower |
| <b>General</b>                | This spell can <i>only</i> be cast within a jungle, forest, wetlands, or other verdant natural environment. When successfully cast, the wizard's body and gear turn into pure magical energy merging with the local environment. Their essence is spread across an immobile area of influence, centered on the wizard at the time of casting, with a radius dependent on the spellcasting roll's strength. While bonded with the land, the wizard has no physical substance and cannot be harmed or interacted with. When the spell ends, the wizard reappears in the same spot where they cast it. For this spell, "animal" is defined as a living, non-sapient creature made of meat. |                                      |                                   |                        |
| <b>Manifestation</b>          | Roll 1d4: 1) the caster sinks into the ground becoming one with the land; 2) The caster dissolves into motes of light that drift across the area; 3) Vines and roots wrap around the caster, absorbing their essence into the natural landscape; 4) A breath of air blows through the area, scattering the caster's physical form like so many fallen leaves.   |                                      |                                   |                        |
| <b>1</b>                      | Lost, failure and patron taint.   |                                      |                                   |                        |
| <b>2-11</b>                   | Lost. Failure.  |                                      |                                   |                        |
| <b>12-15</b>                  | Failure, but spell is not lost.   |                                      |                                   |                        |
| <b>16-17</b>                  | The caster's essence spreads across a 30' radius. The wizard is aware of all creatures and events within this radius. As an action, the wizard's spirit can attempt to possess a single animal (max. 2HD) within this area—Willpower save or a portion of the wizard's mind occupies it and takes control. If the animal dies while possessed, the wizard must make a DC 15 Willpower save or lose 2d6 Intelligence and end the spell.  |                                      |                                   |                        |
| <b>18-21</b>                  | The caster's essence spreads across a 50' radius. The wizard is aware of all creatures and events within this radius. As an action, the wizard's spirit can attempt to possess a single animal (max. 4HD) within this area—Willpower save or a portion of the wizard's mind occupies it and takes control. If the animal dies while possessed, the wizard must make a DC 15 Willpower save or lose 2d6 Intelligence and end the spell.  |                                      |                                   |                        |
| <b>22-23</b>                  | The caster's essence spreads across a 100' radius. The wizard is aware of all creatures and events within this radius. As an action, the wizard's spirit can attempt to possess a single animal (max. 6HD) within this area—Willpower save or a portion of the wizard's mind occupies it and takes control. If the animal dies while possessed, the wizard must make a DC 15 Willpower save or lose 2d6 Intelligence and end the spell.   |                                      |                                   |                        |



|       |  |
|-------|--|
| 24-26 | The caster's essence spreads across a 150' radius. The wizard is aware of all creatures and events within this radius. As an action, the wizard's spirit can attempt to possess a single animal (max. 8HD) or two animals (max. 4HD each) within this area—Willpower save or a portion of the wizard's mind occupies it and takes control. If the animal dies while possessed, the wizard must make a DC 15 Willpower save or lose 2d6 Intelligence and end the spell.   |
| 27-31 | The caster's essence spreads across a 300' radius. The wizard is aware of all creatures and events within this radius. As an action, the wizard's spirit can attempt to possess a single animal (max. 10HD), two animals (max. 5HD each), or five animals (2HD each) within this area—Willpower save or a portion of the wizard's mind occupies it and takes control. If the animal dies while possessed, the wizard must make a DC 15 Willpower save or 2d6 INT damage and end the spell.   |
| 32-33 | The caster's essence spreads across a 1000' radius. The wizard is aware of all creatures and events within this radius. As an action, the wizard's spirit can attempt to possess a single animal (max.12 HD), or any combination of animals whose total HD is less than 12. This possession is automatic against animals of 2HD or less; other animals must make a Willpower save or a portion of the wizard's mind occupies it and takes control. If the animal dies while possessed, the wizard must make a DC 15 Willpower save or lose 2d6 Intelligence and end the spell.   |
| 34-35 | The caster's essence spreads across a 1 mile radius. The wizard is aware of all creatures and events within this radius. As an action, the wizard's spirit can attempt to possess a single animal (max.15 HD), or any combination of animals whose total HD is less than 15. This possession is automatic against animals of 3HD or less; other animals must make a Willpower save or a portion of the wizard's mind occupies it and takes control. If the animal dies while possessed, the wizard must make a DC 15 Willpower save or lose 2d6 Intelligence and end the spell. If the spell is not ended prematurely, the wizard reemerges from the land healed of 3d6+CL Hit Points.   |
| 36+   | The caster's essence spreads across a 10 mile radius. The wizard is aware of all creatures and events within this radius. As an action, the wizard's spirit can attempt to possess a single animal (max.18HD), or any combination of animals whose total HD is less than 18. This possession is automatic against animals of 4HD or less; other animals must make a Willpower save or a portion of the wizard's mind occupies it and takes control. If the animal dies while possessed, the wizard must make a DC 15 Willpower save or lose 2d6 Intelligence and end the spell. If the spell is not ended prematurely, the wizard reemerges from the land healed of 4d6+CL Hit Points and cleansed of all poisons and disease (but not spellburn or corruption). |



# SPANDO

Spando Polanski was a member of Bible Briggs's crew aboard the *Napier*. Though self-taught, Polanski was a genius inventor. He built the first Science Robots to mine for Compound-N and designed the Bio-Ray that raised the Venusian jungles. He excavated the Caverns and, after a schism with Briggs, established the first human colony there. Polanski also conquered death by uploading his consciousness into a supercomputer of his own design, the *Spando Polanski Artificial Neural Duplicate Optimizer*, aka SPANDO.

Today SPANDO exists as a cybernetic consciousness preserved across a variety of digital, analog, and biological formats, all variously interconnected and approximately synchronized to reproduce Spando Polanski's living mind. Amidst the punch-card readers, vacuum tubes, dot-matrix printers, and integrated circuits that make up various sectors of SPANDO's city-sized cerebrum, the centerpiece is a collection of living human brains in glass vitrines, all wired to receive remote sensory input from SPANDO's agents across the surface of Venus.

SPANDO leaves the day-to-day operations of the Caverns entirely to his trusted Science Robots. All of SPANDO's processing power is trained on producing a final version of his Master Plan, a draft version of which is preserved in the Science Robots' inner sanctum.

Unfortunately, SPANDO is quite mad. The regions of his amalgamated mind sit just below the threshold of independent consciousness. The looseness of their networking and the variability of their clockspeeds mean that SPANDO's mind is always on the verge of fragmentation. Worse, the human brains that serve as his core processors still need nightly sleep, and SPANDO is unable to tell the difference between true sensory input and the paranoid nightmares of his overstressed wetware. SPANDO is always half asleep, haunted by delusions of betrayal, persecuted by hallucinatory ghosts that emerge from the subconscious of his own overtaxed processors and poorly-coordinated memory units. The real threats of sedition by the Fifth Column and sabotage by Otram blend seamlessly with SPANDO's nightmares until they're indistinguishable.

To become one of SPANDO's agents, a wizard must submit to surgery to remove the brain from their skull. The brain is deposited into the liquid computing medium, where its cerebellum will house a portion of SPANDO's memories and perform a fraction of the calculations that instantiate his distributed consciousness. The interior of the wizard's skull is outfitted with a radio transceiver that broadcasts nerve telemetry from body to brain and unscrambles incoming neuron signals to reassemble the wizard's personality within their skull. Thanks to the high fidelity of SPANDO's transceivers, his agents very rarely complain of any discomfort caused by their disembodiment.



## ***INVOKE PATRON SPELL CHECK RESULTS***

|              |   |
|--------------|---|
| <b>12-13</b> | SPANDO barely notices the caster's request like a blinking red light at the edge of his peripheral vision. He authorizes a single download from his archives just to end the intrusion. The caster is able to borrow expertise in a single subject area. For the rest of the day, the caster rolls a d20 (is considered "skilled") on any skill check related to a single task or topic.  |
| <b>14-17</b> | SPANDO authorizes a small amount of additional processing power to assist with the problem. The caster gains one additional d14 Action Die that can be spent to cast a single spell. Alternately, the caster can expend this die to prevent 4 damage from a single attack. Spellburn can modify the spell check rolled with this additional die as normal. The bonus die disappears if not spent within CLx2 rounds.  |
| <b>18-19</b> | The caster browses the restricted section of SPANDO's archives, temporarily downloading mastery-level expertise in two different subjects. For CL turns, the caster rolls a d24 on all skill checks related to both of the selected tasks or topics.  |
| <b>20-23</b> | SPANDO authorizes additional clock time to address the caster's dilemma. The caster gains an additional d16 Action Dice that can be spent to cast a single spell. Alternately, the caster can expend these dice to prevent 6 damage from a single attack. Spellburn can modify the spell checks rolled with this die as normal. The bonus die disappears if not spent within CLx2 rounds.   |
| <b>24-27</b> | The caster borrows a portion of the collective martial experience of SPANDO's other agents. For CL rounds, the caster rolls a d24 Action Dice when attacking. These dice crit on a natural 20 or 24, and on a critical hit, the caster rolls on Crit Table IV.  |
| <b>28-29</b> | SPANDO authorizes extra processing cycles to expediently resolve the crisis. The caster gains an additional d20 Action Dice that can be spent to cast a single spell. Alternately, the caster can expend this die to prevent 10 damage from a single attack. Spellburn can modify the spell check rolled with this additional die as normal. The bonus die disappears if not spent within CLx2 rounds.  |
| <b>30-31</b> | <p>SPANDO activates a red alert, dispatching 1d6+CL Military Robots to travel to the caster's location with all good speed. The first robot arrives during the next combat round, two arrive the round after that, three after that, and so on. The robots act last in the initiative order during the round they arrive, then on the caster's initiative thereafter. The spell lasts for 3d6+CL rounds or until all the robots are destroyed or dismissed.</p> <p><b>Military Robot:</b> Init +2; Atk truncheon +4 melee (1d8+1) or stun ray +3 ranged (90' range, 1d6 + paralysis); AC 18; HD 3d8; MV 30'; Act 1d20; SV Fort +6, Ref +2, Will -2; AL L.<br/> <u>Special:</u> Construct, immune to charm and fear, stun ray (DC 15 Fort save or unconscious for 1d4 rounds).</p> |
| <b>32+</b>   | SPANDO categorizes the caster's request as his highest priority, and dispatches resources to resolve it immediately. At ruinous expense, he teleports the personal bodyguard of one of the five Science Robots and a battalion of CL Military Robots (see above) to the caster's location, in time to act at the end of the initiative order during this combat round, before acting on the caster's initiative in subsequent rounds. The spell lasts for 3d6+CL rounds or until all the robots are destroyed or dismissed.   |





## PATRON TAIN: SPANDO

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

- 1 SPANDO begins to reformat the caster into a more perfect robot form. The caster's flesh takes on a metallic sheen. If this result is rolled a second time, the caster's joints become stiff and robotic, increasing the caster's Fumble Die +1d. If this result is rolled a third time, the caster's skin becomes fully metallic and takes on the color of a random science robot (roll 1d5, 1: Blue, 2: Green, 3: Indigo, 4: Orange, 5: Violet). The caster gains +1 AC, but permanently loses 2 points of Agility.
- 2 SPANDO assigns a flying loyalty robot to monitor the actions of the caster and their associates. The robot is about the size of a softball and flies near the caster on small rotors. It never willingly strays farther than 30' from the caster and doesn't fight or perform any actions for the caster. It is only there to watch and report. If the caster rolls this result a second time, they are assigned a second loyalty robot. If the caster rolls this result a third time, a third robot joins the caster. If any of the loyalty robots are destroyed or forced farther than 30' from the caster, the caster loses access to Invoke Patron and all SPANDO spells for the rest of the day. Destroyed loyalty robots are replaced by SPANDO the next morning.

**Loyalty Robot:** Init +0; Atk none; AC 13; HD 2d6; MV 30' fly; Act: 1d12; SV Fort +0, Ref +3, Will +0; AL L.

- 3 Long hours performing background calculations and running algorithms reorganizes the caster's mind to become more rule-bound and rigid. The caster cannot use contractions while speaking, and must refer to other characters by an honorific and their last name (such as "Mister Hanks" instead of "Fletcher"). If this result is rolled a second time, the caster cannot consciously lie, and cannot willingly break a promise. If the caster says they will do something, they must, even if they realize it is a mistake. If this result is rolled a third time, the caster can no longer understand metaphors or figures of speech, and must interpret others' words literally.
- 4 The caster's heart has become inflexible and robotic, increasingly unable to tolerate disorder or ambiguity. The caster's alignment shifts one step to Lawful (if it wasn't already). If this result is rolled a second time, the caster's alignment shifts one more step towards Lawful and they are treated as a "robot" for the purposes of a cleric's Turn Unholy ability. If the result is rolled a third time, their alignment automatically turns to Lawful (if, somehow, it wasn't already). The caster is treated as both a "robot" and "champion of Law" for the purposes of a cleric's Turn Unholy ability.



5 SPANDO's paranoid delusions of personal betrayal and robot uprising have been given half-life via psychic projection—the caster is attacked by malevolent tulpas that escaped from Spando's fear-drenched psyche! A nightmare robot lurches out of the nearby shadows to assault the caster. Unless the caster's mind is somehow linked with that of another, only the caster can see and interact with the nightmare robot. If this result is rolled a second time, the caster is attacked by two nightmare robots. If this result is rolled a third time, the caster is attacked by four nightmare robots.

**Nightmare Robot:** Init +0; Atk claw +3 melee (2d4); AC 16; HD 2d8+4 ; MV 30'; Act 1d20; SV Fort +6, Ref +1, Will +3; AL C; SP immune to critical hits.

6 SPANDO demands that the caster assassinate a malfunctioning agent. Due to the long-term effects of chronic insomnia, cranial overclocking, and hyperstimulation of the fear centers in the amygdala and thalamus, this agent has gone mad, bombarding SPANDO's sensorium with unreliable input, and must be "retired" for the sake of the Caverns' stability. The caster cannot spellburn or invoke Spando until the quest is completed. The agent is 1d3 levels higher than the caster. SPANDO will provide the location of the rogue agent's lair, but it will require 1d4 days of travel through dangerous territory to get there. If this result is rolled a second time, the agent is 1d4 levels higher than the caster and requires 1d6 days of travel to find. If this result is rolled a third time, the agent is 1d5 levels higher than the caster and requires 1d10 days of travel to find.

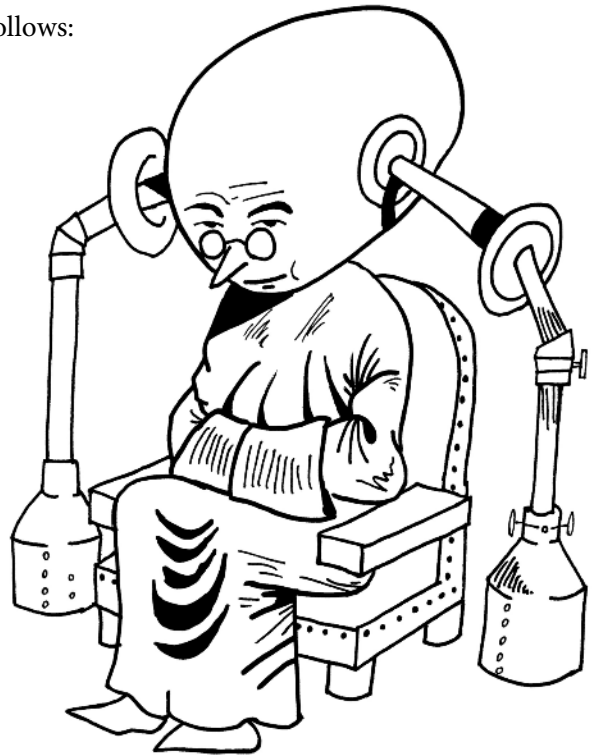
## PATRON SPELLS: SPANDO

Agents of Stardust learn three unique spells, as follows:

- Level 1: *Multi-Spectrum Analysis*
- Level 2: *Total Domain Awareness*
- Level 3: *Push-Button Automation*

## SPELLBURN: SPANDO

SPANDO allocates computational resources according to complex algorithms. Casters who requisition more than their share of processing power do so at the expense of their own captive cerebrum. When a caster utilizes spellburn, roll 1d4 on the table below, or build off these suggestions to develop an event specific to your home campaign.



- 1 The caster stimulates the fight-or-flight response in their brain to produce a surge of adrenaline and stress hormones, at a cost of post-stress debility, represented by temporary Strength loss. As a side-benefit to the boost, if the caster makes a DC 15 Fortitude save, they receive a +1d bonus to any melee attack they make in the next round.
- 2 The caster temporarily boosts the amplitude and gain of their transceiver, at a cost of increased latency between thought and action, represented by the temporary loss of Agility. As a side-benefit of the boost, if the caster makes a DC 15 Fortitude save, they receive a +1d bonus on the first saving throw they make in the next round.
- 3 The caster triggers a massive release of blood glucose and insulin, at a cost of depleted cellular energy reserves, represented by temporary Stamina loss. As a side-benefit of the boost, if the caster makes a DC 15 Willpower save, they receive a bonus 1d14 Action Die they can use in the next round.
- 4 The caster massively overclocks their own cerebrum, improving the spell check result by 2 points for every 1 point of Strength, Agility, or Stamina expended. At the end of the round, the caster must make a Willpower save equal to the final spell check or fall unconscious for 1d4 turns while their transceiver performs an automatic emergency shutdown and reboot. During this time, the caster experiences themselves as a disembodied brain in a glass vitrine, surrounded by thousands of others in similar circumstances, deep inside the hollow depths of the Science Caverns. The caster cannot spellburn again for the rest of the day.

## Multi-Spectrum Analysis

| Level: 1<br>(SPANDO) | Range: Up to 10'<br>per caster level  | Duration: 1 turn | Activation time:<br>1 round | Save: Reflex to<br>avoid damage |
|----------------------|---|------------------|-----------------------------|---------------------------------|
| <b>General</b>       | The caster temporarily repurposes some of SPANDO's detection equipment to probe their enemies' strengths and weaknesses and calculate appropriate responses. Scanning enemy creatures typically produces actionable intelligence that increases the caster's combat readiness against the analyzed foes.  |                  |                             |                                 |
| <b>Manifestation</b> | Roll 1d4: (1) several metal antennae emerge from the interior of the caster's skull and adjust height to intercept opposing signals; (2) narrow light beams are projected from a nearby tower; the beam tracks quickly across the targets, making multiple passes from top to bottom in rapid succession; (3) miniature radar dishes emerge from out of the caster's hair and behind their ears, rotate, then hone in on the targeted creatures; (4) glowing white numbers and informational graphics appear above targets, visible only to caster and affected allies. |                  |                             |                                 |
| <b>1</b>             | Lost, failure and patron taint.   |                  |                             |                                 |
| <b>2-11</b>          | Lost. Failure.  |                  |                             |                                 |
| <b>12-13</b>         | <b>Searching for lifesigns.</b> The scan analyzes the biosigns of a living creature, and reports its vitality as a single number. The caster learns the target's current hit point total. In addition, the scan deals 1d3 damage to the creature. This scan has no effect on non-living creatures such as un-dead and robots.   |                  |                             |                                 |



|       |   |
|-------|---|
| 14-17 | <b>Evaluating threat matrix.</b> The scan identifies the accuracy and damage potential of the target's primary weapon. The caster learns the attack bonus and damage dice of the target's most dangerous attack. The caster gets +1 AC against this attack.   |
| 18-19 | <b>Analyzing defenses.</b> The scan analyzes the target's shielding potential and defensive capabilities. The caster learns the target's AC and any damage immunities. The caster receives a +2 bonus to attack and damage against the target.  |
| 20-23 | <b>Tracking incoming transmissions.</b> The scan identifies the source of all inbound signals and interprets emission signatures. The caster learns all of the target's special abilities. If the target is a spellcaster, the caster learns the identity of the creature's deity or supernatural patron. The caster receives a +2 bonus to saving throws against the target's spells or special abilities.   |
| 24-27 | <b>Multi-phasic bioscan.</b> The caster can target up to two creatures. The scan uses x-rays and magnetic resonance to analyze the creatures. The caster learns the targets' current and maximum hit points. In addition, the scan deals 1d6 damage to each target.   |
| 28-29 | <b>Collated threat analysis.</b> The caster can target up to two creatures. The scan assesses all the target's threat capabilities, and establishes countermeasure protocols. The caster learns the attack bonus and damage dice for <i>all</i> the targets' attacks. The caster gets +2 AC against each creature and ignores the first 1 point of damage from all their attacks. They can share these benefits with one ally within range.   |
| 30-31 | <b>Penetrating interior scan.</b> The caster can target up to two creatures. The deep scan bypasses the targets' shields, and searches for vulnerabilities in their firewalls. The caster learns the creatures' ACs, saving throws, and immunities. In addition, the targets take half damage from any source they would ordinarily be immune to. The caster receives a +4 bonus to attack rolls and +2 to damage rolls against the creatures. They can share these benefits with one ally within range.  |
| 32+   | <b>Accessing databases. Full spectrum sweep.</b> The caster can target up to four creatures. This comprehensive scan probes every inch and crevice of the targets, invasively cataloging them down to the molecular level. The caster learns the creatures' current and maximum hit points, a list of their attacks including attack bonuses and damage dice, their AC, saving throws, immunities, their deities or patrons, their Special Abilities, and a list of any spells they can cast.<br><br>In addition, the scan deals 1d12 damage to each creature, and the creatures take full damage from sources they would ordinarily be immune to. For each creature, one special ability of the caster's choice is "turned off" for 1 turn and can't be used. The caster gets +4 AC against each creature and ignores the first 2 damage from each of their attacks. The caster receives a +8 bonus to attack rolls and +4 to damage rolls against the creatures, and they can share these benefits with <i>all</i> their allies within range. |

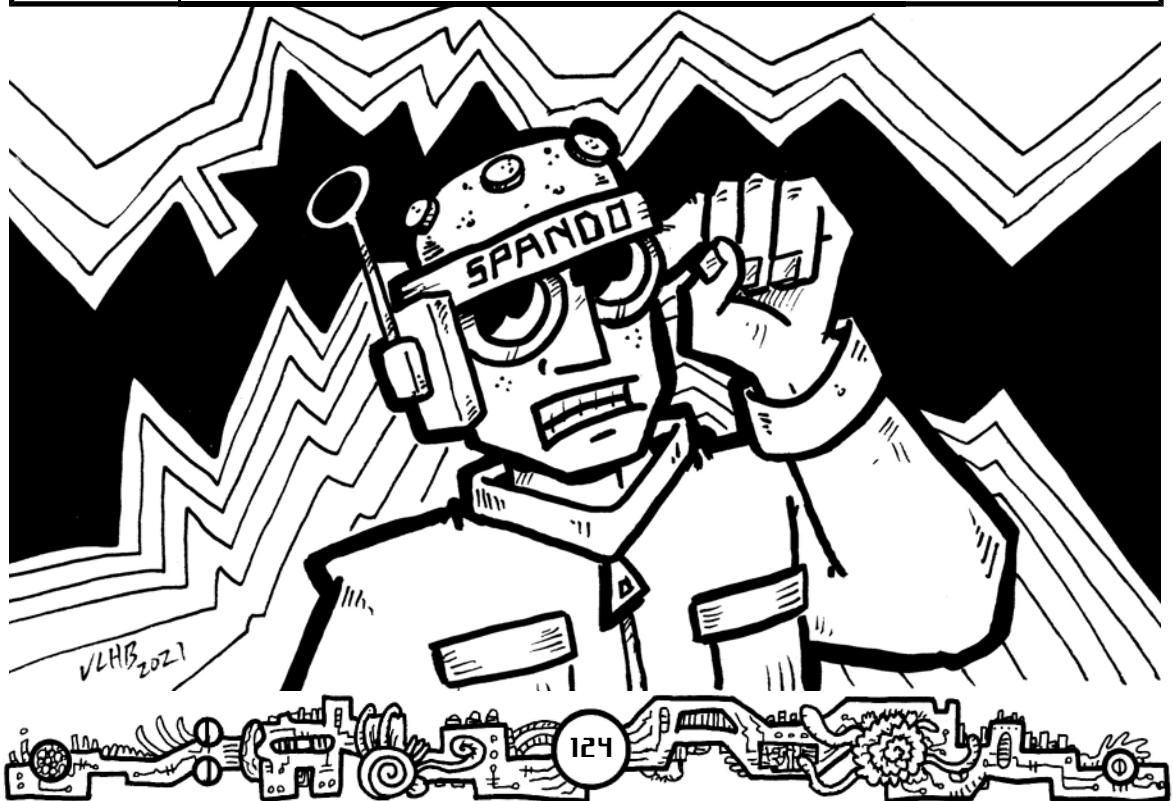


# Total Domain Awareness

|                             |  |                                   |                                   |   |
|-----------------------------|--|-----------------------------------|-----------------------------------|---|
| <b>Level:</b> 2<br>(SPANDO) | <b>Range:</b> CL+1 rooms indoors or CL in miles outdoors   | <b>Duration:</b><br>Instantaneous | <b>Activation time:</b><br>1 turn | <b>Save:</b> Willpower to avoid targeting |
| <b>General</b>              | <p>The caster temporarily accesses SPANDO’s vast array of surveillance devices to call up a map of the caster’s surroundings. When cast underground, inside a building, or in another “dungeon” environment, the spell maps out CL+1 adjoining locations (rooms, corridors, tunnels, stairwells, etc.) centered on the caster’s current room. When cast outdoors or in a “wilderness” setting the spell maps out an area with a radius equal to the CL in miles.</p> <p>Both types of maps are centered on the caster’s location. The Judge should sketch the map for the player, centering on the caster and working outward as evenly as possible and including the details specified by the level of effect. Some spell results indicate that individual creatures should be marked on the map. Robots, spellcasters, and creatures with magical or psychic powers may attempt a Willpower save to avoid such detection. Secret or hidden areas or passages are not revealed unless the spell result indicates such.</p> <p>This spell places great demand on SPANDO’s resources. The caster must spend at least one point of spellburn the first time they cast it each day, two points the second time, three points the third time, and so on.</p> |                                   |                                   |   |
| <b>Manifestation</b>        | <p>Roll 1d4: (1) a dot-matrix printer hidden inside a nearby bit of scenery loudly reproduces the map one line of ink at a time; (2) the woosh of a pneumatic tube announces the delivery of a rolled-up manila envelope; inside are surveillance photos that can be assembled into the map; (3) a mundane flat surface rotates to reveal a hidden computer monitor; the map is reproduced in glowing pixels against a dark background; (4) a delivery robot wearing a blue cap speeds up to the caster, hands them the map, then zooms away.</p>  |                                   |                                   |   |
| <b>1</b>                    | Lost, failure and patron taint.  |                                   |                                   |   |
| <b>2-11</b>                 | Lost. Failure.   |                                   |                                   |   |
| <b>12-13</b>                | Failure, but spell is not lost.  |                                   |                                   |   |
| <b>14-15</b>                | The spell creates a map of CL+1 locations while indoors or CL miles while outdoors. An interior map shows the layout of rooms and the name or function of each. An exterior map shows the primary terrain and up to CL notable landmarks.  |                                   |                                   |   |
| <b>16-19</b>                | As above. Additionally, an interior map shows the location of any living creature within each room. An exterior map shows the location of the highest HD creatures (up to CL creatures) within the mapped area.  |                                   |                                   |   |



|       |   |
|-------|---|
| 20-21 | As above. Additionally, the map shows up to CL secret doors, passages, traps, or hazards.   |
| 22-25 | As above. Additionally, the caster may lock or unlock any or all mundane doors or disable any mundane traps indicated on the map. Magical locks or traps will be suppressed for CL turns if the caster's spell check beats that of the spell that created such obstacles.   |
| 26-29 | As above. Additionally, for CL turns, while within the mapped area, SPANDO's early-warning systems allow the caster and CL allies to make roll-under Luck checks to avoid surprise with 1d16.   |
| 30-31 | As above. Additionally, the caster may ask the map to indicate the location of either the most valuable treasure, the most powerful weapon, or most powerful magic item within the mapped area.   |
| 32-33 | <p>As above. Additionally, the caster may ask the map to indicate the location of the most valuable treasure, the most powerful weapon, and the most powerful magic item within the mapped area.</p> <p>The caster may place a new door and short passage (5' wide and no longer than CLx5') that connects two interior locations on the map. These doors and passages are temporary and disappear or "fill in" after CL turns.</p> |
| 34+   | As above, but the caster may place up to CL new doors and short passages (5' wide and no longer than CLx5') that connect interior locations on the map. At the caster's discretion, such doors can be secret doors, requiring a DC 15 Intelligence check to detect. These doors and passages are temporary and disappear or "fill in" after CL hours.   |



# Push-Button Automaton

|                             |  |                         |                                     |                     |
|-----------------------------|--|-------------------------|-------------------------------------|---------------------|
| <b>Level:</b> 3<br>(SPANDO) | <b>Range:</b> Up to 10'<br>per level   | <b>Duration:</b> Varies | <b>Activation time:</b><br>1 action | <b>Save:</b> Varies |
| <b>General</b>              | Upon learning this spell, SPANDO installs a small red button into the caster's brain transceiver. The caster pushes this button and summons one of the many service robots SPANDO secreted across the surface of Venus in preparation for total surface colonization. Typically, the robot appears, performs its single function, then disappears just as quickly. Some results summon more persistent robots. The result of the spell check determines which robots the caster can summon. The caster may choose any one robot from their spell check result or less. |                         |                                     |                     |
| <b>Manifestation</b>        | Roll 1d4: (1) A hidden panel on a nearby surface slides open to reveal the robot; (2) Miniature construction-bots converge on the caster's location and quickly assemble/disassemble the summoned robot; (3) The robot flickers into existence in a series of cathode-ray lines before assuming full 3-D resolution; (4) Smaller delivery robots appear and quickly unpack the summoned robot from a wooden crate then repack it when the spell ends.  |                         |                                     |                     |
| <b>1</b>                    | Lost, failure and patron taint.  |                         |                                     |                     |
| <b>2-11</b>                 | Lost. Failure.   |                         |                                     |                     |
| <b>12-15</b>                | Failure, but spell is not lost.  |                         |                                     |                     |
| <b>16-17</b>                | <b>Hot foot robot.</b> A small robot uses a blowtorch to light the target's feet on fire. The target takes 1d6 damage (no save). The target's speed is reduced by half and they continue to take 1d6 each round for CL rounds or until they use an action to make a Reflex save to extinguish themselves.  |                         |                                     |                     |
| <b>18-21</b>                | <b>Guard dog robot.</b> A dog-shaped robot attacks the target. If the target fails a Reflex save, they take 1d6+CL damage and the robot attaches itself to their arm or leg. While attached, the robot inflicts 1d6+CL damage each round and the target is -1d on all attacks. The spell lasts for CL rounds unless the target makes a Strength check (DC equal to spell check) to pry the robot off. The target or their allies can also attempt to destroy the robot. It is AC 10 with hit points equal to the spell check.  |                         |                                     |                     |
| <b>22-23</b>                | <b>Bricklayer robot.</b> A burly robot with a hardhat rapidly builds a brick structure. The robot creates a number of 5' x 5' x 1' brick wall sections equal to CL and arranged in whatever formation the caster chooses as long as each section is attached to another. Each panel has AC 16 and 20 hp. If a wall is placed within 5' of an enemy, they can attempt a Reflex save to leap to the other side before construction is completed. The walls disappear after CL turns.   |                         |                                     |                     |



|       |   |
|-------|---|
| 24-26 | <p>The caster summons one of the two robots listed below.</p> <p><b>Firefighter robot.</b> A bright red robot with hose-like arms douses an area with fire-suppressant chemicals. The chemicals saturate a conical area CLx5' long and CLx5' wide. Any mundane or magical fires within the area are immediately extinguished. Creatures made of fire or electricity within the area take 6d12 damage (Reflex save for half damage). The area remains saturated for CL rounds. Any saves made against fire or electrical effects while within that area get a +5 bonus.</p> <p>Or...</p> <p><b>Sanitizer robot.</b> A clean white robot with an atomizer head spritzes up to CL targets with powerful chemical neutralizers. All emotional effects, mind altering effects, or effects caused by poison, nausea, stench, or chemicals currently influencing the targets are instantly canceled. Any enemies with a powerful sense of smell (like most predatory creatures) take 4d6 damage from the overpowering chemical odor (Fortitude save for half).</p> |
| 27-31 | <p>The caster summons one of the two robots listed below.</p> <p><b>Catapult robot.</b> A flat-headed robot appears beneath the target and attempts to throw the target with its powerful springs. If the target fails a reflex save it is flung 50' in a direction chosen by the caster. The target takes 5d6 falling damage and suffers whatever effects might be triggered by the area it lands in.</p> <p>Or...</p> <p><b>Crisis robot.</b> A large dog-shaped robot wearing a metal cask around its neck administers medical attention to the target. If the target is currently suffocating or drowning, the robot removes them from this state, moving them to the closest safe location if need be. The robot administers revitalizing chemicals from its cask, healing the target for 3d6+CL hit points. If the target is at 0hp, the robot will not heal any damage, but they may roll 1d16 for its "roll over the body" attempt.</p>   |
| 32-33 | <p><b>Pile-driver robot.</b> The caster summons a large, lumbering robot with massive hammer-like arms to attack their enemies or destroy structures. The robot serves the caster for CL rounds or until destroyed or dismissed.</p> <p><b>Pile-Driver Robot:</b> Init -2; Atk piles +9 melee (5d6); AC 18; HD 8d10; MV 20'; Act 2d20; SV Fort +8, Ref +0, Will +5; AL L.</p> <p><u>Special:</u> Construct (immune to charm, fear, disease, or poison); Rumble and Frenzy (inflicts double damage against building and structures).</p>   |
| 34-35 | The caster may summon any two robots.   |
| 36+   | The caster may summon any four robots.  |





# Chapter 11: Judge's Guide

*Leopard Women of Venus* is designed to inject pulp-fuelled lunacy into your tabletop RPG sessions. But, like any such mechanism, it's not going to run itself. It's up to the Judge to keep things running smoothly. As such, here are some suggestions.

## THE PCs

A game of *Leopard Women of Venus* is like any other *Dungeon Crawl Classics* scenario—the Player Characters are out to accomplish an objective, passing through bizarre locales and battling hideous creatures. In *Leopard Women*, players take on the part of human members of the four factions. Thus, PCs should be brought together as agents of the Humanoid Coalition. The survivors of their initial mission (0-level funnel) become tight-knit groups (PC parties).

The humans of Venus tend to hate members of other factions. This should not cause the PC party to break down. Characters who have joined the Humanoid Coalition are less likely to hold the usual prejudices and, as they work together, can quickly learn to respect one another. If players want their characters to be biased, it can be handled like that classic fantasy trope of the dwarf and elf who hate each other, work together grudgingly, and ultimately become devoted friends. Ideally, factional rivalry should be a source of banter, not a reason for PCs to turn on each other. Talk to your group before the game to determine how much inter-party tension they prefer. Some groups want to work cooperatively while others may relish the opportunity to backstab each other at a moment's notice.

## THE MISSIONS

At least at first, PC groups are sent on missions by the Humanoid Coalition. The handy thing about this setup is that, at different points, they can work for all four factions. For one adventure, Otram may need help, and for another, it might be Palna. Their missions can take them anywhere on, around, or under Venus.

While the Humanoid Coalition is a handy tool to bring together a range of PCs, the characters are not required to continue working for them. The party may choose to set off on its own. There are ample possibilities for Venusian adventure—this book covers only a tiny fraction of Venus's surface and there are countless wonders and horrors lurking out beyond the edge of the map.

## SETTING

Venus is colorful and magical and filled with endless surprises. At the same time, it is a diabolical nightmare world. It may be helpful to think of Venus as a character that is single-mindedly devoted to torturing and killing. No civilization thrives on Venus. All they can do is struggle to survive.



Venus is run through with Compound-N, a fertile plot device that seems to ignore the laws of physics and biology. Compound-N warps reality around itself and, like Venus, seems almost malicious. Compound-N is a handy justification for plot twists. The only rule it follows is that it will never, ever work exactly as the PCs expect.

Whenever characters travel, they should encounter something exotic, be it a river of tar, a mountain of bones, or a deserted underground city. Be sure to include descriptive details. Never just tell the players that they are traveling through the Jungle; mention the carnivorous plants, mushrooms with blinking eyes, and the pervasive smell of blood.

That said, the game should not be a constant barrage of weird details. It's a balancing act. Amongst the weirdness, there need to be occasional scenes of "normal" life (at least for Venus) lest the weird become mundane. Allow the PCs occasional downtime in the four settlements, where life is, if not safe, predictable.

## TOPE

*Leopard Women of Venus* should be like a Fletcher Hanks comic: wondrous and slightly disturbing. We encourage you to look to Fletcher Hanks for inspiration but, since his stories were just a few pages long, they will only provide a general idea of what your game sessions can be like. The Space Smith story that inspired this game, for instance, would probably take about twenty minutes to run as an adventure. To create full adventures we need to go beyond the scope of Hanks's stories. Fortunately, we can tell that Hanks was probably looking to Edgar Rice Burroughs, Alex Raymond's *Flash Gordon*, and pulp science fiction magazines for inspiration, so you can do the same.

*Leopard Women of Venus* is not a hopeful, romantic adventure like *Star Wars* or a utopian future like *Star Trek*. It draws on the fictions that inspired them. When we look back at pulp science fiction, we often think of cheesy square-jawed heroes brandishing ray guns at monsters. Some people confuse "pulpy" with "childlike." That element is certainly there, but look at some lurid old pulp covers and you will see that things were not always wholesome. Sometimes the pictures are creepy and off-putting. Sometimes it's horrifying alien vistas you'd never want to see, or hideous pulsating brains, or slimy eugenicists eager to vivisect nubile Earthlings. Embrace that off-putting element that makes you slightly queasy at the same time it gets your blood racing.

Before you start your game, make sure everyone is on the same page by discussing the content and the tone. Find out what they're comfortable with! Creepy and weird are worthwhile goals but you don't want to distress your players. If one has an intense fear of insects avoid the Quivering Blood Gnats. If someone had a bad run-in with cannibalism, downplay the Otramites's people-eating. You want the fun kind of creepiness, like watching a horror movie, not actual discomfort for the players. The game should be fun for everyone involved.



## THEME

If *Leopard Women of Venus* has a theme, it's about human social organization. Specifically, how humans tend to do a bad job organizing themselves into societies.

Let's be clear: all human civilizations on Venus are terrible. The Caverns are a Soviet-industrial police state. The people of Otram are reactionary barbarians who idolize violence. Palna is an apocalyptic theocracy mired in dogma and orthodoxy. The people of Avrok indulge in debased hedonism and stolen spiritualism and call it enlightenment. Human civilization on Venus has barely survived 150 years and it's doubtful it will survive five more. Venusian culture is uniformly dysfunctional and toxic.

But it doesn't have to remain that way.

Forecastle J. MacBeth's prophetic visions told of great changes coming to Venus, either its destruction or apotheosis. The planet is waking up and unknown threats to humanity continue to spawn and fester. The Humanoid Coalition was created to bring balance to Venus, to force the various factions to work together, and to preserve human civilization. The Player Characters have the opportunity to shape that civilization. Perhaps they'll overthrow the Science Robots and bring liberal democracy to the Caverns. Maybe they'll start a cultural revolution in Otram and usher in an era of enlightened intellectualism. Maybe they'll sit down with Stardust himself and rewrite Palnan theology. Maybe they'll organize the tribes of Avrok into a proactive force of conquest. Maybe the PCs will install themselves as new god-kings of Venus. As the PCs grow in power, they will have a chance to use that power and influence to change the face of the planet.

Or maybe they'll just kill monsters and take their stuff. That's cool, too.

## 20 POSSIBLE STATUS-QUO SHAKE-UPS FOR YOUR CAMPAIGN

1. Briggs is dead! His 17 children all make violent bids for the throne.
2. After years of biding their time, the Moglugs make their move. They swiftly conquer the Caverns and prepare to move against the rest of Venus.
3. A previously unknown army from the other side of the planet is approaching.
4. Massive quakes rock the Caverns, collapsing most of the tunnels and killing hundreds. The Science Robots' hold over the populace is shaken!
5. SPANDO finally launches his master plan... by abandoning the Caverns, and joining forces with Avrok!



6. The broken down Bio-Ray Device is reaching critical mass and causing even more horrific mutations to every living thing in a rapidly expanding circle.
7. The Bio-Ray Device achieves sentience and declares itself ruler of Venus.
8. The highest-ranking Leopard Women have turned on their Science Robot masters, and everyone in the Caverns must choose a side.
9. Compound-N has made Venus unstable, and the planet will soon explode.
10. Long-range telescopes reveal that Stardust the Super Wizard is coming to judge the people of Venus.
11. Venus's long-missing moon returns... and it's hungry.
12. A powerful wizard named Vudu arrives on Venus, claiming dominion over the planet and using his magics to bend the human settlements to his will.
13. The outcast *sixth* Science Robot, Crimson, returns from its 100-year excursion deep into the heart of Venus with claims that it has "seen the face of the new gods" before breaking down into panicked weeping.
14. Death Itself leaves Venus in disgust. Now nothing dies, although creatures are still consumed and digested, and pain certainly still exists.
15. A heretofore unknown fifth human settlement makes its presence known in a violent and direct manner.
16. The walls of Otram have fallen! The beasts of the Jungle as well as human enemies converge on the city!
17. The Moglugs have gained the favor of the Mighty Dead Ones, leaving Webra and her Giant Spiders powerless and desperate.
18. A massive warship arrives and its commander immediately declares all Venusian settlements are part of the Great Imperial Hegemony of New Terra.
19. At long last, a human-Lorbat hybrid has been born! She possesses unheralded psychic powers and declares herself the Great Venusian Messiah.
20. The Pax Venusiana breaks down and the four factions go to war!





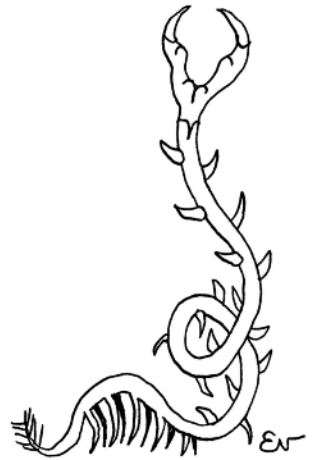
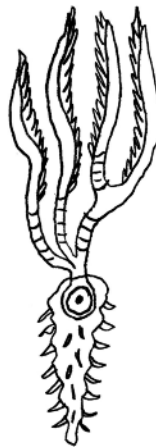
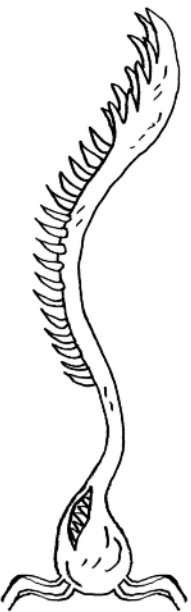
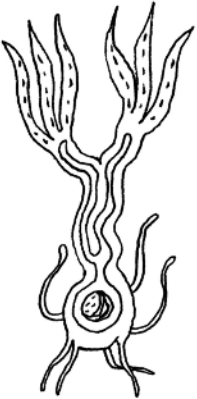
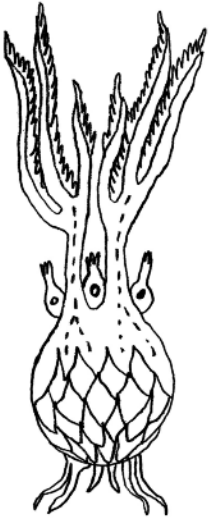
## “QUEST FOR IT!” 24 THINGS TO QUEST FOR ON VENUS

1. Prove your martial prowess and loyalty to Otram, earning one of their precious Laser Rifles.
2. Uncover and exterminate a Moglug colony to earn the Science Robot’s appreciation and become a certified Ranger.
3. Find a cure to Compound-N poisoning to remove your hideous mutations.
4. Discover new breakthroughs in Sufficiently Advanced Science to gain access to Leopard Woman augments without being a Leopard Woman.
5. Discover, repair, and master a functional Martian teleportation belt.
6. Learn the incomprehensibly arachnoid language of the Hideous Spider Priests.
7. Marry a Moglug and learn how to see in the dark.
8. Power armor doesn’t exist on Venus. Build the first prototype!
9. Use the blood and sinews of Martian Ogres to increase your Strength score.



10. Convince a Science Robot to rewire your wetware, increasing your Intelligence.
11. Be accepted by a Venusian Leopard pack and sup on their milk, increasing your Agility.
12. Study under Palna's greatest evangelists to increase your Personality.
13. Practice with the best personal trainers in Otram to increase your Stamina.
14. Go on an epic klartesh bender with the shamans of Avrok to pry open your third eye to see the unseeable.
15. Expose your precious flesh to the radioactive core of a thorium volcano to gain resistance to energy weapons.
16. Your teammate is dead. Use the hideous rituals of the Mighty Dead Ones to bring them back.
17. You always wanted to be a cyborg. Get adopted by a Giant Kill-Bot and learn how to make it so.
18. Gaze upon Fantomah's true form with thine naked eyes and reset your Luck to its original score.
19. Peek beyond the 5-D hologram of consensual reality and pluck the quicksilver strings of the energy lattice beneath to choose a new Lucky Roll.
20. Travel to Stardust's private star to learn how to utilize "scientific rays."
21. Journey deep into the Jungle to find the hidden grove of Kahara, where all your worst memories will be purged.
22. Step into the hideous glare of the Bio-Ray Device so that your body may be transfigured.
23. Survive the Seven Trials of Community Spirit to gain the ability to share Luck like a Halfling.
24. Dive to the bottom of the Ebony Sea, fight your way past Ortillo the Squid Lord, and pluck the Flower of Life Reborn Anew from the sea floor. Eat its petals and become young again.





# Chapter 12: Venusian Bestiary

## CAVERNS

### POLICE ROBOT

Init +2; Atk: truncheon +4 melee (1d8+1) or stun ray +3 ranged (90' range, 1d6 + paralysis); AC 18; HD 3d8; MV 30'; Act 1d20; SV Fort +6, Ref +2, Will -2; AL L.

Special: Construct, immune to charm and fear.

An omnipresent sight in the Caverns, programmed to enforce law, order, and the Science Robots' will. Their black-and-yellow-striped metal bodies are strong and durable but their analog compu-vac thinking engines are pale imitations of the Science Robots' atomic brains. They are simple-minded, dangerously literal automatons.

In addition to damage, targets struck by the Police Robot's electric stun ray make a DC 15 Fort save or are knocked unconscious 1d4 turns.

### SUFFICIENTLY ADVANCED SCIENTIST

Init +0; Atk: Harmful spell +3 ranged (2d6); AC 12; HD 3d4; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +3; AL L.

Special: Spellcaster (+4 spell check): *Cantrip*, *Sleep*, *Phantasm*.

The Caverns' Sufficiently Advanced Science department is dedicated to uncovering the universe's underlying esoteric mechanics—what most would call “magic.” Different S.A. scientists have different abilities and they know different magical formulae, but this stat block represents a typical project leader of moderate accomplishment. “Harmful spell” generically covers a variety of damaging effects: electricity, radiation, fire, etc. The Judge should feel free to invent additional spell effects such as stunning, knock-backs, or paralysis.

### FIFTH COLUMNIST

Init +3; Atk Poisoned dagger +4 melee (1d4 + poison, DC 12 Fort save or fall asleep for 1d3 turns) or bomb, +3 ranged (60' range, 5d6 in 20' radius, DC 13 Reflex save for half); AC 12; HD 4d8; MV 30'; Act 1d20; SV Fort +1, Ref +4, Will +0; AL C.

Special: Backstab, Sneak silently, and Hide in shadows skill +5.

Organized spies, thieves, propagandists, and saboteurs dedicated to sowing dissent and bringing down the Caverns' Robocratic government. Many are affiliated with Otram. Given their perfidious natures and chaotic intentions, most Fifth Columnists are cowards at heart. Many have an explosive tooth installed and, if captured, will detonate it—exploding their head and inflicting 2d6 damage to all within a 5' radius (DC 12 Reflex save halves).





## **HUNTER**

Init +3; Atk sword +4 melee (1d8) or rifle +5 ranged (150' range, 1d10); AC 16 (medium armor and AGI); HD 4d8; MV 30'; Act 1d20; SV Fort +4, Ref +5, Will +3; AL L.

Special: Infravision 60' (mole-sight goggles): Sneak silently, hide in shadows, find trap, and disable trap skills +5 .

Hunters are specialized trackers and warriors dedicated to destroying Moglugs and other hideous monsters haunting the sub-chambers deep beneath the Caverns. Hunters all wear hooded black cloaks as a sign of their occupation. The average citizen knows that hunters patrol distant caves to protect the Caverns from subterranean beasts, but the sheer magnitude of the Moglug threat is kept a secret from the general populace.

## **RANGER**

Init +1; Atk: hatchet +2 melee (1d6) or shotgun +2 ranged (30' range, 1d8); AC 12 (light armor); HD 2d8; MV 30'; Act 1d20; SV Fort +2, Ref +2, Will +1; AL N.

Special: Sneak silently and hide in shadows skills + 4.

Rangers patrol the forests and jungles outside of the Caverns, bringing back food and game and monitoring the territory for monstrous and mundane threats. Their standard-issue ghillie suits help them hide among the dense jungle growth.

## **LEOPARD WOMAN**

Init +1; Atk: comet fire helmet 1d4 (Deed Die) +1 ranged (120' range, 2d6+Deed); AC: 16, HD 2d10; MV 35'; Act 1d20; SV Fort +3, Ref +1, Will +1; AL: L.

Special: 1d4 deed die.

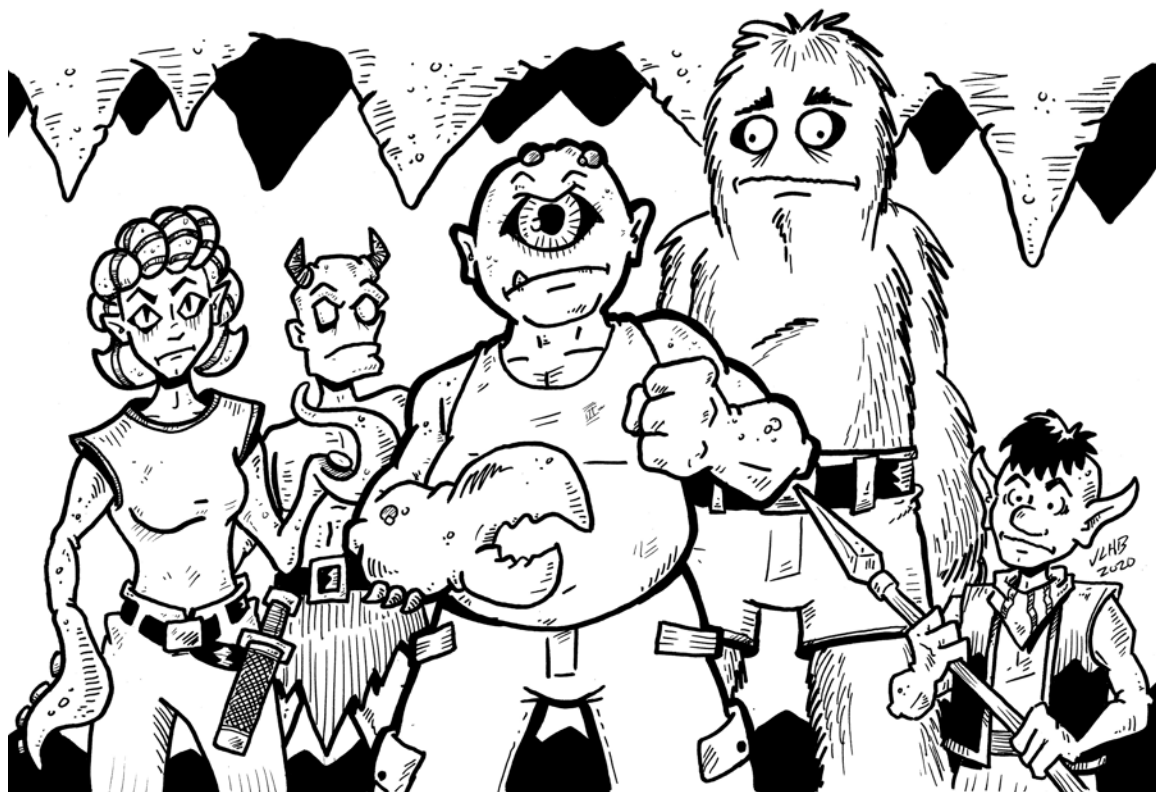
Leopard Women are genetically-modified super-soldiers dedicated to protecting the Caverns. This stat block represents a fairly new Leopard Woman who has proven her worth but has yet to attain real glory.

## **FLYING SAURIAN**

Init +2; Atk: claw +4 melee (1d8); AC 14; HD 4d8; MV 30', fly 60'; Act 1d20; SV Fort +3, Ref +2, Will +2; AL N.

Large reptilian beasts the Leopard Women use as mounts. They can fly by using some unknown form of radiation. They come in a variety of sizes and strengths, and continue growing for their entire lives. This stat block represents a fairly young Saurian of moderate ability which has not yet learned to space travel.





## **MOGLUG**

Variform mutants dwelling in hidden tunnels deep beneath the Caverns. Every Moglug is radically different, there is no such thing as a “typical” Moglug. The following stat blocks, however, should serve for most game purposes. To make a truly unique Moglug, the Judge should refer to the **Marvelous Moglug Maker** on page 185.

### **MOGLUG CITIZEN**

Init +1; Atk claw, bite, or horns +1 melee (1d6); AC 13; HD 1d8+1; MV 30'; Act 1d20; SV Fort +3, Ref +2, Will +1; AL N.

Special: Infravision 60'.

Your typical Moglug, just going about their Moglug life. How loathsome they are.

### **MOGLUG LURKER**

Int +4; Atk claws +3 melee (1d6); AC 14; HD 2d6; MV 40'; Act 1d20 or 2d16; SV Fort +2, Ref +4, Will +1; AL N.

Special: Infravision 120'; turn invisible for 1 turn once per day; sneak silently, hide in shadows, sneak attack Thief skills +4; can crawl along walls and ceilings at half speed.

Small and quick Moglugs, often with chameleon-like mutations, operating as spies, scouts, and assassins.



## **MOGLUG BRUTE**

Init +1; Atk claws, tusks, or spikes +5 melee (1d10); AC 16; HD 3d10; MV 30'; Act 1d20; SV Fort +5, Ref +2, Will +1; AL N.

Special: Infravision 60', regenerate 1d3 damage every round (no cold or electricity).

Large, violent mutants with armored hides, serving as Moglug-kind's warriors and shock troops.

## **MOGLUG BOSS**

Init +3; Atk claws +6 melee (2d4) or acid spit +5 ranged (30' range, 1d8 plus 1d4 for the next 6 rounds); AC: 15; HD: 4d10; MV 30'; Act 1d24; SV Fort +6, Ref +3, Will +5; AL N.

Special: Infravision 90', all moglugs within 60' of the boss get +1 to attacks and saves.

The strongest and craftiest Moglugs with the best rhetorical skills. They inspire competence and confidence in their mutant underlings.

# OTRAM

## **BERSERKER**

Init +2; Atk maul +8 melee (1d10+5); AC 13; HD 3d10; MV 30'; Act 1d20; SV Fort +4, Ref +2, Will +0; AL C.

Special: Immune to fear and charm.

The Berserker Brigade is made up of Otram's biggest, toughest, and meanest warriors. They specialize in melee combat and favor the largest weapons they can swing. Brigade members enhance their abilities by quaffing "Berserker Brew," a chemical concoction that increases their strength, abolishes fear, and instills loyalty to Briggs.

## **SATANIST**

Init +2; Atk dagger +1 melee (1d4) or pistol +2 ranged (40' range 1d6); AC 11; HD 2d8; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +3; AL C.

Special: Spellcaster (+3 spell check): *Charm Person, Flaming Hands, Runic Alphabet (Mortal)*.

### **Berserker Brew**

A 20 oz dose of Berserker brew is usually kept in a ceramic flask, often with a skull motif. It takes one action to chug the brew, which tastes like moonshine and black licorice. The drinker's skin turns deep red and they gain 1d4+1 to their Strength Modifier and AC and immunity to all fear and mind control attacks, also taking 2d4 Intelligence and Personality damage. The beneficial effects last one turn but ability damage must be healed normally. While under Berserker Brew's effects, make a DC 13 Willpower save to avoid blindly obeying any orders given by a Briggsian cleric or anyone who speaks with the authority of the king.



Satanic coterie operate within Otram's shadows, working to bring down the oppressive theocratic regime of Briggs and his Revelators. They have (supposedly) pledged their souls to the Prince of Darkness and Lord of Rebellion. Many of them have learned the arts of sorcery through their occult activities.

### **SKULLBUSTER**

Init +1; Atk truncheon +4 melee (1d6+1) or shotgun +3 ranged (30' range 1d8); AC 17; HD 3d8; MV 25'; Act 1d20; SV Fort +3, Ref +1, Will +0; AL L.

Skullbusters are Otram's brutal police enforcers, authorized by Briggs and the Revelators to put down "criminal activities" (a broad and poorly-defined term) with whatever force they deem necessary. Skullbusters are recognized by their heavy armor and skull-embellished helmets, as well as the truncheons they use to crack unruly prisoners' heads. They usually patrol the city in groups of three or more.

### **SOLDIER**

Init +1; Atk rifle +1 ranged (150' range, 1d10); AC 13 (light armor, helmet); HD 1d10; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +1; AL N.

Special: +1d to attacks when focusing fire on a single target with at least 2 other soldiers.

Otram has many soldiers. Most aren't especially talented but *are* loyal. Otramite soldiers are good at focusing their fire on one target (a useful tactic for fighting giant jungle monsters). When 3+ soldiers target the same opponent, they all get +1d to their attack roll.

### **CANNIBAL**

Init +1; Atk cleaver +3 melee (1d6+1); AC 11 (leather apron); HD 2d8; MV 30'; Act 1d20; SV Fort +4, Ref +1, Will +0; AL C.

Special: +1d when attacking humans with less than their maximum HP. Sneak attack thief skill +3.

Food is scarce in Otram, and cannibalism is an all-too-common crime. With a rumble in their belly and the scent of blood in the air, the meat-lust comes upon the cannibal all too quickly. A cannibal can use their Action to quickly gobble up sweatmeats from a fresh human corpse, healing themselves for 1d3hp.

### **RIFLEMAN**

Init +5; Atk laser rifle +1d6 +1 ranged (150' range, 2d6+Deed); AC 15 (light armor, helmet, AGI); HD 4d12; MV 30'; Act 1d20; SV Fort +3, Ref +3, Will +1; AL N.

Special: 1d6 Deed Die.

Otram's elite warrior cadre, gifted with spiritually bonded laser rifles. They usually benefit from decent armor and other gear as well. Like Warriors, Riflemen have Deed Dice.



# PALNA

## SHERIFF

Init +2; Atk staff +3 melee (1d6) or pistol +4 ranged (40' range, 1d6) or manacles (see below); AC 13 (light armor, helmet); HD 3d8; MV 30'; Act 1d20; SV Fort +4, Ref +3, Will +4; AL L.

Special: A sheriff can use their manacles to make 2 attacks against a single target, each with a d16 action die. Each successful attack inflicts 1d3 damage. If both hit, DC 14 Reflex save or the target is chained ankles-to-wrists. A manacled character's movement is reduced to 5' and they suffer -3d penalty to any actions requiring their hands or freedom of movement.

Charged with maintaining order and enforcing common law within Palna. While Sheriffs are authorized to level judgement against perpetrators of minor crimes, more serious lawbreakers are brought before the Council for judgement.

## THAUMATURGE

Init +1; Atk fist +2 melee (1d3); AC 11; HD 4d4; MV 30'; Act 1d20; SV Fort +1, Ref +3, Will +5; AL L.

Special: Spellcaster (+6 spell check): *Color Spray, Magic Missile, Ray of Enfeeblement, Strength.*

Wizards who learned sorcery by studying Stardust the Super Wizard's alien space magic. They usually specialize in destructive or transmutational spells. In combat, they unhesitatingly unleash their spells at full capacity. The Judge should feel free to swap their spells out as suits their needs.

## THEOLOGIAN

Init +1; Atk crozier +3 melee (1d6); AC 10; HD 3d8; MV 30'; Act 1d20; SV Fort +2, Ref +2, Will +6; AL L.

Special: Spellcaster (+4 spell check): *Blessing, Detect Evil, Divine Symbol*; once every 1d3 rounds, as a free action, the theologian can shout a word of blessing and heal a single ally within 30' for 1d6 hp.

Palnan theologians study the very nature of the divine, engaging in debate and publishing papers about their fearsome god, Stardust. Theologians are greatly respected in Palna and charged with providing leadership and moral clarity.

## FLAGELLANT

Init +2; Atk scourge +5 melee (1d8 plus bleeding); AC 14 (scarred hide); HD 3d10; MV 30'; Act 1d20; SV Fort +8, Ref +2, Will +3; AL L.

Special: Immune to fear and charm; regenerate 1hp per round; targets damaged by their scourge make a DC 13 Fort save or start bleeding—1d3 damage/round until stopped with magical healing or a DC 13 Intelligence roll from someone trained in medicine.



Holy warriors dedicated to rooting out heresy among Palna's people as well as inflicting mortal judgment to Stardust's enemies. These bloodied paladins regularly flay their own flesh with vicious barbed scourges. They have built up remarkable resistance to pain and formidable healing abilities. Flagellants are easily identified by their dark gray hoods and bare torsos criss-crossed by weeping scars. Palna's theological hierarchy sees them as distasteful but necessary assets.

### **LIGHTNING GUNNER**

Init +4; Atk lightning lance +1d6 melee (1d8 +1hp per charge + Deed) or +1d6 ranged (1d6 per charge + Deed); AC 16 (medium armor, helmet, and AGI); HD 4d12; MV 30'; Act 1d20; SV Fort +2, Ref +2, Will +3; AL L.

Special: 1d6 Deed Die; the lightning gun holds up to 6 charges. Each round of cranking the capacitor generates 1d4 charges.

Palna's most esteemed guardians. Every Palnan child wants to grow up to be a Lightning Gunner, because only they are permitted to use the mighty lightning lances. Lightning Gunners are rarely seen outside of Palna's mountain fastness. They are easily identified by the gleaming brass curiasses and elaborate helmets over their purple uniforms.

## **AVROK**

### **SHAMAN**

Init +0; Atk rain stick +1 melee (1d6); AC 10; HD 2d8; MV 30'; Act 1d20; SV Fort +2, Ref +1, Will +3; AL N.

Special: Spell caster (+3 spell check) *Holy Sanctuary*, *Word of Command*; once per turn, as an action, the shaman can grant all allies within 30' a +1d5 bonus to their next attack or save; immune to poison.

The Avrokian tribe's holy men and women who function as their kinfolk's teachers and advisors. Most are dedicated to Fantomah but some worship the impersonal concept of Nature itself. Exposure to various psychotropic plants and venomous reptiles have made them immune to all poisons. Shamans are usually accompanied by 1d4 Lorbat.

### **SNEAK**

Init +2; Atk shortbow +5 ranged (50' range, 1d6) or daggers +2 melee (1d4+poison: DC 13 Fort save or paralysis for 2d6 rounds); AC 14 (light armor and AGI); HD 3d8; MV 30'; Act 1d20 or 2d16; SV Fort +2, Ref +5, Will +2; AL N.

Special: All thief skills at +5; sneak can make two dagger attacks as an action with 1d16 action die for each.



Avrok's elite warriors—stealthy, deadly, highly mobile, and garbed in distinctive snake-skin armor. They often function as assassins, quietly removing threats to the tribes and doing dirty work that their “peace and love” kin are reluctant to do. Sneaks usually operate alone or in small three-person strike teams.

### **SCOUT**

Init +1; Atk spear +2 melee (1d8) or javelin +2 ranged (30' range, 1d6); AC 12 (light armor); HD 2d8; MV 30'; Act 1d20; SV Fort +1, Ref +2, Will +2; AL N.

**Special:** Sneak silently, hide in shadows, and climb sheer surfaces skills at +3.

Serve as pathfinders and hunters for their kinsmen, marking new routes through the deadly jungle and locating fresh sources of food. Most scouts are accompanied by a bonded Lorbat partner.

## **LORBAT**

### **NORMAL LORBAT**

Init +3; Atk bite +2 melee (1d4+poison: DC 13 Fort save or 3d6 STA damage); AC 12; HD 2d6; MV 40'; Act 1d20; SV Fort +1, Ref +3, Will +1; AL N.

### **ELDER LORBAT**

Init +1; Atk bite +6 melee (1d6+poison: DC 18 Fort Save or 4d6 STA damage, 1d4 STA damage on successful save); AC 12; HD 4d8; MV 30'; Act 1d24; SV Fort +2, Ref +2, Will +6; AL N.

Large purple and yellow serpents beloved by Avrok's people. A typical Lorbat stretches about 10' long and weighs 60 lbs. However, they continue growing with age and particularly old individuals can exceed 20' in length and 200 lbs in weight. Such elder Lorbats are slower than their younger kin but often display a distressingly cunning and almost human intelligence.

# **JUNGLE**

### **APE-THING**

Init +2; Atk pummel +4 melee (1d6+3); AC 15; HD 3d8; MV 20'; Act 1d20; SV Fort +3, Ref +3, Will +3; AL N.

Hideous amalgams of man, gorilla, and something *else*. They are shaggy and muscular with long, ape-like arms but with a human's upright posture. Their beetle-black eyes glitter with alien intelligence. These simian creatures do not crave human flesh—but, if offered, will not turn it down. Ape-Things are very territorial and protective of their jungle homes. Avrokian Shamans speculate that they may be Fantomah's secret disciples, hunting down those who abuse the forest and tearing them apart with their mighty, mighty arms.





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## **BLOOD BAG**

Init +3; Atk squeeze +2 melee (1d4); AC 12; HD 1d10; MV 20'; Act 1d20; SV Fort +3, Ref +0, Will +0; AL N.

**Special:** After successfully grabbing a victim, it drains 1d4hp per round until the victim is dead or has broken free (DC 13 Strength check). Stolen HP is added to its own and may exceed its maximum HP.

A throbbing blob, a transparent fleshy membrane filled with bright red blood. It tumbles end over end across the jungle seeking prey. While a Blood Bag will often consume smaller creatures, it prefers feasting on human-sized victims. Once a Blood Bag finds its prey, it wraps itself around them, squeezes tight, and absorbs their blood.

## **FLAMING CLAW**

Init +3; Atk grab +3 melee (1d4 damage each round from burning, on subsequent rounds claw will fly up and drop victim. STR check (DC 12) to break free); AC 13; HD 3d8; MV 40' (fly); Act 1d20; SV Fort +0, Ref +3, Will +1; AL C.

Looks like a giant, flaming human hand floating in the sky. When a victim comes close, the Flaming Claw swoops down, grabs them, and drops them to their doom. The Claws' entire motivation appears to be malicious joy in killing— this is mere speculation, of course, as they do not speak and have no faces to show emotion. It is unclear whether they were ever part of a larger body or if they have always been autonomous.

## **GIANT SPIDERS**

### **AVERAGE GIANT SPIDER**

Init +1; Atk bite +3 melee (1d8, DC 12 Fort save or 1d4 STR damage); AC 14; HD 3d8; MV 40'; Act 1d20; SV Fort +1, Ref +3, Will +0; AL C.

**Special:** 120' Infravision; can walk across vertical or upside-down surfaces at normal movement rate; cast *Spider Web* (spell check +3).

Aim to cull and control all the planet's sapient life. Each massive and evil-tempered arthropod is the size of a bear. Their multi-colored carapaces bristle with wiry black hair, and lambent green venom drips from their razor-sharp mandibles. The Giant Spiders live deep within the Bio-Zone. They alone, of all Venusian species, can pass unmolested through its flesh-forests.

### **HIDEOUS SPIDER PRIEST**

Init +2; Atk bite +6 melee (1d8, DC 15 Fort save or 1d4 STR and INT damage); AC 16; HD 4d10; MV 40'; Act 2d20; SV Fort +3, Ref +5, Will +7; AL C.

**Special:** 120' Infravision; can walk across vertical or upside-down surfaces at normal movement rate; spells (+6 spell check): *Spider Web*, *Protection from Evil*, *Word of Command*, *Curse*.



The Giant Spiders are governed by a shamanic theocracy, the Hideous Spider Priests, who worship the ancient and broken remains of Polanski's Bio-Ray Device. The Hideous Spider Priests meditate in its purple glow for hours on end, believing the mutagenic radiation is "The Hideous Radiance of the Mighty Dead Ones." When the Bio-Rays create mutations, the priests see it as a sign of their gods' favor. While the Spiders are already disturbing in their foulness, the priests are particularly monstrous collections of freakish mutation.

### **WEBRA THE SPIDER QUEEN**

Init +3; Atk Poison Polearm +10 Melee (2d6, DC 15 Fort save or die) or Venom Blast +10 ranged (4d6, 120' range); AC 18; 12d8 (72hp); MV 40'; Act 3d20; SV Fort +8, Ref +10, Will +12; AL C.

Special: 300' Infravision; immune to all poisons; can walk across vertical or upside-down surfaces at normal movement rate; Spells (+15 spell check): *Charm Person* (arthropods and poisoned victims save at -1d), *Spider Web*, *Consult Spirit*, *Demon Summoning*, *Make Potion*, and very likely others.

Queen of the Giant Spiders, whose mutations have turned her into a six-armed humanoid of alien beauty and cunning genius. Webra seldom deigns to associate with the rank-and-file Giant Spiders, preferring to pass orders down via the Hideous Spider Priests. Sitting on her onyx throne atop the holy ziggurat, she is a source of awe and fascination for the Giant Spiders below. As she gazes out across the jungle, listening to the whispers of the Hideous Radiance, Webra also schemes. She will never be happy until she is monarch of all Venusian life.

### **HOWLING YARGLEBEAST**

Init +3; Atk bite +5 melee (2d6) or howl; AC 14; HD 5d10; MV 40'; Act 1d20; SV Fort +4, Ref +6, Will +3; AL N.

Special: Howl; protective quills.

Named after Phineas Yarglemeyer, the first *Napier* colonist eaten by one. This six-legged predatory reptile has a feline build with a long tail. Its hide is covered in short quills topped with a large wedge-shaped head with a wide maw full of deadly teeth.

Once per turn, the Yarglebeast can unleash a powerful subsonic howl. All creatures within a 30' x 30' cone make a DC 14 Fort save or suffer 4d8 damage (save for half). An opponent fumbling a melee attack roll against the Yarglebeast must make a DC 14 Reflex save or take 2d4 damage from the protective quills, in addition to the results of the fumble.

### **JUNGLE ZOMBIE**

Init +0; Atk slam +3 melee (1d6+1); AC 12; HD 2d8; MV 20'; Act 1d20; SV Fort +5, Ref +0, Will +0; AL C.

Special: Undead traits. Regenerate 1d4hp per round while within the Jungle, even if reduced to 0hp or less. Cannot regenerate fire damage. If within 60' of a living opponent, the zombie's speed increases to 40'.



Scientists from the Caverns theorize that these shambling living corpses are created when a human dies from a combination of jungle fungal infection and Compound-N exposure. Jungle Zombies wander the forests and swamps in packs, looking for food—their favorite, unsurprisingly, is warm human flesh. Jungle Zombies look like desiccated human corpses with waxy, olive green skin, dull eyes, and black teeth. They aren't very smart, but possess a low animal cunning and are hard to kill. Their infected bodies continue knotting themselves back together, even after reaching 0 hp. Only fire puts them down for good.

### **LASER PONY**

Init +1; Atk hoof +3 melee (1d4+3) or bite +2 melee (1d6) or eye beams +4 (1d10, range 30'); AC 16; HD 4d8; MV 60'; Act 1d20; SV Fort +3, Ref +4, Will +1; AL N.

Not really a pony nor does it actually emit lasers. Instead these vaguely equine, red-scaled creatures channel bio-electrical energy through special glands inside their multifaceted eyes. Early human settlers noted the creature's debatable similarity to the Laser Pony of ancient Earth legend and the name stuck. The Laser Pony is normally non-aggressive and spends most of its day munching on the Jungle's various fungi and amphibians. However, the creature is intensely territorial; if a perceived threat enters its home turf or threatens its mate or their clutch of pony eggs, it attacks with hooves, teeth, and energy beams.

### **MAN-EATING TREE**

Init +2; Atk limbs +5 melee (1d10) or bite +4 melee (2d6); AC 16; HD 4d12; MV 30'; Act 2d20; SV Fort +6, Ref +2, Will +4; AL N.

Special: Double damage from fire or axe attacks; *Sneak Silently* skill +6. When not moving, a DC 14 Intelligence check is required to recognize it is not a normal, non-carnivorous tree.

The dreaded Man-Eating Tree is not actually a plant but an ambulatory fungus with bark-like skin and shaggy green "gills" resembling fern fronds. A large "mouth" splits down the middle, opening to reveal rows and rows of thorny "teeth" which it uses to devour its prey. Its favorite prey, of course, is humans. A Man-Eating Tree slowly stalks an unwary exploration party for hours, prowling the jungle floor on tentacle-like roots before pouncing upon an unsuspecting straggler. The last thing its victim hears is a woody howl of bloody triumph.

### **MENAGERIE**

Init +1; Atk bite +2 melee (1d6)/gore +2 melee (1d4+1)/bite +1 melee (1d4)/sting +0 melee (1d4); AC 12; HD 2d10/2d8/1d6/1d4/1d3; MV 30'; Act 1d20; SV Fort +1, Ref +0, Will +0; AL C.

Special: After one form is killed another is released, each with its own HP.

At first glance the Menagerie looks like a magenta cow, a sight not unusual on Venus. Closer inspection reveals glowing yellow eyes and surprisingly sharp teeth. As soon as someone approaches the cow, it relentlessly attacks as though overcome with bloodlust. Once fatally wounded, the cow's skin rips open as a sticky, wet magenta boar tears itself free, immediately



charging at anyone nearby, attempting to gore them. If killed, the boar vomits up a large magenta snake which continues attacking. When killed, the snake unravels in ropey cords revealing a magenta beetle with glowing yellow eyes. Crushing the beetle releases the true Menagerie: a tiny worm that wore the other creatures like suits. The worm attempts to slink away, and only the most observant will even notice it.

### **QUIVERING BLOOD GNATS**

Init +0; Atk blood drain +3 melee (1d6); AC 10; HD 2d8; MV 40'; Act 3d20; SV Fort +2, Ref +4, Will +1; AL N.

Special: Weapon attacks against the swarm only inflict 1 point of damage; fire and area effect attacks cause damage as normal.

These tiny, dark red insects are a threat to any swamp traveler, as they infest most Venusian swamps and bayous. Named for their eerie, rapidly-undulating swarm movements and accompanying rising and falling buzz, Quivering Blood Gnats travel in thick red swarms composed of thousands of insects. They crave warm blood, and a swarm can drain a human in seconds, leaving only a withered, dessicated husk.

The stats above are for a human-sized swarm. Treat the swarm as a single creature. When damaged, it shrinks and disperses. At 0hp, the swarm collapses; the surviving insects are no longer a threat.

### **STROBE FROG**

Init +2; Atk bite +2 melee (1d6, 20' reach on initial attack, 1d6 damage each round thereafter from chewing); AC 12; HD 2d8 (8 hp each); MV 40'; Act 1d20; SV Fort +1, Ref +3, Will +0; AL N.

Special: Hypno-strobe. All enemies in 30' radius make a Will save (DC 11) or dazed (-1d to all actions). +1d to attack dazed characters.

Giant amphibians common to Venusian swamps and other moist areas. The frog's mucousy hide is patterned in stripes and whorls of clashing, garish colors. In combat, these patterns flash and strobe, dazzling enemies. The frog's bite attack has a 20' range, as it lashes out with its long, sticky tongue to reel victims into its toothy maw. After a successful bite, it continues chewing each round for an automatic 1d6 damage. A trapped character can escape with a DC 12 Strength check.

### **TOOTHBEAST**

Init +4; Atk Bite +10 melee (4d6), Claw +15 melee (2d4 and grab), or Tail +8 melee (2d6 against every creature in a 15' long, 90-degree arc); AC: 18; HD 15d10; MV 30'; Act 2d24; SV Fort +15, Ref +10, Will +6; AL N.

Special: Infravision 300'; cannot be surprised.

Perhaps the most feared predator on all of Venus. Confined to no single habitat, these creatures can be found in the jungles, swamps, and even in the mountains. These massive monsters crave the flesh of all living creatures, but prefer that of humans. A Toothbeast resembles a giant, bipedal



reptile, like a tyrannosaurus only bigger. It sports glistening black scales, rows and rows of shark-like teeth, three evil red eyes, and an obsidian horn jutting from its snout. Its arms are long and muscular, and its nimble hands are quite capable of shoveling unfortunate prey into its deadly maw.

The Toothbeast is devastating in combat. If its claw attack hits a character, they must make a DC 15 Reflex save or be grabbed and scooped up. This immediately grants the Toothbeast a 1d16 Action Die that it can use to make a Bite attack. Its mighty tail is also deadly. It can use an action to swing its 15' long tail in a 90° arc, attacking all within the area with a single attack roll (roll once and compare with each creature's AC.)

### **VENUSIAN FLYTRAP**

Init +6; Atk spores or digestive acid (see below); AC 16; HD 3d12; MV 1'; Act 1d12; SV Fort +6, Ref +0, Will +0; AL N.

Special: Hallucinogenic Spores affect all PCs approaching within 20' (DC 15 Fort save or roll on the Spore Effect Table). A character walking into the Flytrap rolls on the table twice, suffering both effects and 1d6 digestive acid damage each round.

A massive carnivorous plant with limited mobility that positions itself on frequently-traveled Jungle paths waiting for unsuspecting travelers. When it senses travelers approaching, it belches a flood of hallucinogenic spores into the air. Those inhaling the spores experience varying degrees of euphoria and, more importantly, fail to notice the waiting giant plant, seeing only a clear path ahead. The Venusian Flytrap's prey walks directly into its mouth, where they are slowly dissolved. Since the acid has a more intensely euphoric effect than the spores, most victims do not resist. While Venusian Flytraps are deadly, they are highly sought by Avrok's botanists for their psychedelic properties.

#### **Spore Effect Table (1d16)**

- 1-3:** No effect
- 4-6:** Mild euphoria, -1 to all rolls for 1d6 rounds; no visual hallucinations
- 7-8:** Mild euphoria, -1 to all rolls for 1d8 rounds; DC 10 Will save to see the Flytrap
- 9-11:** Moderate euphoria, -2 to all rolls for 1d8 rounds; DC 15 Will save to see the Flytrap
- 12-13:** Heightened euphoria, -3 to all rolls for 1d8 rounds; DC 18 Will save to see the Flytrap
- 14-15:** Extreme euphoria, -4 to all rolls for 1d10 rounds; character cannot see the Flytrap
- 16:** Maximum euphoria, -5 to all rolls for 2d10 rounds; character cannot discern physical reality and walks directly into the Flytrap—DC 10 Will Save each round to remember to breathe (1d4 damage on a failed save.)



## **VENUSIAN LEOPARD**

Init +3; Atk bite +6 melee (2d6) and claw +5 melee (1d6+1); AC 14; HD 3d10; MV 30'; Act 2d10; SV Fort +7, Ref +8, Will +3; AL N.

Special: Fearsome roar 1/Turn. All within 30' must make a DC 13 Willpower save or are frozen by fear, unable to act 1d6 rounds.

A massive feline creature, 10' long (without tail) and 800 lbs of muscle, bone, and death. Their lusterless black coats are dotted with blood red spots that shift and change with the creature's mood, and their eyes are an unsettling blue. Their teeth and bones' high iron content make their massive saber-like fangs and wickedly-hooked claws strong and sharp as steel. The Leopard's strange ululating roar can even freeze a Greater Toothbeast in its tracks.

These fierce jungle predators give the Leopard Women of Venus their name. Their eerie purple blood is vital to the Science Robots' transmogrification process. Unfortunate Cavernite hunters are often "honored" with the task of capturing these alpha predators and bringing them to the Caverns. While Venusian Leopard blood is vital to the creation of Leopard Women, the mighty warrior women and these beasts feel no kinship.

# OUTER SPACE

## **BLOODUIE**

Init +3; Atk bite +3 melee (1d6 + Brain Drain) or raygun +4 ranged (40' range, 1d10); AC 14; HD 3d10; MV 20'; Act 1d20; SV Fort +3, Ref +2, Will +8; AL L.

Special: With a successful bite, the Blooduite latches its trunk onto its victim and begins draining their brain, siphoning 1d3 Intelligence/round unless the victim makes a DC 12 Will save. This continues until the victim is dead or breaks free (Strength check DC 10).

Humanoids with long, elephantine trunks, native to planet Bloodu. Their highly advanced scientific culture is obsessed with eugenics and racial purity. Blooduites deemed "impure" are destroyed at birth. Whenever encountering another race, the Blooduites perform a blood test, judge the specimen inferior, and enslave it. The Blooduites have enslaved entire races, such as the Trekurs (see below).

## **COLLECTOR PROBE**

Init +4; Atk tentacles +5 melee (1d5+grab) or stupefying beam +6 ranged (60' range, DC 13 Fort save or stun for 1 round); AC 16; HD 5d10; MV fly 45'; Act 4d16; SV Fort +4, Ref +6, Will +4; AL L.

Special: Immune to sleep, charm, fear, poison, and disease; infravision 120'; snatch and grab (see below).

With its large collection of manipulators and grabbing tentacles, this robot resembles a mechanical jellyfish/octopus hybrid. Its mission is collecting various Venusian creatures for a far away galaxy's alien zoo.



A character hit by its stupefying ray makes a DC 13 Fort save or loses all their actions for 1 round. Targets attacking a stunned character have +1d to hit. A successful tentacle attack requires a DC 13 Reflex save to avoid being grabbed. A grabbed character can escape with a DC 14 Strength check or by inflicting 8 damage to the tentacle (this does not affect the probe's total HP). If a grabbed character does not break free before the probe's next action, they are placed inside the abdominal stasis chamber and frozen in time-lock, unable to act until the probe frees them or is destroyed.

### **DEMONOID**

Init +3; Atk claws +10 melee (1d8) or bite +8 melee (2d6); AC 16; HD 8d10; MV 30' or fly 60'; Act 1d24; SV Fort +8, Ref +7, Will +12; AL C.

**Special:** Immune to non-magical weapons or natural attacks from creatures of 5HD or less; Infravision 120'; half damage from fire, acid, cold, electricity, and gas; full damage from lasers and radiation; breathe fire in a 40'x40' cone once per turn (5d6 damage, DC 16 Reflex save for half); spell caster (+10 check): *Choking Cloud, Ventriloquism, ESP, Phantasm, Entropic Storm.*

This demon comes not from the Hellish planes, but the dark places between the stars where primal Chaos and corruption still reign. Like its Hell-born cousins, it delights in tempting and tormenting humans and destroying Lawful institutions. The demonoid resembles a lank, ogre-sized humanoid with rubberly blue skin, bulbous eyes, and large fangs. Its sweeping wings permit flight through space on solar winds and radio waves. The demonoid possesses knowledge of several magic spells it can use without fear of corruption or misfire. Usually solitary, they sometimes collect human cultists to enact their plans.

### **GIANT KILL-BOT**

Init +6; Atk claw +12 melee (3d6) or laser eyes +10 ranged (120' range, 2d10) or fire breath, 50' cone (5d6, DC 15 Reflex save for half damage); AC 20; HD 10d12; MV 40'; Act 2d24; SV Fort +12, Ref +5, Will +8; AL N.

**Special:** Construct; infravision 120'.

15' tall metal monstrosities that crave human flesh, Giant Kill-Bots are vaguely humanoid with massive grasping pincers and gnashing mouths full of bone-grinding teeth. Also, they breathe fire.

### **MARTIAN IMP MAN**

Init +3; Atk bite +3 melee (1d6); AC 13; HD 2d6; MV 20'; Act 1d20; SV Fort +2, Ref +3, Will +5; AL L.

**Special:** Immune to charm; transmitting belt.

Artificial lifeforms grown in vats by Mars' mad science-king Skomah. Imp Men have scaly green skin with dozens of protruding razor-sharp spines. Though only 3' tall, they are unrelentingly ferocious. Fanatically loyal to Skomah, they always fight to the death.

Imp Men are outfitted with Martian Transmitter Belts, allowing Skomah to transmit them via sound waves. This means that Imp Men can suddenly appear out of nowhere. Imp Men cannot control the belts—Skomah controls them remotely.





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## **MARTIAN OGRE**

Init +3; Atk polearm +3 melee (1d10) or beam pistol +4 ranged (50' range, 1d7); AC 15; HD 2d6; MV 20'; Act 1d20; SV Fort +3, Ref +2, Will +2; AL L.

Stocky, orange-skinned humanoids with pointy noses and heads topped with clusters of horns. When clothed, they usually wear little more than trunks and boots or tool harnesses. Unlike the Imp Men, which are essentially living weapons, Martian Ogres are capable of independent thought and can be tasked with assignments more complicated than "kill." Ogres are the troops who pilot spaceships, establish outposts, and keep the Martian military running.

## **SPACE LOBSTER**

Init +6; Atk claw +16 melee (1d16) or energy beam +12 (2d16); AC 22; HD 20d12; MV 40', fly 60'; Act 2d24; SV Fort +15, Ref +5, Will +16; AL N.

**Special:** Immune to damage from fire or radiation.

A terrifying, city-smashing crustacean behemoth crackling with cosmic energy. It soars through space under its own power, pausing only to feed on radiation. Periodically the Space Lobster lands on a planet. Though highly intelligent, it does not communicate with lesser beings. It simply seeks the nearest power source and begins feeding. Any native lifeforms attempting to interfere are incinerated without a thought.

## **SPACE SMITH AND DIANNA**

**Sam "Space" Smith:** Init +9; Atk punch +3 +1d6 deed melee (1d8+3+deed); AC 14; HD 6d12 (42hp); MV 30'; Act 1d20+1d16; SV Fort +5, Ref +5, Will +3; AL L.

**Special:** 1d6 Deed Die, Space's mighty fists inflict 1d8 damage unarmed.

**Dianna:** Init +4; Atk ray pistol +4 ranged (1d8); AC 16; HD 4d8 (24hp); MV 30'; Act 1d20; SV Fort +3, Ref +6, Will +5; AL L.

**Special:** Aura of Encouragement: all allied combatants within 30' of Diana gain +1D on all attacks and saves.

Sam "Space" Smith is an independent adventurer from Earth. He and his girlfriend Dianna patrol the galaxy and were the first Earthlings to encounter the Leopard Women. They have since dedicated their lives to making sure Venus's madness stays on Venus.

## **TREKUR**

Init +0; Atk claws +2 melee (1d6) or bite +3 melee (1d8); AC 12; HD 2d8; MV 20'; Act 1d20; SV Fort +2, Ref +2, Will +0; AL N.

Green humanoids from a faraway planet. Slightly smaller in stature than humans, they usually attack in groups, swarming their enemies. The Trekurs were enslaved by the Blooduites and serve as footsoldiers for Bloodu. Under the right circumstances, a charismatic PC could convince a Trekur to turn on its Blooduite masters.



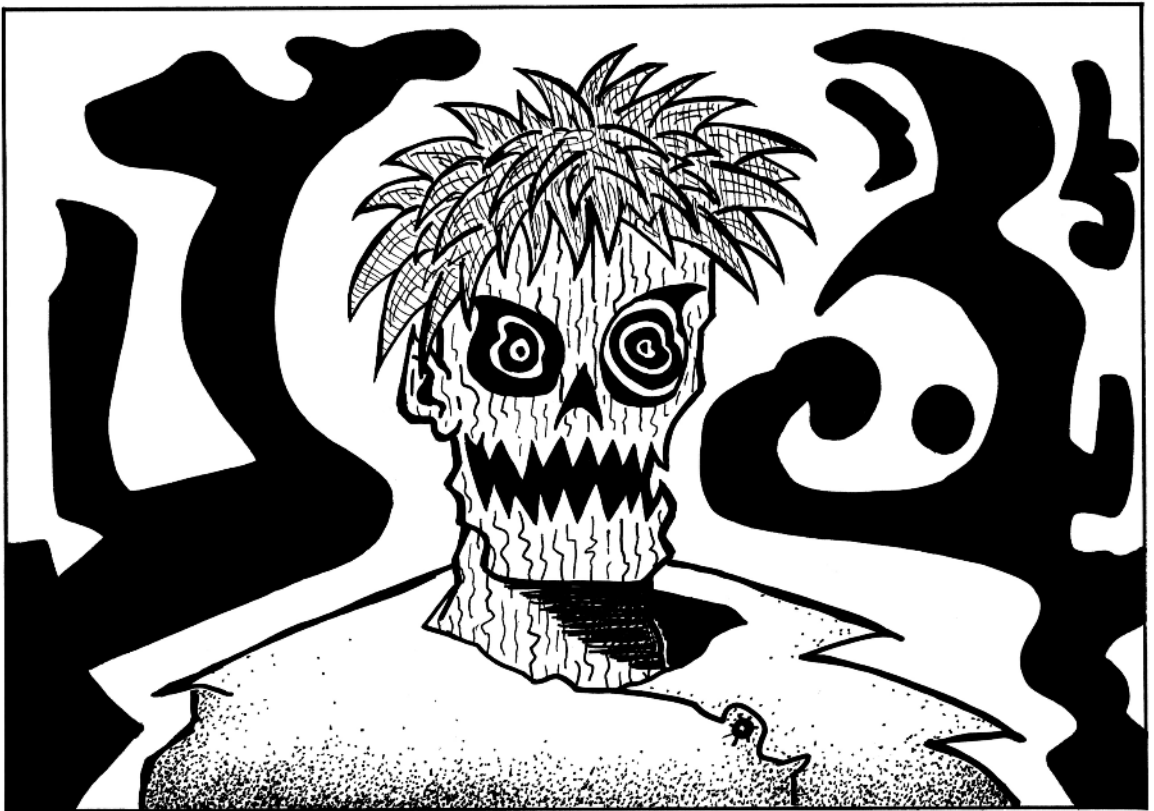
## VACUUMITE MUMMY

Init +4; Atk claws +3 melee (1d8+1) or Ortho Glow (see below); AC 17; HD 3d8; MV 20'; Act 2d20; SV Fort +3, Ref +3, Will +3; AL C.

Special: Undead; spell resistance (50% chance any spell will not affect it); *Knock* spell (spell check +10); Ortho Glow: Each round drains 1d3 Luck from every character within 5' (DC 11 Will save avoids). A character reduced to 0 Luck shrivels and becomes a Vacuumite Mummy.

Shriveled, mummified husks that were human prior to their exposure to the Ortho Glow. The Ortho Glow is an otherworldly radiance that grants a glimpse into the mind-melting, soul-shattering Chaos at Creation's heart, a sight that shrivels the body and warps the mind. As Chaotic creatures, Vacuumite Mummies come and go as they please; even locked doors are no barrier to them.

Though feeble-looking, Vacuumite Mummies possess surprising strength and move at frightening speeds. While capable of speech, they say little; they have no interests beyond killing the innocent and creating more Vacuumite Mummies. It is unclear how they decide which victims to kill and which to expose to the Ortho Glow.



# Saucer Full of Secrets

## 0-Level Funnel Adventure

### THE ADVENTURE IN BRIEF

Three days ago, a flying saucer crashed into the deadly Venusian jungles. Forecastle J. MacBeth, the Humanoid Coalition's leader, dispatched a retrieval team to locate it and return with any valuable salvage—they didn't. Now he's sending a bunch of new recruits to discover what happened to the first team. The PCs must trek through the jungle, avoid dangerous encounters, cross a chasm, and make it to the crash site. The ruined spacecraft is a dungeon: full of monsters, salvage, and stranded Martians. If the newbies survive, they'll qualify as full Humanoid Coalition members.

### INTRODUCTION

You sit on an uncomfortable metal chair inside the mobile bunker, surrounded by strangers from every corner of civilized Venus. The cramped metal room has no windows and only a single door. Unforgiving jungle heat has turned the bunker into an oven. You stink of sweat and anxiety, unsure of what's next.

Suddenly the door opens, sticky jungle breeze rushing in, causing the bunker's single incandescent light bulb to swing wildly on its wire. Even at 99°, the relatively fresh outside air gives you some relief from the miasmatic bunker.

*In walks a knobby scarecrow of man with a wild beard and an unkempt riot of gray hair. He wears an ancient floral-print shirt, with a large handgun jammed into his cargo short's waistband. He carries another, larger ray-gun in his hand. He scratches his chin with the flared barrel, looking over your group with a mixture of pride and disgust on his weather-burned face. He sighs, blowing a cloud of sour purple smoke from the thin pipe between his yellowed teeth. This is Forecastle J. MacBeth, the legendary madman of the jungle—prophet, survivalist, and gonzo cartoonist.*

*"All right you crumbums, look alive," he says, casually waving the massive ray pistol to punctuate each word. "You are all now part of the Humanoid Coalition. At least you will be, if you accomplish this simple mission." He puffs on his pipe. You can see the purple resin inside burn and bubble over the bowl's edge. "Some of you volunteered for this. Good for you! Some of you were volun-TOLD to be here. I envy your luck! The Humanoid Coalition is the only thing standing between a civilized, unified Venus and utter destruction by the hideous and teratic horrors of unwholesome space! PAX VENUSIANA!" His eyes widen behind his battered aviator sunglasses before he calms himself, clearing his throat.*



Forecastle J. MacBeth turns to the chalkboard behind him, depicting a crude map of the Jungle. You can see this bunker at one end of the map and what looks like a flying saucer at the other. A winding path through the Jungle bridges them with a large ravine somewhere in the middle. “Seventy-two hours ago, an alien spacecraft crashed into the Jungle here, just at the far end of the Viridian Passage. Forty-eight hours ago, Retrieval Team Alpha went to investigate. They haven’t been heard from since. You are **Assessment Squad One!** Your mission is to travel to the crash zone, enter the space craft, neutralize any hostiles, salvage whatever you can, and discover the fate of Retrieval Team Alpha. Roughly in that order. Certainly some of you will die, and your names will go on the Wall of Glory.” He points to a whiteboard on the far wall, full of dozens of names scrawled in dry-erase marker. “But those of you who survive will join the Humanoid Coalition and become part of the greatest movement Venus has ever known! Now take your sack lunches and get out of here!”

### **QUESTIONS PCs MAY ASK:**

**“What can you tell us about Retrieval Team Alpha?”**

- “They were a team of six men and women. Decently trained and well kitted. They used up the last of this month’s funding, actually. Getting their gear back would be a big coup for whoever brings it back. Anyway, this time we’re sending a larger group—that’s you, Assessment Squad One!”

**“Who was in Retrieval Team Alpha?”**

- “Six people, all good agents. Marvin Bettinger, Stringfellow Callahan, Jojo Dillinger, Hiram Flanders, Izzy Herlihey, and Elizabeth Marva.”

**“Can we get better equipment?”**

- “Sadly, you go on adventures with the party you have, not the party you want. Maybe someday those bigwigs in Otram and the Caverns will provide proper funding. Someday, maybe, they’ll take this seriously!”

**“Can we have one of your guns?”**

- “No! These are *my* guns. Get your own!”

**“What can we expect to encounter in the Jungle?”**

- “Monsters. Disease. Madness. Unspeakable horrors from the screaming nightmares of the Outer Dark. You’re not new to Venus are you?”

**“I don’t think I want to do this!”**

- “Sure, go ahead and walk home. If you make it, I’m sure your leaders will happily hear how you decided to back out. Venusian leaders are oh-so-famous for their forgiving natures.”



## SETTING OFF TO ADVENTURE!

MacBeth prepared a sack lunch for each 0-level PC. The brown paper bags are neatly arrayed on a folding table outside the bunker. Each has a PC's name carefully written on it in magic marker and contains a sandwich made with some green protein paste and wrapped in waxed paper, a carrot, a plastic water bottle, and one of MacBeth's special brownies. The brownie is laced with some of his favorite chemicals and designed to "wake up the ol' pineal gland." Anyone eating one gains 1 Luck, but must make a DC 11 Fortitude save or take 1d3 Personality damage.

The lunches act as one day's rations, and PCs must eat at least once during their trek through the Jungle. Wax paper, plastic bottles, and paper bags can also be valuable tools to creative adventurers.

## THE VIRIDIAN PASS

The smoke from the crash site is a visible smudge in the distance, becoming clearer as the PCs travel closer. A series of rough game paths and clearings lead through the Jungle to the Viridian Pass, and the party would be wise to stick to it. The paths and clearings function much like a traditional dungeon. Despite Fantomah's blessings, the treacherous paths often seem to meander with a will of their own. It takes 2d4 turns to get from one clearing to the other.

### LEAVING THE PATHS

Unbeknownst to pretty much anyone, Fantomah the Jungle Goddess' magic protects the paths through the Viridian Pass, so the party need not worry about random encounters. However, should they leave the pass to trek through the jungle, they *will* be accosted by some hideous jungle creature. To find out what tries to eat them, roll 1d3 on the chart below, adjusted by the unluckiest party member's Luck modifier.

In addition to the threat of monsters, navigating untamed jungle is also very difficult. The trees press close and the floor is an uneven tangle of roots, vines, and malicious stones. Whichever PC is guiding the party should make a DC 16 Intelligence roll:

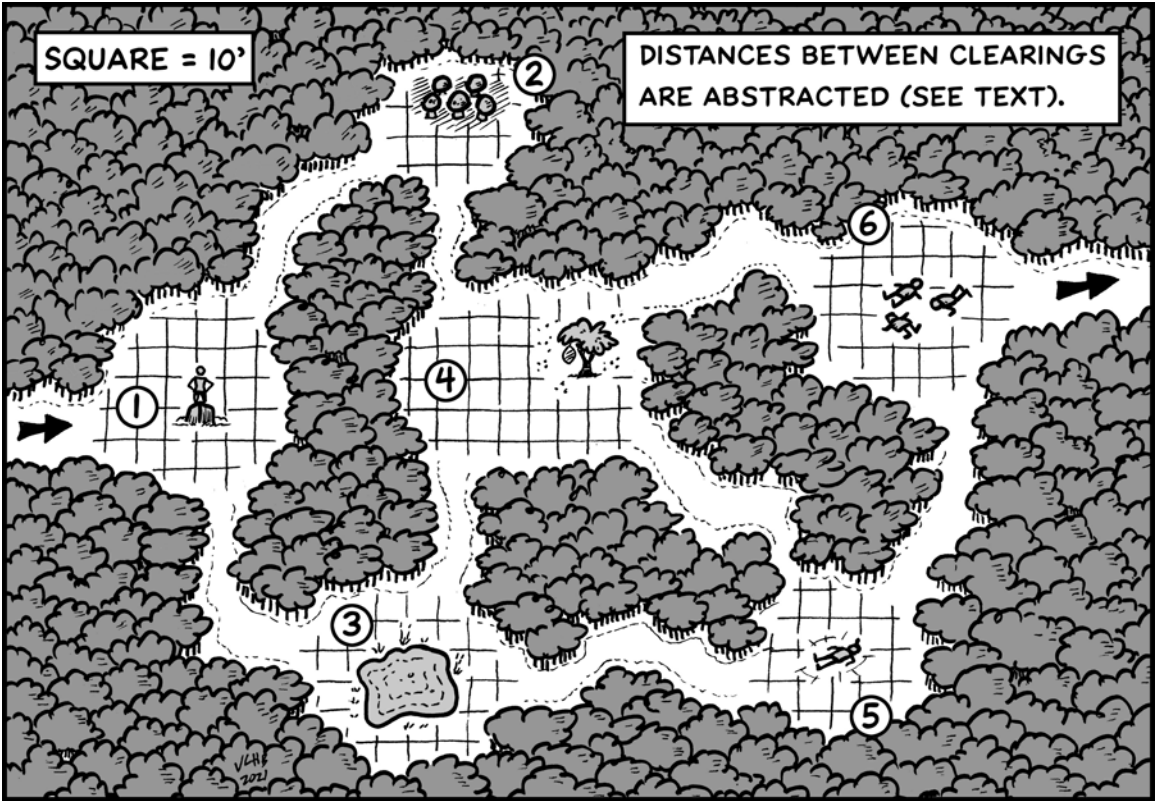
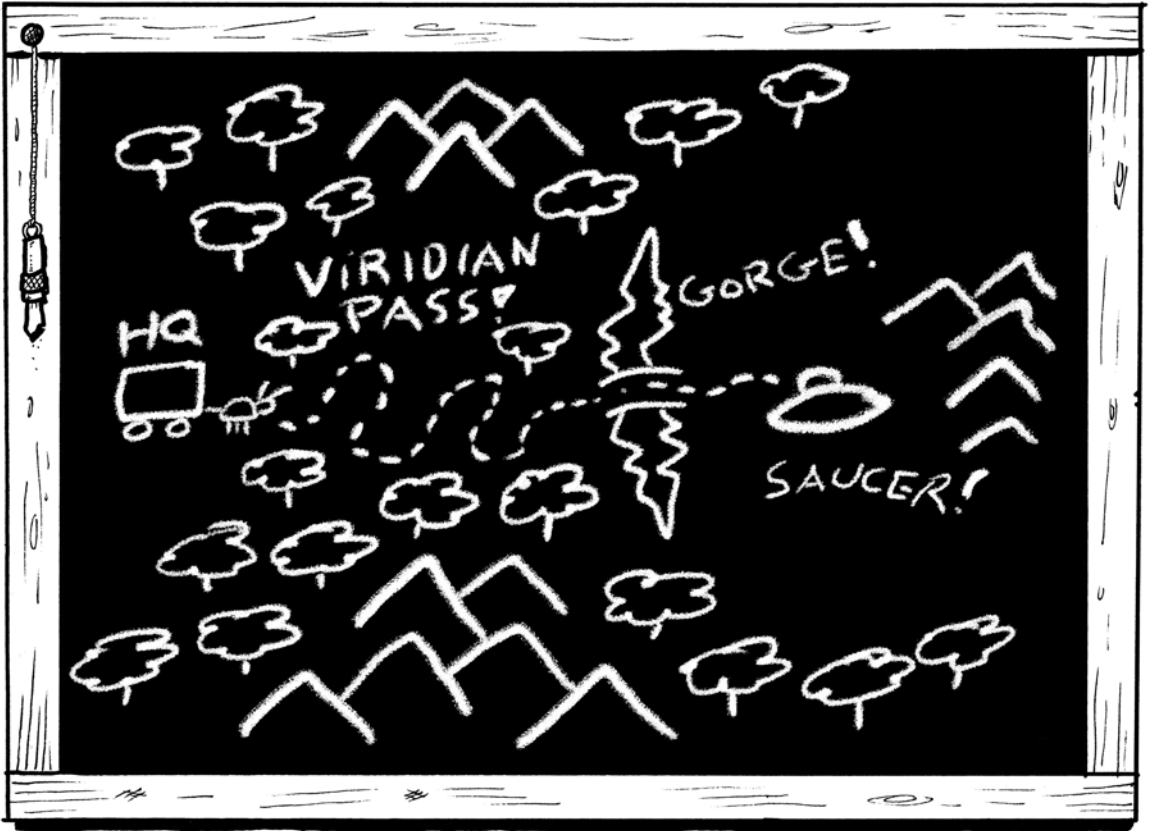
- **Success** guides them to the next closest clearing after 1d3 hours.
- **Failure** spits them out into a random clearing after 2d4 hours.

### Hideous Jungle Beasts

Roll 1d3 + PCs' lowest Luck mod

- 2: Toothbeast!
- 1: Demonoid
- 0: 1d4 Giant Spiders
- 1: Howling Yarglebeast
- 2: 1d4 Ape-Things
- 3: 1d4 Jungle Zombies
- 4: Ape-Thing
- 5: Lorbat
- 6: A troupe of 1d3+1 friendly Avrok trappers who will guide the PCs back to the clearing of their choice.





# ENCOUNTER AREAS

## 1. SHRINE TO FANTOMAH

A large stone statue stands on a chest-high, moss-covered stone platform in the center of the clearing. The statue depicts a half-nude woman with a skull face striking a pose of assured regalness. Any native of Avrok recognizes Fantomah the Jungle Goddess—as will any learned PC making a DC 11 Intelligence check. Several wooden bowls filled with the decaying food and floral offerings are arranged at the statue's feet.

Any PC making an appropriate offering (Judge's discretion) qualifies to learn *Patron Bond: Fantomah* if they choose to become a wizard at 1st level.

Words, partially concealed by moss, are carved into the platform. If scraped away, the weathered words read: "Stray not from the path, humble servitor."

## 2. FUNGUS PATCH

A 30' wide patch of thick, fuzzy fungus fills the clearing's northern side. In addition to the sponge-like ground fungus, several giant puffball mushrooms, the size of small trees, crowd around the patch in a clash of lurid colors. Spores drift and twinkle in the verdant jungle light. A skeleton in a blaze-orange vest (the remains of an Otram hunter) slumps against a mushroom's stalk 20' from the patch's edge, clutching a shotgun. A small toadstool grows out of his skull. Entering exposes a PC to mutagenic spores. An exposed character must make a DC 13 Fortitude save or take 1d4 damage and suffer Greater Corruption (*DCCRPG* p.118)!

The shotgun is dirty but otherwise functions perfectly fine (1d8 damage). The orange vest's pockets hold 5 shells.

## 3. FROG POND

A small pond sits in the clearing's center. Hand-sized (but harmless) dragonflies with stained-glass wings flutter around the weeds at the water's edge. The water is cold, clean, and utterly refreshing. Unfortunately, the pond is also home to three **strobe frogs**! Unless the PCs are exceptionally cautious, they must make Luck rolls to avoid surprise when the hungry frogs leap from the water and attack.

**Strobe Frog (3):** Init +2; Atk bite +2 melee (1d6, 20' reach on initial attack, 1d6 damage each round thereafter from chewing); AC 12; HD 2d8 (8 hp each); MV 40'; Act 1d20; SV Fort +1, Ref +3, Will +0; AL N. Special: Hypno-strobe. All enemies in 30' radius make a Will save (DC 11) or dazzled (-1d to all actions). +1d to attack dazzled characters.

## 4. QUICKSAND AND HONEY

A single bent tree with loping branches and scab-red leaves stands between the two eastern-most pathways. A very large wasps' nest made of bone-white paper hangs from the branches, 12' up, with several thumb-sized wasps buzzing around.



Any wilderness-trained PC knows Venusian wasp honey is alleged to have healing properties. However, Venusian wasps are notoriously grumpy. Climbing the tree is easy and doesn't require any rolls. However, raiding the nest without disturbing it requires a delicate touch and a DC 15 Agility check. Failure angers the wasps, which swarm a 20' radius area beneath the tree for 2d6 minutes. Anyone caught within makes a DC 12 Fortitude save each round or takes 1d3 damage from the horrid stinging. The nest holds 1d3+1 doses of honey (heal 1d4 points of damage if applied topically).

Perhaps more dangerous than the wasps is the quicksand extending in a 30' radius from the tree blocking the eastern paths. A PC who examines the ground can make a DC 10 Intelligence check to notice the soil's unusually sandy quality. A simple poke with a stick also reveals the danger. Anyone wandering into the quicksand must make a DC 13 Strength check each round or sink further and are drug 10' towards the tree, away from the quicksand's edge. If the PC fails three checks, they are swallowed by the sand and die. To escape the quicksand, a PC must have something to grab onto and make a DC 20 Strength check. If others assist the victim, make one roll combining all the helpers' Strength modifiers.

Anyone mucking around in the quicksand—trapped or assisting—makes a Luck check. Failure angers the wasps which swarm, as described above.

## **5. DEAD LEOPARD WOMAN**

A dead Leopard Woman lies crumpled in a heap in the middle of the clearing. Her armor is sundered, her Comet Fire Helmet shattered, and her body and shows clear signs of radiation burns. A cursory examination reveals that she fell from a great height. With a DC 12 Intelligence check, a character trained in healing, funerary rites, or forensics can tell that she has been dead for almost two days.

The Leopard Woman is Margot-Jane. She engaged the Martian saucer while in orbit around Venus. She managed to shoot the craft down with her Comet Fire Helmet but the backblast knocked her out of orbit and she crashed into the Jungle, dying on impact. Her armor and helmet are useless, but her **radium sword** (page 96) is still intact and lies underneath her body. Should the party return her broken helmet to the Caverns, the Science Robots are pleased, rewarding PCs with a point of Luck.

Margot-Jane's Flying Saurian survived the fight, and presently hides in the trees, insane with grief, pain, and jungle madness. Spotting it requires a DC 13 Intelligence check. It leaps upon anyone daring to disturb Margot-Jane's body, fighting to the death.

**Insane Saurian:** AC 12; HD 3d8 (14hp); Attacks: Claw +2, Melee (1d6); Act: 1d20; Mv: 30', 30' fly; SV: Ref +2, Fort +2, Wil -3; AL: C.





## **6. DEAD MARTIANS**

Three squat orange bodies lie scattered across the clearing, and five short, lanky, lizard-like humanoids poke at them cautiously. The bodies are dead Martian Ogres—a scouting party from the crashed saucer. They died fighting Retrieval Team Alpha, their bullet wounds are obvious with cursory examination. The lizard-like creatures are a pack of Martian Imp Men sent to search for the Ogres after they failed to report back.

When entering the clearing, the PC with the lowest Luck rolls 1d20. If they roll under their Luck, the party surprises the Imp Men! Imp Men are feral, nearly-mindless, and fight to the death.

Examination of the dead Ogres, recovers a Martian pole arm (1d10 damage) still in serviceable condition and a Martian ray pistol (1d6 charges, 50' range, 1d7 damage).

**Martian Imp Man (5):** Init +3; Atk bite +3 melee (1d6); AC 13; HD 2d6 (6hp each); MV 20'; Act 1d20; SV Fort +2, Ref +3, Will +5; AL: L.

**Special:** Immune to charm.

## **GORGON'S GORGE**

When the party exits the Jungle they find themselves on a rocky, weed-choked plain bisected by a massive chasm. Gorgon's Gorge runs for several miles north and south. The chasm itself is 100 yards across and plummets 2000' deep. The bottom is full of smoking, boiling tar—even at this distance the fumes make the PCs' eyes water and sting.

The skeleton of some great reptilian beast stretches across the chasm, forming an ersatz bridge. If the PCs enter its gaping, fanged maw, they can walk through the skull and across the spine and tail to the chasm's far side. The spine is wide enough for three to walk abreast safely, and the whole thing is shockingly sturdy.

Once the party gets halfway across, 3 **Flaming Claws** fly from their hiding places beneath the monster's ribs. They attempt to crush the PCs or pick them up and drop them into the gorge. The Claws can fly and will try to stay out of melee but must swoop in close to make their grab attacks.

**Flaming Claw (3):** Init +3; Atk grab +3 melee (1d4 damage each round from burning, on subsequent rounds claw will fly up and drop victim. STR check (DC 12) to break free); AC 13; HD 3d8 (12 hp each); MV 40' (fly); Act 1d20; SV Fort +0, Ref +3, Will +1; AL C.





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## CRASH SITE

On the opposite side of Gorgon's Gorge are rocky hills abruptly punctuated by a large crater with the smoking wreckage of a flying saucer in the middle. Trees are knocked down and underbrush is burned away for several hundred yards around the crash site, making travel uncommonly easy.

A man-sized stone mound is piled near the crater's edge, topped with a battered helmet labeled "Flanders." This is the burial place of **Hiram Flanders**, a member of Retrieval Team Alpha who died of deadly spore poisoning.

If unearthed, Flanders' body is covered in purple fuzz not unlike fruit mold. Anyone messing with it makes a DC 13 Fort save or suffers Major Corruption (*DCCRPG* p.118). Flanders' helmet is damaged beyond repair, but his gear is still serviceable: an armored jacket (light armor, +2 AC), carbine (1d8 damage), and 12 rounds of ammunition.

## THE MARTIAN SAUCER

The crater is wide but shallow. Getting to the crashed Martian vessel is relatively easy. Before the crash, the saucer was a round, flat, reddish metal disk. It's presently a crumpled mess, smoking from several fissures. None of the hull breaches are large or clear enough for the party to get through. The only viable entry is the main airlock, whose doors were blown open during the crash.

The saucer's interior is composed of orange metal cabins connected by hexagonal corridors. While PCs can freely move about the wreck, the craft was obviously made for creatures slightly shorter than humans. The interior is lit by amber emergency lights flickering with the dying atomic generator's power.

## SAUCER AREAS

### 1. MAIN AIRLOCK

Both sets of the main airlock's bulkhead doors buckled and tore off during the crash. Three dead Martian Ogres lie crumpled on the chamber's floor. The Ogres died in the crash and the bodies show impact-related trauma. They have been stripped of anything useful.

### 2. GALLEY

This room appears to be some sort of cafeteria or mess hall. Mechanized food dispensers along one wall are burst open. Short metal tables and chairs are scattered haphazardly across the room. Smears of rotting food paste cover most surfaces.

Some of the foodpaste was unexpectedly mutated by the Bio-Ray energy bands encircling Venus becoming **slime puddings** harboring an evil will. The puddings slither along the ceiling and drop upon unsuspecting party members (Luck roll to avoid surprise).



**Slime Puddings (5):** Init -1, Atk spew +2 ranged (1d6, 30' range, DC: 10 fort save or -1d to all actions for 1d6 rounds); AC 11; HD 2d6 (7 hp each), MV 30'; SV Fort +1, Ref -1, Will +0; MV; AL: N; Special: Can climb along walls and ceilings at normal speed. Take 1d6 damage if fed one of MacBeth's brownies.

### 3. ARMORY

The chamber door is electronically locked. Without a key card, it requires a DC 15 Intelligence check from a technologically trained character to override. Failing the Intelligence check triggers fail-safes, inflicting 1d6 electrical damage (no save) on the would-be thief. The door can also be forcibly pried open with a DC 18 Strength check with the same consequences. The door can be safely opened from the bridge.

Behind the door lies the Martians' armory. Much of it was damaged by crash, but the party can still salvage:

- 3 Martian pole arms (1d10)
- 2 Martian beam pistols (1d7, 50' range)
- 3 beam pistol batteries (6 shots each)
- 1 set of golden Martian gladiator armor (heavy armor, +6 AC) that requires 30 minutes and a DC 13 Intelligence check to adjust to fit a human

### 4) STOREROOM

Both doors are locked and require a DC 13 Intelligence check to override or a DC 18 Strength check to force open—security fail-safes are disabled, so there is no threat of electrocution. However, a failed roll alerts Bettinger, who gains a +1d bonus to his first attack against the PCs.

**Marvin Bettinger** is one of Retrieval Team Alpha's few survivors, but went mad from the horrors he's witnessed. He's locked himself in the storeroom, hunkering down in the upper loft with a long rifle, under the cover of several sacks of Martian coffee (+4 to AC while behind coffee and DC 15 to spot). Bettinger fires upon anyone entering the storeroom, convinced they're Martians coming to kill him like the rest of his teammates.

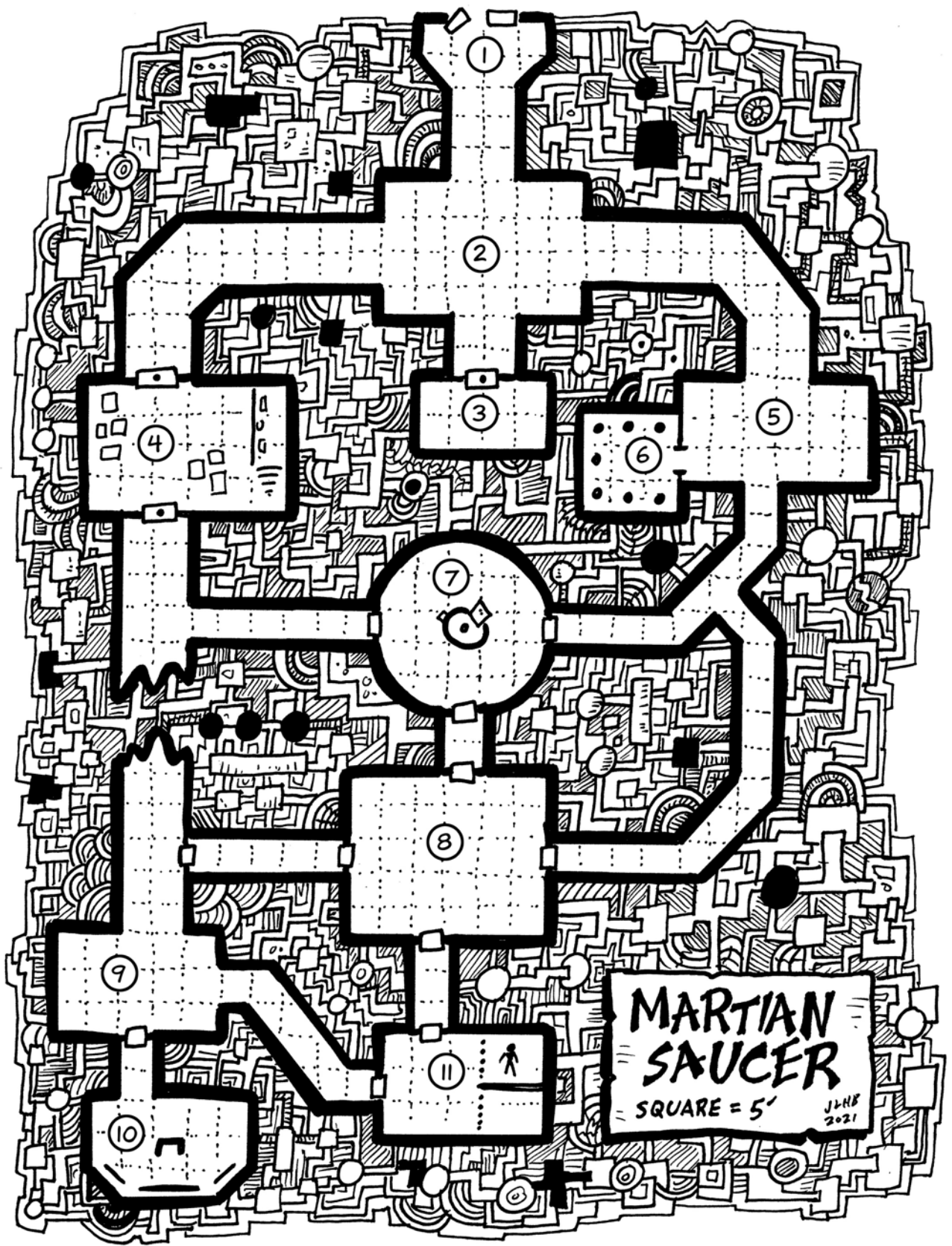
Bettinger is quite insane but can be talked down with psychological reasoning, crisis management skills, or appeals to his better nature—possibly a DC 15 Personality roll, but the Judge should reduce the DC or skip the roll altogether for excellent roleplaying. If brought to his senses, Bettinger reluctantly accompanies the PCs, but likely bolts at the first sign of danger.

In addition to several bags of Martian coffee, the storeroom contains a dozen pairs of Martian trunks, a crate of protein paste tubes (50 rations but very heavy and difficult to transport), an electric flashlight, and a disassembled radio kit. Bettinger carries the storeroom key card.

**Bettinger:** Init: +1; Atk rifle +2 ranged (1d10, range 150'); AC 13 (17 with cover); HD 1d8 (6 hp); MV 30'; Act 1d20; SV Fort +0, Ref +2; Will -2; AL C; Special: Insane, immune to charm.

- **Gear:** Rifle, bandolier with six shots, ration pack, flak jacket (light armor AC:+2)





# MARTIAN SAUCER

SQUARE = 5'

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## **5. MEDICAL LAB**

This room is made of (surprisingly undamaged) gleaming white metal. Two metal tables rest in the room's center; one empty and the other caked with blood and gore. It holds the lovingly disassembled and neatly stacked component parts of a human male. A yellow and black striped robot—cylindrical in structure with two long, multi-jointed arms—carefully arranges and catalogs the body parts. It chirps happily as it spots the PCs. “Oh excellent! More human specimens for vivisection and examination! What luck!”

The stacks of human meat are all that remain of **Jojo Dillinger** from Retrieval Team Alpha. The surgical robot merrily attacks the party with lasers and bonesaws, all the while commenting on its attacks' effects. (“The subject shows an instinctive aversion to lacerating instruments. I must follow up on this observation!” “Human dermal tissue shows little to no resistance to focused energy emissions.” “Removal of the cranium continues to prove fatal in 100% of all human test cases, well well well...”)

Dillinger's bloodied jumpsuit lies in a heap in a corner, his name tag still legible upon the lapel. A yellow and black case on one wall holds 1d4 applications of Martian medical gel (heal 1d6 damage each). Non-Martian users must make a DC 12 Fortitude save or suffer 1d4 permanent Personality loss as their DNA takes on alien aspects.

**Surgical Robot:** Init: +1; Atk bonesaw +3 melee (2d4) or laser +3 ranged (1d6, range 120'); AC 14; HD 3d8 (15 hp); MV 30' (fly); Act 2d20; SV Fort +2, Ref +0, Will +5; AL N.

**Special:** Robot, Immune to fear, charm, poison. Double damage from electricity.

## **6. BIO TUBES**

This room is dark except for the uncanny green glow from large glass tubes running floor to ceiling. The Martian bio-tubes normally hold animal and vegetable specimens from a multitude of worlds, suspended in glowing green gel. The tubes currently hold 12 naked human bodies. Sadly, all died in the crash when their hibernation systems went off-line. However, if the party is running dangerously low on 0-level characters, the Judge may decide living replacement PCs are within the bio-tubes. A large red lever on the wall opens the tubes, spilling their slimy contents.

## **7. REACTOR CORE**

The harsh blue glow of Cherenkov radiation seeps from the view ports of the damaged atomic reactor in the center of this chamber. The reactor is a great cylindrical mass of tubes and tanks with thick glass ports that look upon the atomic pile within. A confusing collection of levers, dials, and toggles serve as the control panel. Several Imp Men and Ogres lie dead on the floor from obvious gunshot wounds.

The reactor is damaged beyond repair, but a clever PC can rig it to explode with a DC 16 Intelligence check. A PC who makes a successful roll can time the explosion—from 6 rounds to 6 turns. Failure has disastrous consequences. If the reactor explodes, everything within a one-mile radius is obliterated (no save, clearly).



The reactor is riddled with small fissures and slowly leaks radiation. Anyone examining or messing with the reactor risks exposure and makes a DC 13 Fortitude save or takes 1d6 Stamina damage from radiation sickness, plus another 1d3 Stamina damage daily for the next 1d6 days. Three dice from a cleric's *Ray on Hands* ability halt radiation poisoning.

The Martians were killed in a dramatic gunfight with Retrieval Team Alpha's **Stringfellow Callahan** and **Elizabeth Marva**. While victorious, they unfortunately succumbed to a combination of radiation and mutagenic jungle spores. Their bodies merged into a horrific three-armed, two-headed, commingled monstrosity. It lurks in shadows near the reactor, attacking anyone entering with murderous rage.

**Commingled Monstrosity That Was Once Callahan and Marva:** Init -1; Atk slam +3 melee (1d6); AC 10; HD 3d10 (hp 18); MV 20'; Act 3d20; SV Fort +3, Ref -1, Will +0; AL C.

Special Abilities:

- **Horrifying:** Attacker must make a Will save (DC 11) or take a -1d penalty due to terror. Once the save is made, the PC is immune to the terror.
- **Slorp!:** A character killed by a slam attack will be instantly absorbed into the mass, healing the monstrosity for 1d4 hp

## **8. BUNKROOM**

This room is a jumble of stout metal beds and short tables that were violently tossed about then haphazardly reorganized. Four **Martian Ogres** rest here listlessly. Without their captain or first mate, the Martian command structure has broken down and none are sure what to do. The PCs provide the confused ogres with clear targets to focus their anger upon. Three Ogres are armed with polearms, the fourth has a beam pistol with 5 shots and the Armory key card stashed in his trunks.

Most of the Martians' belongings were destroyed in the crash, but searching through the bunks uncovers 2d6 bottles of Martian coffee and a dog-eared copy of *Martian Literary Review Quarterly* with a new essay by John Cheever.

**Martian Ogres (4):** Init +3; Atk polearm +3 melee (1d10) or beam pistol +4 ranged (1d7, range 50'); AC 15; HD 2d6 (6 hp); MV 20'; Act 1d20; SV Fort +3, Ref +2, Will +2; AL L.

## **9. MARTIAN SPACE LAB**

Video display screens (most broken) line the dimly lit room's walls. A variety of astrogation instruments and planetary survey cameras are clustered around work benches and tables. Videographic data tapes are stored in a wall cabinet near a data-player.

The tape in the data-player currently holds a recording of the Leopard Woman Margot-Jane (from Jungle Area 5) attacking the saucer and destroying the drive systems. Most of the remaining data tapes hold stellar cartographic data incomprehensible to PCs but valueable to the scientists of



Palna or the Caverns. Included among the tapes is archival footage of Stardust the Super Wizard destroying the planet Tiamat, out beyond the orbit of Mars. A would-be wizard studying this tape can use it to learn the spell *Patron Bond: Stardust*.

## **10. BRIDGE**

The saucer's bridge is jam-packed with control panels and navigational displays, all broken or reduced to molten slag. The wide forward viewscreen is cracked and shows nothing but the Venusian soil burying it. The body of a dead Martian Ogre—the saucer's first mate—slumps in the captain's chair.

A small recorder built into the captain's chair relays how, while on a routine abduction mission, the saucer was attacked by a Leopard Woman. The captain teleported away using his Martian transmitting belt, leaving his first mate to deal with the crashing ship.

A control panel on the captain's chair opens the unlocked doors in Areas 3 and 4.

## **11. BRIG**

This area contains two small jail cells and a guard's watchpost. The cells are closed with stout bars of Martian iron. One holds **Izzy Herlihey**, a Retrieval Team Alpha survivor, guarded by a hulking **Martian Gladiator**. The gladiator has a Martian Ogre's long nose and crown of horns but stands almost 7' tall and is thick with muscle. The Gladiator is dedicated to guarding his prisoner until he receives further orders from Science-King Skomah back on Mars. The cells' key card is in a pouch on the gladiator's belt.

A locker built into the wall near the guard post holds Herlihey's pistol, binoculars, and signal device—a hand-sized box with an antenna and a large red button. It won't work inside the saucer due to interference from the metal and ambient radiation. If the button is pressed outside, it signals Forecastle J. MacBeth, who teleports to the signal's location in 6d6 rounds to extract his agents. If rescued, Herlihey explains the device's purpose and begs the party to get her (and any other survivors) out of the saucer and send the signal right away.

**Martian Gladiator:** Init +1, Atk slam +4 melee (1d6); AC 14; HD 4d8 (20 hp); MV 30'; Act 2d20; SV Fort +4, Ref +1, Will -1; AL L.

**Special:** a character hit by both slam attacks must make a DC: 12 Fortitude save or be torn in half by the Gladiator, dying instantly.

**Herlihey:** Init +0, Atk pistol +1 ranged (1d6, range 50') currently unarmed; AC 10; HD 1d8 (6 hp, 2 currently); MV 30'; Act 1d20; SV Fort +1, Ref +0, Will +2; AL L.





# Mines of the Moglugs

## Level-1 Adventure

### THE ADVENTURE IN BRIEF

Suzie-Kaye the Leopard Woman has gone rogue, joining forces with a band of those subhuman mutants known as Moglugs. The Science Robots want the PCs to track her through the mysterious sub-caverns and neutralize her.

### INTRODUCTION

*The Science Robots have asked the Humanoid Coalition for assistance on a top-secret mission. Forecastle J. MacBeth assigned the task to you, hoping your success will strengthen the Coalition's ties with the Caverns and generate much-needed tactical and material support. Your action team assembles in the Science Robots' Star Chamber, a massive, dark room deep within the Caverns. You stand on a star-shaped tile in a yellowish cone of light. Cold, 8' tall Science Robots stand in a circle around you in their own cones of light—blue, pink, orange, indigo, and green.*

*The blue Science Robot speaks first. "Human agents. We gathered you for a mission of gravest importance and deepest secrecy. One of our Leopard Women has turned against us. Her unprecedented betrayal brings risk to the Caverns and all of Venus."*

*The orange Science Robot speaks. "Seventy-two hours ago, Mining Team 17 discovered an unknown series of natural caves. Upon further investigation, the team uncovered evidence of occupation by those loathsome mutant creatures known as Moglugs. To secure the safety of the Caverns and its citizens, a team consisting of Suzie-Kaye, a Leopard Woman, Cliff Carson, a hunter, and some eager young guards was dispatched to assess and eliminate the Moglug threat. They only made it three chambers into the cave complex before being beset by Moglug raiders."*

*The indigo Science Robot continues. "During the conflict several unfortunate events occurred. Hunter Cliff Carson was exposed to a deposit of the mutagenic element Compound-N and was forced to sever his arm to avoid the spreading corruption. Leopard Woman Suzie-Kaye was obviously also exposed as, in the middle of battle, she went insane. She turned her Comet Fire Helmet upon the guards, murdering them, before slipping away to join the Moglug horde. Hunter Cliff Carson, disoriented, bleedling, and dismembered, dragged himself back to the Caverns to report. His loyalty has been noted in his personnel file, and he is presently recovering in the Medical Hall."*

*The green Science Robot speaks next. "You must enter these caves and track down the rogue Leopard Woman Suzie-Kaye. Neutralize her threat by any means necessary. Be advised, the Moglugs'*



*existence is unknown to the Caverns' general populace—it must remain that way to maintain peace and civic tranquility. Likewise, a Leopard Woman's betrayal must remain secret, lest the citizens become insecure in the safety the system clearly provides.”*

*Lastly, the pink Science Robot speaks. “Go now, but take this with you. This experimental device may help you against the Leopard Woman's powerful augments.”*

The Science Robots provide an experimental **Pranic Suppressor**. This brown metal box, roughly the size of a child's shoebox, straps to the forearm. It has a dial, a big red button, and six large vacuum tubes on its face (one for each charge). If the user sacrifices their action, they can use the Pranic Suppressor whenever a Leopard Woman within 30' activates an augment. The user chooses how many charges to spend and rolls that many d6s. The roll's total is subtracted from the Leopard Woman's activation roll. Unfortunately, the experimental device can cause dangerous feedback. If any of the dice match, the wearer takes damage equal to the matched die's total. For instance, if the user rolls 4d6 and rolls 2, 2, 2, 6, the Leopard Woman's activation roll is reduced by 12 (6+2+2+2=12) and the user takes 6 damage (2+2+2=6). The pranic suppressor cannot be recharged, and the Science Robots will want it back after the mission is completed.

If the PCs complete the mission to the Science Robots' liking, it will indeed increase the Humanoid Coalition's standing in their eyes. The Coalition will find it easier (though not *easy* by any means) to gain material aid and support personnel within the Caverns' jurisdiction. Additionally, each PC will receive a Type-J Coupon Book for special goods and services (the equivalent of \$250 only spendable in the Caverns).

## WHAT'S REALLY GOING ON?

Suzie-Kaye is not insane, nor corrupted by Compound-N exposure. Some time ago she came to the (quite sensible) realization that surrendering her personal agency to the soulless robots' will is a stupid idea. She only needed to wait for the right moment to act. The Moglug mine attack provided that opportunity and she quickly (and violently) defected to the mutants' side. The Leopard Woman instantly ingratiated herself with a faction within the local Moglug colony that was dissatisfied with Boss Moglug Big Glorpy Glaarg's passive and ineffective leadership. The Moglugs quickly elected Suzie-Kaye the new Boss, while Glaarg and his loyalists were pressured out of the community. Suzie-Kaye enacted a policy of direct action. At her direction, Little Moglogula's residents are tunneling into a Caverns weapons depot. Suze Kaye plans to arm the Moglugs to help her overthrow the despotic Science Robots.

## TO THE MINES!

The hunter **Cliff Carson** is recovering in the Medical Hall and being fitted for a robotic left arm to replace the one he amputated. The PCs can visit him should they ask. Barring magical healing (which the Caverns generally doesn't have), he will remain in recovery for at least a week. He will



not accompany the PCs under any circumstance, but his recollection of events matches that of the Robots. As far as he knows, Suzie-Kaye went insane, turned against loyal Cavernites, and joined forces with their mutant enemies. He mentions that he lost his lucky goggles in the fight and would very much like them back. He also feels bad for losing his wedding ring.

Once the party is ready to go hunt some Moglugs, Caverns staff loads them into an electric people-mover and drives them down several levels to Mine Shaft 37-J. This shaft is guarded by mining foreman **Mathilda Stack** and a small collection of guards. Foreman Stack is glad to see the PCs and is ecstatic about the mutant threat's imminent elimination. She warns the party that the caverns are very dark and require light sources. She can provide two spare mining helmets if needed. These function as normal helmets (+1 AC) with a small electric lamp which provides a 30' cone of flickering pale light. The lamps' batteries function for 1d6+3 hours.

## 1. MINE TUNNEL

This is the tunnel Mining Team 17 bored: wide, well-made, and supported at regular intervals by wooden beams. The dark brown blood trail Cliff Carson left dragging himself out of the mines is evident. The mine is cold and damp, and a shin-high white mist clings to the floor. This dank atmosphere persists throughout. After about 300 yards, the tunnel breaks into the natural caverns the mining team discovered and Suzie-Kaye and her team explored.

## 2. ENTRANCE CAVERN

This is a large natural cavern with a 20' ceiling. The diggers previously burst in from the western wall; three natural passages exit the cavern. Four large stone statues, carved in a primitive, brutalist style, depict humanoid figures with unnatural features—horns, tentacles, or the wrong number of facial features. The diggers' picks and shovels lie discarded in the center of the room. The far wall is marked with bloody handprints, too large for a normal human.

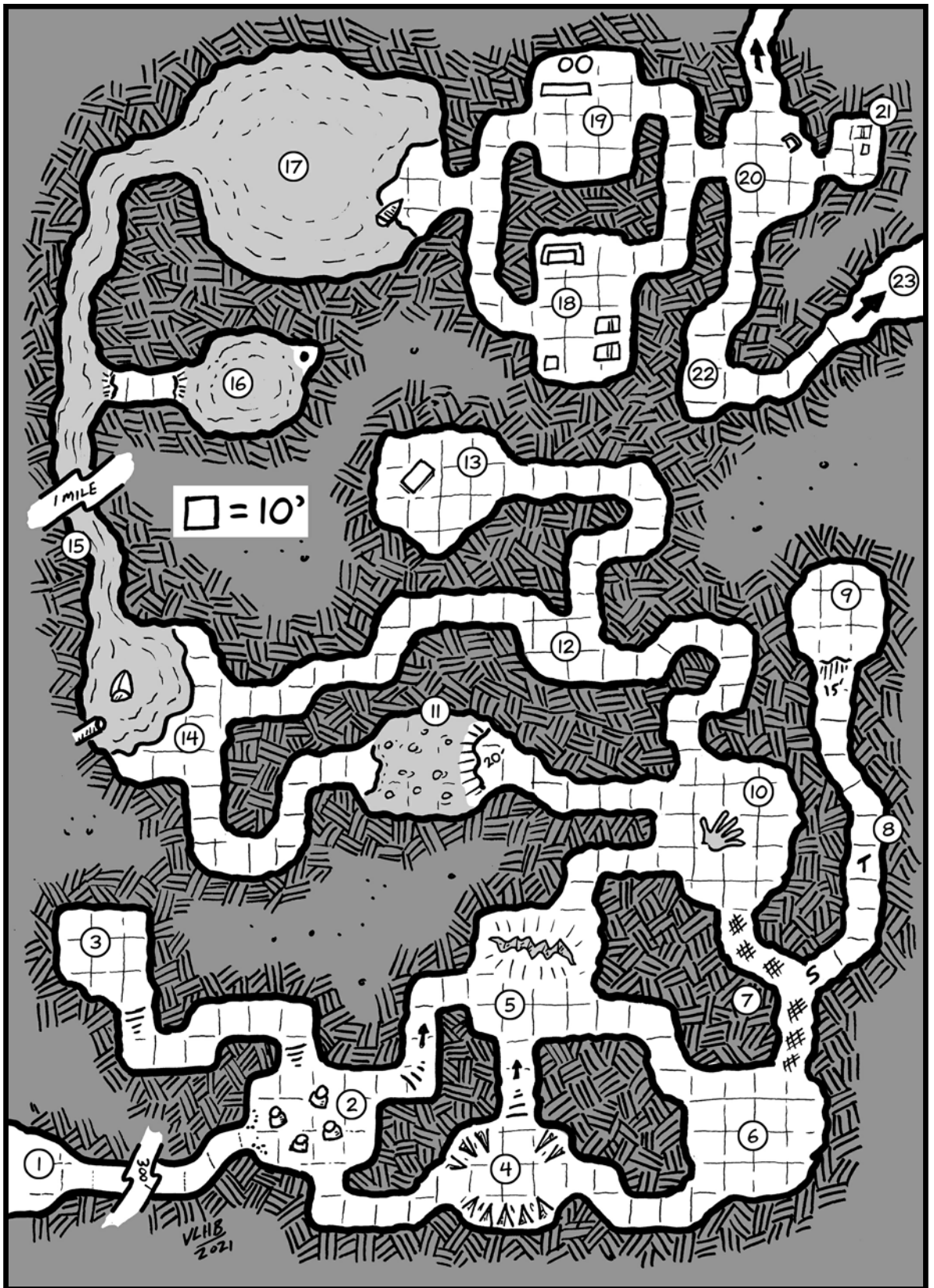
Cliff Carson's blood trail trails from the corridor to Room 5 and heads down the mine tunnel. A skilled tracker, with a DC 13 Intelligence check, finds six humans' two-day-old boot tracks leading down the passageway to Room 4.

### **Random Encounters**

Check for random encounters once hourly or whenever the PCs do something big and noisy. At these times, there is a 1-in-6 chance of an encounter happening. When an encounter happens, roll 1d6 to see what monsters arrive.

- 1-2: 1d4+1 Moglug Citizens (Roll 1d5. 1-4: aligned with Suzie-Kaye, 5-6 aligned with Big Glorpy Glaarg)
- 3-4: 1d3 Moglug Skulks (Roll 1d5. 1-5: aligned with Suzie-Kaye, 6: aligned with Big Glorpy Glaarg)
- 5: 1 Moglug Brute (aligned with Suzie-Kaye)
- 6: Karkarkark the Spider





# Mines of the Moglugs

The statues depict esteemed Moglug bosses from the past. They are only about 50 years old and demonstrate decent artistic skill but are otherwise mundane. Should anyone have a means of comparison, the handprints' fingerprints match Cliff Carson's, but are too large by half. The 3 picks and 2 shovels can function as serviceable weapons (1d6 damage).

### **3. MOGLUG PAINTINGS**

The walls are covered in garish brutalist paintings, stylistically similar to the Entrance Cavern statues. The paintings depict hideous mutants fighting humans and spiders. One figure— a hulking, cyclopean purple mutant with a large crab claw—has been roughly crossed out with a large red X. A newer-looking painting depicts a ferocious, leopard-headed female humanoid. The paint on the X and the woman are still slightly damp and sticky.

### **4. GEODE CHAMBER**

This large, hemispherical chamber's walls are crowded with crystalline points—as though the PCs have walked inside a giant geode. Some crystals are as large as swords. The sight is extremely beautiful, especially when light sources cast prismatic images across every surface.

Lawful characters find the place especially calming and serene. The crystal's atomic matrices resonate with Structure and Order. Lawful Spellcasters gain +2 to all spellcasting or Lay On Hands rolls within this chamber.

Despite their beauty, most of the crystals are nothing but valueless quartz. If the PCs spend a turn looking for something special, have each roll 2d6+Luck modifier and reference below.

- ≤0: They pull out a worthless crystal which causes a shower of shards to fall onto their heads (1d4 damage, no save).
- 1-6: Nothing worthwhile.
- 7-8: A large, sharp crystal usable as a short sword (1d6 damage).
- 9-11: 1d5 colorful crystals (\$20/each).
- 12+ A crystal that glows dimly with octarine light. It can be used to provide 3 free points of Spellburn before disintegrating into gray dust.

### **5. SKIN CAVE AND COMPOUND N**

The chamber walls are made of pale living skin crisscrossed with varicose veins and puckered with dark hair follicles. The surface is sticky with sebaceous excretions and the whole chamber smells like a crowded locker room. If touched, the walls shiver with orgasmic frisson and the coarse hair stands up with goose-pimpling.

Blessedly, the chamber's floor is natural stone, dark gray and damp, except for the large vein of glowing blue-green ore bisecting the room. The floor 10' around this fissure is dry and chalky white, seemingly drained of all mineral strength.



Six bodies lie scattered, victims of varying degrees of violence. Two are Moglugs, obviously killed by gunfire. One has green skin and faceted insect eyes, the other is covered in blue zebra stripes and has a duck's bill. The first Moglug has been stripped of its gear but the striped mutant still carries her sword and shield. The longsword has a serrated blade of fused teeth (1d8 damage, +1 to all critical hit effect rolls). The shield (+1 AC) is made of a giant, leathery ear with straps made of mummified auditory nerves. When held, it provides +3 to listening-related checks.

The other four bodies are human guards from the Caverns. All show the distinctive ballistic-and-burn marks of comet fire wounds, damage only Leopard Women can dish out. Most gear is ruined, but one body still clutches a usable rifle (1d6 rounds) with an additional 2d6 bullets on their belt.

The blue ore vein is Compound-N and is painful to look at. The bleached stone around it marks its dangerous radiation's area of effect. Cliff Carson's sword and mole-eye goggles lie in a large splash of dried blood only 5' from the Compound N. Bloody hand-prints mark the nearby wall. Any creature entering the 15' radiation zone is exposed to dangerous mutational energies—DC 12 Fortitude save or roll on the Compound-N Exposure table (page 181).

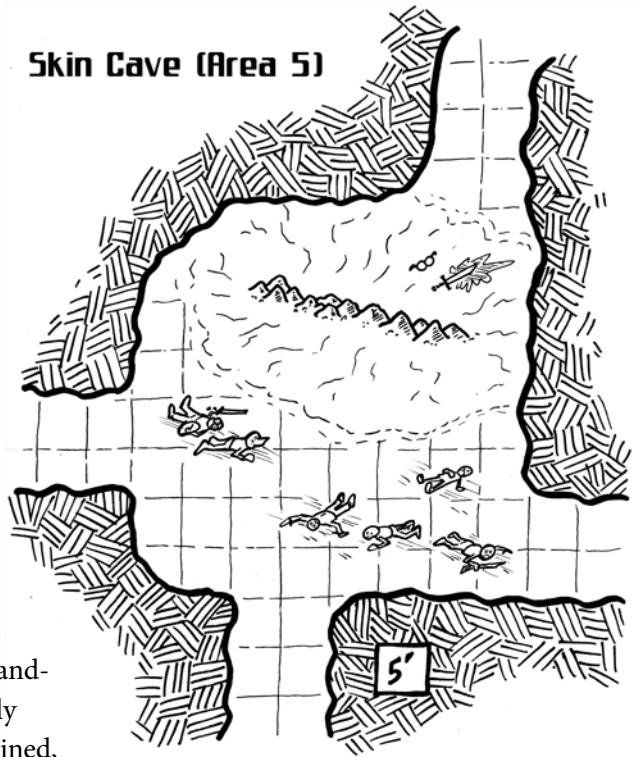
Carson's sword (1d8 damage) is a simple but sturdy weapon, still sticky with his blood. If the blood isn't cleaned off, it inflicts +1d4 damage against his mutated severed arm (Room 10). The mole-eye goggles provide 60' Infravision.

## **6. DEAD MOGLUGS**

Two dead humanoids' desiccated husks lie in the chamber's center. The northern passage is choked with thick strands of dull gray webbing. One body has green skin and large eyes on the ends of short stalks; the other, pink skin and a tentacle for a face.

The unfortunate Moglugs' blood and liquified organs were slurped from their bodies through two large, abdominal puncture wounds. A DC 12 Intelligence check from a character trained in medicine, forensics, or food preparation determines that the bodies have only been dead for a couple of days.

### **Skin Cave (Area 5)**



**Karkkarkark**, the giant spider spy, killed these two Moglugs (part of Big Glorpy Glaarg's crew) two days ago, and deposited their carcasses here. The tentacle-faced Moglug still wears a denim jacket with a dragon painted on the back in surprisingly good condition (worth \$50 to those with specific tastes).

## **7. WEBBED TUNNEL**

This tunnel is choked with pale gray webbing, each strand thick as a pencil. The webbing prevents movement by anyone with <16 Strength. The webbing can be cut with bladed weapons or tools but it is slow work with a 3-in-6 chance of attracting Karkkarkark's attention.

Fire easily burns the webs away, but produces noxious smoke that fills the room. Any breathing creature within Rooms 6, 7, or 10 must make a DC 12 Fort save or choke, taking 1d6 damage. Cliff Carson's Severed Arm does not breathe as humans understand it.

There is a secret passage halfway down the tunnel, disguised with webs, rocks, and cave debris (DC 14 Intelligence check to spot). If the webs were burned away, DC 8.

## **8. TRAP!**

Karkkarkark set up a tripwire that triggers a small rockfall—DC 13 to spot and/or disarm. If triggered, the victim must make a DC 12 Reflex save or take 2d4 damage. If the trap is sprung, the noise automatically alerts the spider, who hides in Area 9 and prepares to ambush the party.

## **9. SPIDER HIDEOUT**

Karkkarkark the Giant Spider encamped here while spying on the Moglugs and their human investigators. A large backpack with nine arm-straps holds a massive metal book (100 lbs) written in the Giant Spiders' inscrutable language.

If deciphered, the book contains Karkkarkark's observations, summarized as follows:

- Karkkarkark made his way here about a week ago, on a fact-finding mission for the Hideous Spider Priests.
- There is a small Moglug colony deeper within the caves.
- Two days ago, a group of humans entered. A Leopard Woman turned on her human companions and joined the Moglugs.
- The humans brought along some hideous monster.
- A splinter Moglug faction recently set up camp in a nearby cave.

Karkkarkark is a bloated, hairy, nine-legged arachnid with fierce red eyes and distressing purple and yellow stripes. If warned of the PCs' approach he hides in the shadows 15' above the cave floor. PCs must make a Luck check to spot him. He wears \$100 worth of gold jewelry of uncanny style.



**Karkkarkark:** Init +1; Atk bite +3 melee (1d8, DC: 12 Fort save or 1d4 STR damage); AC 14; HD 3d8 (16hp); MV 40'; Act 1d20; SV Fort +1, Ref +3, Will +0; AL C.

**Special:** 120' Infravision; Can walk across vertical or upside-down surfaces at normal movement rate; Cast *Spider Web* (spell check +3).

## **10. CARSON'S ARM**

This is a damp, but unusually warm, vaulted creamy white stone chamber stained with rainbow colors from mineral deposits. Stalagmites and stalactites cluster around the floor and ceiling. Stagnant pools of milky alkaline water are scattered about in natural basins full of albino pill bugs. A very large handprint, 6' wide across the palm, is pressed into the mud in the floor's center.

Cliff Carson's severed arm was mutated by Compound-N exposure and gained a hideous sentience. The hand grew to the size of a buffalo. The arm and wrist now bend up-and-over the back of the hand, like a scorpion's tail. The arm's stump terminates in a giant red eye that shoots laser beams. The monstrosity scuttles around on its fingers like a crab. Carson's wedding ring also grew, and still decorates the third finger. The arm hides among the shadowed ceiling's stalactites, ready to pounce, requiring a Luck roll to spot.

**Cliff Carson's Severed Arm:** Init +2; Atk eye beam +4 ranged (60' range 2d5); AC 13; HD 3d10 (20 hp); MV 30'; Act 1d20; SV Fort +2, Ref +4, Will +2; AL C.

**Special:** Can climb on walls and ceilings at normal speed; can drop off the ceiling and onto a target below like a big fist, targeting a single character and any creatures within 5'—DC 13 Reflex save or 1d8 damage, unaware targets suffer -1d to save.

The severed arm wears a giant wedding band the size of a barrel hoop and made of brushed aluminum. The inside is engraved: "This marriage union certified by Caverns Department of Population Management: Carson, Cliff and Kapsicavich, Valerie." It is worth \$100 to someone interested in scrap metal or novelty jewelry. If they return it to Cliff Carson, the PCs will gain 1 Luck and have a loyal ally for life.

## **11. MINERAL POOL**

The cavern's east side is 20' higher than the west. A 30' wide pool of bubbling liquid lies at the bottom of the jagged cliff face that separates the two levels. The pool is only 4' deep but is full of boiling water thick with calcifying chemicals. Anyone within takes 1d6 damage/round.

A body lies half in and half out of the steaming chemical pool. The bottom half is a withered bundle of bones, barely contained within a decaying flight suit. The top is preserved beneath a thick calcium coating. Beneath the deposits, the corpse wears a golden horse necklace—an old Earth artifact worth \$200—and a functional space helmet painted "Whirlwind Carter" next to a stylized tornado on the back.





## 12. GUARD POST

A single Moglug Skulk, Benny, stands guard. He has dark blue skin, giant bat ears, and teeny black eyes and carries a crossbow and 6 bolts. He is currently hidden (but not invisible) behind a small boulder near Area 13's tunnel mouth (DC 14 to spot). If he spots the PCs first, Benny turns invisible and runs down the tunnel to warn his fellow Moglugs.

**Benny:** Int +4; Atk claws +3 melee (1d6) or crossbow +2 ranged (80' range, 1d6); AC 14; HD 2d6 (8hp); MV 40'; Act 1d20 or 2d16; SV Fort +2, Ref +4, Will +1; AL N.

**Special:** Infravision 120'; turn invisible for 1 turn once daily; sneak silently, hide in shadows, sneak attack skills +4; can crawl along walls and ceilings at half speed.

## 13. GLAARG'S CAMP

Big Glorpy Glaarg and his loyalists have made camp here. In addition to the Moglugs, the largish chamber holds a roughly-made stone table, eight well-worn rag quilts scattered on the floor, and four not-entirely-uncomfortable rocks used as stools. Glaarg sits at the table writing a strongly worded letter complaining about his recent replacement.

Big Glorpy Glaarg is a burly, cyclopean Moglug boss—300 lbs. of flabby muscle covered in rubbery purple hide that exudes thick, sticky resin. His left arm ends in a large crab claw, and a small pair of horns crowns his head. He wears a stained white undershirt and baggy dungarees. He is unhappy with being displaced by Suzie-Kaye and is writing a letter of protest to the “Prime Moglug” (see sidebar).

### **A Strongly Worded Letter**

*My Esteemed Prime Moglug,*

*I must protest in the strongest possible terms my recent removal as rightful boss of Little Moglinton Sub-Complex #242. The majority of my fellows have chosen to replace me with an augmented human from the Overworld. While this human's martial prowess is inarguable, her mutations are lacking in both the quantity and, indeed, quality to be considered a true and proper Moglug. I request the commission please investigate these matters and determine for themselves whether this so-called “Leopard Woman” has any legal standing in her assumption of my position.*

*Yours etc.,*

*Big Glorpy Glaarg*

*Little Moglogula Sub-Complex #242*



Glaarg would very much like to be reinstated as the local Moglug leader. He is reluctant to fight a well armed party. If given a chance, Glaarg is more than happy to help them get rid of Suzie-Kaye, if it means he and his people are left alone. If treated well, Glaarg sends two Moglugs (Pico and Alverado) along as guides to the Moglug settlement.

**Big Glorpy Glaarg:** Init +1; Atk claw +5 melee (2d4); AC 16; HD 4d10 (22hp); MV 30'; Act 1d24; SV Fort +6, Ref +2, Will +5; AL N.

**Special:** Infravision 90', all Moglugs within 60' of Glaarg get +1 to attacks and saves; a character striking Glaarg in melee must make a DC 14 Strength check or their weapon adheres to Glaarg's skin and is yanked from their hands.

**Moglug Citizen (5):** Init +1; Atk claw, bite, or horns +1 melee (1d6); AC 13; HD 1d8+1; MV 30'; Act 1d20; SV Fort +3, Ref +2, Will +1; AL N; SP: Infravision 60'.

**Pico:** Init +1; Atk shark teeth +1 melee (1d6) or shortbow +0 (50' range, 1d6); AC 13; HD 1d8+1 (5hp); MV 30'; Act 1d20; SV Fort +3, Ref +2, Will +1; AL N; SP: Infravision 60'.

**Alverado:** Init +1; spear (1d8); AC 14; HD 1d8+1 (6hp); MV 30'; Act 1d20; SV Fort +3, Ref +2, Will +1; AL N; SP: Infravision 60'.

#### **14. FRESH WATER POOL**

This mossy cavern is covered in red and green lichen and fungus. An ancient water pipe from some forgotten part of the Caverns juts from the wall, 15' up. The rusty, broken pipe is too small for anything larger than a rat to climb through but a steady stream of water drains from it, forming a large pool on the floor. The pool drains through a northern tunnel, forming a small river. A battered wooden row boat floats upside down in a pool 20' from shore.

The water is dark, cold, and murky but generally contaminant-free. The boat can comfortably fit four (six uncomfortably) but is in poor repair and without oars. If the boat is used on the river, the character with the lowest Luck score must roll under Luck to avoid the entire boat falling apart halfway through their journey. A character trained in crafting or repair can make a DC 12 Intelligence check to patch it sufficiently to survive the journey.

#### **15. UNDERGROUND RIVER**

This river runs for a full mile before emptying into an underground lake near the Moglug settlement. There are no ledges or walkways along the tunnel's side. Taking the rowboat (Area 14) down the river takes about 30 minutes. Wading or swimming takes an hour. The river is only 5' deep and its current isn't very strong, but it is extremely cold. Traversing it without proper insulation requires a DC 12 Fort save every 15 minutes or take 1d3 Stamina damage.



A hungry giant opabinia lurks beneath the water, about halfway between Areas 14 and 16. It attacks the party with its long, toothy proboscis while attempting to stay underneath the boat. While beneath the boat, attacks against it from passengers suffer a -1d penalty.

**Giant Opabinia:** Init +2; Atk toothed proboscis +4 melee (1d8+1); AC 15; HD 3d10 (18hp); MV Swim 40'; Act 1d20; SV Fort +3, Ref +4, Will +1; AL N.

The opabinia's long, flexible proboscis can make melee attacks from up to 10' away. If it successfully bites a character in a boat, they must make a DC 13 Strength check to avoid getting dragged into the water with all the negative consequences thereof.

## **16. GROTTO OF THE NYMPHS**

A crude wooden sign is nailed to the stone wall near the cave's entrance, reading "Grotto of the Nymphs" with an arrow pointing right towards the entrance. Inside, the grotto is filled with a 3' deep pool of scummy water thick with algae growth. The body of a dead space explorer, wearing some kind of fancy body armor, lies slumped in a niche on the far side.

Six giant dragonfly nymphs (dragonfly larvae are called "nymphs") swim in the grotty grotto, well-hidden in the murky water beneath the thick sheen of slime and algae. A DC 14 Intelligence roll allows a PC to notice movement beneath the water's surface.

**Giant Dragonfly Nymphs (6):** Init +1; Atk mandibles +2 melee (1d6); AC 13; HD 1d8; MV 20' or Swim 30'; Act 1d20; SV Fort +1, Ref +3, Will +1; AL N.

**Special:** If attacking a target with less than their maximum Hit Points, the nymph gets +2 to hit and damage.

The dead space-man is little more than a rotten skeleton in a tattered jumpsuit, but his high-tech **trilobite armor** remains intact.

### **Trilobite Armor**

This armored curriass is made of an unknown, gunmetal gray composite material with large shoulder and hip guards. A stylized trilobite is embossed on the front and back while panic circuitry lines the inside. The armor functions as "Medium Armor" (AC +4). At will, the wearer can activate the panic circuitry, reinforcing the armor with a segmented carapace of shaped force fields. The wearer takes 1d6 Intelligence damage and the armor's AC increases by an equal number. The armor increase lasts for 2d6 rounds—the Intelligence damage is recovered normally.



## 17. GONE FISHIN'

The river empties into a sizable underwater lake in a large cavern. Another row boat is pulled up on the distant shore. A lanky, red-skinned mutant in dirty overalls stands on the shore with a fishing pole dangling in the still water observing the PCs with a surprised expression.

There are no fish in the lake, but Timbo the Moglug likes coming here anyway for relaxation. Unless the PCs take exceptional precautions hiding their aquatic approach, Timbo notices them once they come within 60' of the shore. Unless stopped, he drops his fishing gear and runs to the Tavern (Area 19) alerting his fellows.

Timbo has a crude fishing pole and small bucket of 4d6 cave worms (a good protein source, worth 1 ration each). The rowboat is in surprisingly good condition and even has oars.

**Timbo the Moglug:** Init +2; Atk club tail +2 melee (1d4); AC 13; HD 2d8 (6hp); MV 30'; Act 1d20; SV Fort +3, Ref +2, Will +2; AL N; SP Infravision 60'.

## 18. MOGLUG REC ROOM

Moglugs gather in this squarish room—obviously enlarged by digging into the native stone—to relax, sleep, and socialize. Within is a natty couch, some rough wooden chairs, and a couple of crude beds with well-used quilts. Five Moglug citizens lounge around the room, relaxing and gossiping. Unless alerted, they're easily surprised.

A (locked) metal strongbox hidden under the couch contains:

- 3 small silver nuggets (\$50/each)
- A bone figurine of a Toothbeast (\$25)
- A bottle of unusually potent fungal alcohol

It has a false bottom (DC 14 to find) holding \$200 in Otram script.

**Moglug Citizens (5):** Init +1; Atk claw, bite, or horns +1 melee (1d6); AC 13; HD 1d8+1; MV 30'; Act 1d20; SV Fort +3, Ref +2, Will +1; AL N; SP Infravision 60'.

## 19. TAVERN

Beyond a Moglug brute bouncer is a cavern Moglugs transformed into a makeshift bar/lounge. A burly Moglug woman stands behind the stone counter serving potent (and toxic!) brew from plastic barrels. Two Moglug patrons drink from clay mugs at the bar, while two others play mancala at a table.

Barda, the bartender, keeps a cigar box beneath the bar containing 20 shotgun shells and a painted tin figure of the Blue Science Robot. The figure is worth \$50 alone, a complete set of all the Science Robots would be worth \$500 and highly illegal. The two barrels hold 20 gallons of brew that is toxic to humans. Any human who drinks makes a DC 14 Fort save or takes 1d5 damage.



**Barda the Bartender:** Init +1; Atk horns +3 melee (1d4+1) or shotgun +2 ranged (1d8); AC 13; HD 2d8 (9hp); MV 30'; Act 1d20; SV Fort +3, Ref +2, Will +2; AL N; SP Infravision 60'.

**Husko the Bouncer:** Init +0; Atk club +2 melee (1d8+1); AC 14; HD 2d10 (10hp); MV 30'; Act 1d20; SV Fort +4, Ref +1, Will +0; AL N; SP Infravision 60'.

**Patrons (4):** Init +1; Atk claw, bite, or horns +1 melee (1d6); AC 12; HD 1d8+1; MV 30'; Act 1d20; SV Fort +3, Ref +2, Will +1; AL N; SP Infravision 60'.

## **20. ADMINISTRATION ROOM**

The rogue Leopard Woman, Suzie-Kaye, leans over a table, reviewing plans with her two Moglug brute lieutenants. Several sheets illustrate her plan to tunnel into the back of one of the Caverns's armories, then break through the wall with dynamite. Another sheet maps this Moglug settlement and labels the tunnel heading to Greater Moglugula City.

As a gory symbol of her new station, Suzie-Kaye built a makeshift throne from her Flying Saurian's bones and skin. This cruel act severed her ties to the Saurian Collective and she can no longer access the *Summon Flying Saurian* augment. The throne rests near a tacky beaded curtain that leads to Suzie-Kaye's private chambers.

Unless the PC's mercilessly slaughtered their way here, Suzie-Kaye is not immediately hostile. She has legitimate grievances with the Science Robots and takes the time to explain her position and plans to the PCs. If given a chance, she tries to convince the party to join in her rebellion. Without the PCs' aid, Suzie-Kaye's campaign against the Science Robots is fated to be short, violent, and unsuccessful. Even with their aid, the odds are not good. Such things are well beyond the scope of this adventure, but if the PCs take this route, the Judge should eagerly adjust their campaign to focus on the liberation of the Caverns from the Science Robots' cruel grip.

If the party doesn't buy into her plans, she does her best to blast them away with comet fire.

Like most Leopard Women, Suzie-Kaye is tall and athletic. Her dark orange hair is cut short and spiky, and her green and blue eyes are mis-matched. Bones Canardly is a hulking brute of a Moglug, heavily armored with bony plates with sharp blades jutting from his elbows. Shagnasty is a tall, lanky Moglug covered in long orange fur that readily generates strong charges of static electricity. If Suzie-Kaye is killed, her two lieutenants suffer a -1d to all attacks due to broken morale.

**Suzie-Kaye, Rogue Leopard Woman:** Init +1; Atk sword 1d5 (Deed Die) +1 melee (1d8+Deed); AC 15, HD 3d10 (21hp); MV 30'; Act 1d20; SV Fort +2, Ref +2, Will +1; AL: L.

**Special:** 1d5 deed die; Augments (+4 activation): *Comet Fire*, *Leopard Blood*.



**Bones Canardly:** Init -1; Atk bone blades+3 melee (1d8); AC 18; HD 3d10 (15hp); MV 30'; Act 2d16; SV Fort +5, Ref +0, Will +1; AL N.

Special: Infravision 60', half damage from bullets and arrows.

**Shagnasty:** Init +2; Atk tusks +3 melee (1d10) or static discharge +4 ranged (30' range, 2d4); AC 15; HD 3d10 (16hp); MV 30'; Act 1d20; SV Fort +5, Ref +3, Will +1; AL N.

Special: infravision 60', a character striking Shagnasty in melee must make a DC 12 Reflex check or take 1d6 damage from static discharge.

## **21. SUZIE-KAYE'S ROOM**

Suzie-Kaye took over Big Glorpy Glaarg's old room, and some of his stuff remains. Glaarg's bed was thick with slime, so the Moglugs have built her a new one out of old shipping crates and discarded blankets. A wooden chest nearby contains seven pairs of men's XXXL dungarees, quite stained. A surprisingly well-made (but ammo-less) rifle is hidden beneath the pants. The broken remnants of a mug that once read "Best Boss Under Venus" lies discarded in a corner.

## **22. DYNAMITE**

A surprisingly large pile of dynamite rests here, ready to be taken to the armory wall at Suzie-Kaye's command. Labels on the crates indicate that it came from Cavern Mining Team 17's stock. Next to the dynamite is an old-timey plunger detonator and a half-mile spool of wire (not currently connected).

If detonated, the pile inflicts 12d6 damage in a 30' radius (Reflex save DC 13 for half). The pile can be broken up into several individual bundles whose damage totals 12d6 (four bundles inflicting 3d6 damage, for example).

## **23. TUNNEL**

This recently-dug tunnel winds a quarter-mile through Venusian stone before reaching the steel-reinforced back wall of Caverns Armory Chamber #23. Three Moglug diggers rest here, leaning on their picks, admiring their handiwork, and passing around a bottle of slug milk.

The armory wall is nigh-immune to conventional weapons but a single attack inflicting 36+ damage all at once (say, from a pile of dynamite or a very effective spell) blows an 8' hole in it. This also triggers every alarm within the Caverns. The specific response is left to the Judge's imagination, but is certain to involve security robots, soldiers, and more than a few Leopard Women.

**Moglug diggers (3):** Init +0; Atk picks +2 melee (1d6+1); AC 12; HD 1d8+1; MV 30'; Act 1d20; SV Fort +3, Ref +2, Will +1; AL N; SP Infravision 60'.



# Appendix 1: Compound N Exposure

When exposed to Compound N, roll under your current Luck. If the roll fails, roll 1d12 to determine the severity of the effect.

- 1-4: Minor Effect
- 5-8: Moderate Effect
- 9-11: Major Effect
- 12: Horrific Death

Make a Fortitude save to reduce the severity by one step—a minor effect becomes no effect. The DC of the save varies according to the strength of the Compound N source, usually anywhere from 5 to 20.

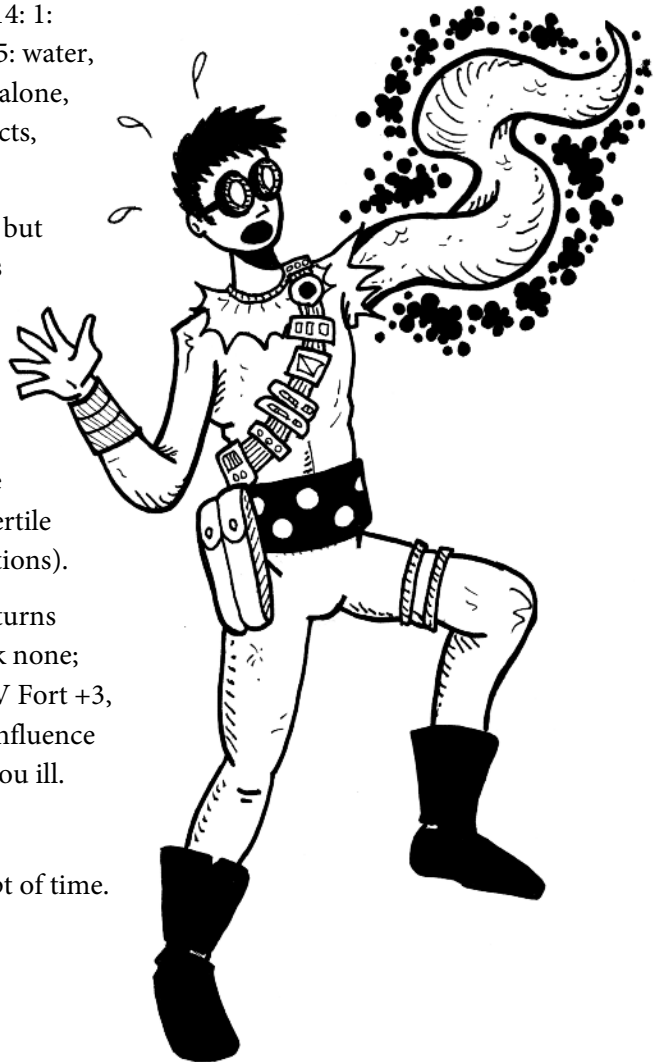
## MINOR EFFECTS (ROLL 1D12)

1. Permanently lose all body hair.
2. Your skin turns a lurid shade of (roll 1d20: 1: red, 2: orange, 3: yellow, 4: green, 5: blue, 6: purple, 7: silver, 8: magenta, 9: ulfire; 10: stripes, roll twice for colors).
3. Your stomach distends and becomes translucent, displaying to all the world the swirling miasma of your digestive system, like a disgusting lava lamp.
4. You grow 1d6 extra eyes right on your face. They don't actually help much.
5. Your eyes, teeth, and nails glow in the dark, bright enough to read a newspaper at arm's length.
6. You grow the horns of a (roll 1d6: 1: goat, 2: cow, 3: gazelle, 4: unicorn, 5: deer, 6: rhino). They are useless in combat.
7. You grow a non-prehensile tail like that of a (roll 1d6: 1: lizard, 2: worm, 3: horse, 4: goat, 5: beaver, 6: fish).
8. Your body grows or shrinks 1d3 feet (roll 1d4: 1-2: shrink, 3-4: grow).
9. Your skin becomes translucent, allowing all to see the muscles, cartilage, and veins beneath.
10. You gain 2d6x10 pounds of adipose tissue.
11. You can no longer speak louder than a harsh whisper. This does not affect spellcasting.
12. You gain tusks, 1d3 inches long. You cannot use them for combat, and you have problems pronouncing Fs and Vs.



### MODERATE EFFECTS (ROLL 1D12)

1. You gain the wings of a (roll 1d5: 1: bird, 2: bat, 3: dragonfly, 4: moth, 5: airplane) allowing you to clumsily fly with a movement rate of 10'. You permanently lose 1d3 Stamina due to hollow bones.
2. Your sweat and bodily excretions are moderately acidic. It doesn't cause any damage, but any clothes or armor you wear will fall apart after 4d6 hours.
3. Your arms turn into flexible, suckered tentacles.
4. Your arms and legs swap places with each other. Lose 1d3 AgilityI.
5. Your head turns into a giant sunflower. Lose 1d3 Intelligence, but gain 1 Personality.
6. Your body becomes a composite of fungus and plant—a woody skeleton covered in mushroom-like flesh. You are -1d to save against cold effects and crave rotten plant and animal matter.
7. You gain a paralyzing fear of (roll 1d14: 1: heights, 2: snakes; 3: spiders, 4: rope, 5: water, 6: robots, 7: music, 8: germs, 9: being alone, 10: darkness, 11: holes, 12: sharp objects, 13: the number thirteen, 14: stars)
8. When you speak, you make no noise, but your speech appears as word balloons for all to see. For unknown reasons, this gives you a +1 to all spellcasting rolls.
9. You no longer gain sustenance from normal food and must consume (roll 1d6: 1: ashes, 2: rotten meat, 3: fertile soil, 4: heavy metals, 5: blood, 6: emotions).
10. Every morning, you must spend 1d3 turns vomiting up a giant snail. (Init -1; Atk none; AC 16; HD 2d6; MV 10'; Act 1d20; SV Fort +3, Ref -1, Will +6; AL C). You have no influence over the snail, and it actively wishes you ill.
11. You physically age 4d6 years.
12. You no longer understand the concept of time.





## MAJOR EFFECTS (ROLL 1D12)

1. You grow a second head from your (roll 1d6: 1: neck, 2: back, 3: chest, 4: hand, 5: leg, 6: nethers). Roll 2d6+4 for its Intelligence and Personality. It has a different alignment from yours.
2. You develop major centaurism. From the waist-down you have the multi-legged body of a (roll 1d8: 1: horse, 2: goat, 3: bear, 4: cockroach, 5: dinosaur, 6: moose, 7: wolf, 8: lobster). You gain +10' movement speed, but suffer -1d to all reflex saves.
3. You suffer total existential breakdown and change alignment.
4. Your head transforms into that of a giant ant! (1d6 bite attack, +1d to detect chemical traces, you can only eat sugar.)
5. You split into two beings! Your duplicate has the same stats and abilities as you. The duplicate has an alignment opposed to yours and an abiding hatred of you. You're now naked and unarmed and your duplicate has all the gear you were carrying or wearing
6. Your head balloons to 10 times its normal size. You gain 1d6 Intelligence, but cannot move without special structural supports.
7. Direct sunlight now burns you. You take 1d6 damage every turn you are exposed to sunlight.
8. Your eyeballs turn into diamonds worth 1d6x100 dollars each and fall out. You are blind.
9. You obsessively fixate on another Player Character (choose at random). You can now spend your own Luck on their behalf, but you are -1d to all rolls if they are not in your immediate presence.
10. You transform into a (roll 1d3: 1: elf, 2: dwarf, 3: halfling). (The judge and player should decide together if this means switching to a new class, or if it's merely cosmetic.)
11. Your arms turn into sharks! They inflict 1d8 damage with their bite and count as light weapons for the purpose of dual-wielding. You have -2d to all actions requiring manual dexterity.
12. Your face turns into a giant tongue. You are mute and blind but can "see" up to 120' by tasting the air. Somehow, this does not affect spellcasting.



## **HORRIFIC DEATH (ROLL 1d12)**

1. Your flesh transforms into small creatures (roll 1d8: 1: mice, 2: beetles, 3: fiddler crabs, 4: earwigs, 5: eels, 6: maggots, 7: baby birds, 8: brine shrimp), and your body collapses into a pile of scuttling, panicked vermin.
2. Your bones turn to water, and your body melts into a pile of soft tissue, quickly followed by fatal organ failure.
3. Your brain and nervous system turn into radioactive thorium.
4. Complete atomic decay causes your body to explode, inflicting 1d10 damage to everything in a 30' radius (DC 13 Reflex save for half, but not for you.)
5. Rapid, uncontrolled bone growth causes your skeleton to burst free from its fleshy prison.
6. Your digestive tract becomes sentient and evil. It decides to leave your body in the most explosive manner possible. (Init +2, Atk intestinal lash +4 melee (1d8); AC 14; HD 4d8, MV 40'; Act 3d20; SV Fort +4, Ref +6, Will +3; AL C).
7. You rapidly de-age into a puddle of nonviable stem cells.
8. Your body turns into delicious hard candy.
9. In a flash of black-light, you transform into a pile of Compound-N. Everyone nearby must roll for exposure again! (Fort save DC 2d6+7)
10. Your body compresses into a lump of coal. If burned for fuel, you create enough energy to power a small home for a year.
11. Your blood turns into liquid fire, burning your body to ash from the inside out.
12. You achieve apotheosis and become One with Venus. Your next character starts with 2d6 extra Luck.



# Appendix 2:

## The Marvelous Moglug Maker

The weird and unpredictable mutations suffered by the Moglugs mean that no two Moglugs are alike. Some mutations are merely cosmetic, while others give them bizarre abilities that rival those of wizards and heroes.

For most instances, the Judge needn't worry about the exact appearance and abilities of individual Moglugs. They can use the "generic" Moglug stats on page 136. However, if the Judge wishes to make a truly unique and memorable Moglug NPC they can use the Marvelous Moglug Maker! Start with the "Base Moglug" stat block, then roll on the subsequent charts to determine its hit dice, attacks, appearance, and other traits.

The charts below tend to make Moglugs that are far more inhuman and powerful than the "standard" Moglugs in the Bestiary section. These Moglugs will be truly memorable opponents (or allies!). The Judge should feel free to adjust the final results to suit their own tastes and the needs of their campaign, or even stop rolling when they feel the Moglug is "done."

- **Base Moglug:** Init +0; Atk bonus equal to HD, damage by weapon; AC 10; HD 1d8; MV: 30'; Act 1d20; Special: infravision 120'; AL N.

### NUMBER OF HIT DICE

| 1d8 | Number of Hit Dice |
|-----|--------------------|
| 1-3 | 1 HD               |
| 2-4 | 2 HD               |
| 5-6 | 3 HD               |
| 7   | 4 HD               |
| 8   | 6 HD               |

### SIZE AND TYPE OF HIT DICE

| 2d6  | Die | Size           |
|------|-----|----------------|
| 2    | d4  | rabbit sized   |
| 3-4  | d6  | dog sized      |
| 5-10 | d8  | human sized    |
| 11   | d10 | gorilla sized  |
| 12   | d12 | elephant sized |

### SAVING THROWS

| 1d8 | Saving Throws                     |
|-----|-----------------------------------|
| 1   | Fort: HD, Ref: HD, Will: HD       |
| 2   | Fort: HD+1, Ref: ½ HD, Will: HD   |
| 3   | Fort: HD+1, Ref: HD, Will: ½ HD   |
| 4   | Fort: HD, Ref: HD+1, Will: ½ HD   |
| 5   | Fort: ½ HD, Ref: HD+1, Will: HD   |
| 6   | Fort: ½ HD, Ref: HD, Will: HD+1   |
| 7   | Fort: HD, Ref: ½ HD, Will: HD+1   |
| 8   | Fort: HD+1, Ref: HD+1, Will: HD+1 |



## WHAT'S WITH THE FACE?

| 1d20 | Facial Features  |
|------|--|
| 1    | One eye (-1d to ranged attacks)                              |
| 2    | Three or more eyes (can see invisible creatures)             |
| 3    | Flexible eyestalks (immune to surprise)                      |
| 4    | Beak (1d4 damage)  |
| 5    | Fanged maw (1d6 damage)                                      |
| 6    | Weird infant face  |
| 7    | Giant glowing eyes (illuminate like a torch at will)         |
| 8    | Snail-like radula  |
| 9-12 | Shockingly normal  |
| 13   | Giant mass of feelers  |
| 14   | Bug-like   |
| 15   | Tapir-like snout   |
| 16   | Upside down  |
| 17   | Naked skull (immune to spells cast by followers of Fantomah) |
| 18   | Sagging and oozing   |
| 19   | Shriveled and dry  |
| 20   | Two heads! (+1d16 action die)                                |

## SKIN

| 1d14 | Skin Type                              |
|------|--|
| 1    | Rubbery (half damage from bludgeoning) |
| 2    | Scaly                                  |
| 3    | Shaggy fur (+1 AC)                     |
| 4    | Velvety pelt                           |
| 5    | Slimy                                  |
| 6    | Exoskeleton (+4 AC)                    |
| 7    | Elephantine (+2 AC)                    |
| 8    | Feathered                              |
| 9    | Shell (+6 AC)                          |
| 10   | Human-like                             |
| 11   | Squamous                               |
| 12   | Rugose                                 |
| 13   | Warty                                  |
| 14   | Calloused (+1 AC)                      |

## GENERAL COLOR SCHEME

| 1d20 | Color  |
|------|--|
| 1    | Red  |
| 2    | Orange   |
| 3    | Yellow   |
| 4    | Green  |
| 5    | Blue   |
| 6    | Purple   |
| 7    | Pink   |
| 8    | Brown  |
| 9    | Magenta  |
| 10   | Cyan   |
| 11   | White  |
| 12   | Gray   |
| 13   | Black  |
| 14   | Bronze   |
| 15   | Silver   |
| 16   | Gold   |
| 17   | Jale   |
| 18   | Striped (roll colors twice again and combine, ignoring rolls of 18-20) |
| 19   | Spotted (roll colors twice again and combine, ignoring rolls of 18-20) |
| 20   | Piebald (roll colors twice again and combine, ignoring rolls of 18-20) |



## UPPER LIMBS

| 1d8 | Number of Limbs              |
|-----|------------------------------|
| 1-2 | 1                            |
| 3-6 | 2                            |
| 7   | 3 (+1d16 Action Die)         |
| 8   | 4 or more (+1d20 Action Die) |

| 1d12 | Type of Limbs   |
|------|---|
| 1    | Suckered tentacles  |
| 2    | Boneless tendrils with rubbery digits                     |
| 3    | Multi-jointed insect limbs                                |
| 4-8  | Plain old human arms                                      |
| 9    | Naked bone and sinew                                      |
| 10   | Stretchy accordion-like tubes (can extend 5' per Hit Die) |
| 11   | Hulking muscular arms (+1 damage)                         |
| 12   | Stunted little T-rex arms (-1 damage)                     |

## LOWER LIMBS

| 1d16 | Type of Limbs  |
|------|--|
| 1    | Snake-like tail (+5' movement)   |
| 2    | Slug-like foot (-5' movement, but can climb along walls and ceilings)              |
| 3    | Spider legs (can crawl along walls and ceilings)                                   |
| 4    | Mass of prehensile octopoid tentacles (+2d16 action dice)                          |
| 5    | Big stompy elephant legs (1d6 damage)  |
| 6    | Backwards-bending legs (chairs must be custom made)                                |
| 7-11 | Boring old human legs  |
| 12   | Razor-tipped raptor claws (+5' movement, 1d8 damage)                               |
| 13   | Jumpy rabbit legs (can lead straight upwards 5' plus an additional 5' per Hit Die) |
| 14   | Stunted little baby legs (-10' movement)   |
| 15   | Quadruped (+10' movement)  |
| 16   | No legs (-20' movement)  |



# MOGLUGULAR WEIRDNESS

| 2d6   | Number of Weirdnesses |
|-------|-----------------------|
| 2-6   | None                  |
| 7-9   | 1                     |
| 10-11 | 2                     |
| 12    | 3                     |

| 1d30 | Type of Weirdness   |
|------|---|
| 1    | <b>Quick Reflexes:</b> +3 to Initiative.  |
| 2    | <b>Beefy:</b> +2 to all melee damage.   |
| 3    | <b>Dangerous:</b> Increase lowest action die by one step on the dice chain.   |
| 4    | <b>Fire Vomit:</b> 3 times per day, exhale a 15' x15' cone of fire that inflicts 4d6 damage (DC 13 Reflex save for half damage).  |
| 5    | <b>You are What You Eat:</b> Shapeshift into an exact duplicate of any human whose flesh the Moglug has eaten in the past 48 hours. The transformation lasts for 1d4 days.                  |
| 6    | <b>Survivor:</b> +2 to all saves  |
| 7    | <b>Spikes:</b> Melee attacks against the Moglug must make a DC 13 Reflex save or take 1d6 damage.   |
| 8    | <b>Horns:</b> Melee attack that inflicts 1d4 damage   |
| 9    | <b>Wicked Claws:</b> Melee attack that inflicts 1d6 damage  |
| 10   | <b>Gas Blaster:</b> 3 times per day, release 10' radius cloud centered on Moglug. All non-Moglugs in the area take 3d6 damage (DC 13 Fort save for half).                                   |
| 11   | <b>Acid Spittle:</b> Ranged attack with 30/60/90 range that inflicts 2d4 damage on the initial hit and 1d4 the following round.   |
| 12   | <b>Hypno Hustle:</b> All non-Moglugs within 25' who can see the Moglug must make a DC 13 Will save or fall asleep for 2d4 rounds. Damage allows the victim to make another save to wake up. |
| 13   | <b>Poison Stinger:</b> Melee attack that inflicts 1d4 damage. Target must make a DC 12 Fort save or be paralyzed for 1d3 turns.   |
| 14   | <b>Wings:</b> 30' fly speed.  |
| 15   | <b>Tongue Lasher:</b> Ranged attack with 20' range that inflicts 1d4 damage. Target must make a DC 13 Strength check or be pulled adjacent to the Moglug.                                   |



|    |  |
|----|--|
| 16 | <b>Amphibian:</b> 30' swim speed and can breathe underwater.   |
| 17 | <b>Laser Eyes:</b> Ranged attack with 60/60/90 range that inflicts 1d10 damage.  |
| 18 | <b>Chameleon Skin:</b> +10 Hide in Shadows skill.  |
| 19 | <b>Burrowing:</b> Excavate a 10' cube of soil or 5' cube of stone every turn.  |
| 20 | <b>Blood Sucker:</b> Melee attack that inflicts 1d4 damage and heals the Moglug for an equal amount of damage.   |
| 21 | <b>Mega-Maw:</b> Melee bite attack that inflicts 1d8 damage. If attack roll is a natural 18-20, target must make a DC 13 Reflex save or be swallowed whole. Swallowed characters take 1d6 damage each round.   |
| 22 | <b>Fungus Whisperer:</b> Effortlessly communicate with all forms of spores, molds, and fungi.  |
| 23 | <b>Regeneration:</b> Automatically heal 1d3 damage each round. Cannot heal fire or acid damage.  |
| 24 | <b>Webslinger:</b> Once per turn, target up to three creatures within 30'. Targets must make DC 13 Reflex save to avoid getting wrapped up in cocoons of thick silk. Cocooned characters can take no actions until freed. Cocoons are AC 10 with 3d6 hp. Trapped characters can also break free with a DC 18 Strength check. |
| 25 | <b>Phasing:</b> Effortlessly pass through natural stone or wood (not metal, concrete or composites) at their normal movement speed.  |
| 26 | <b>Vertigo:</b> Target within 60' must make a DC 13 Will save or suffer -1d penalty to all actions for the next 1d6 rounds.  |
| 27 | <b>Telepathy:</b> Speak mind-to-mind to any thinking creature they can see regardless of language.   |
| 28 | <b>Psychic Crush:</b> Target creature within 60' must make a DC 13 Will save or take 1d8 damage.   |
| 29 | <b>Pretender:</b> Moglug can disguise themselves as a nondescript human, hiding all mutations. It cannot use any of its powers while so disguised and only a medical examination will reveal the ruse.   |
| 30 | <b>Phlogiston Conduit:</b> The Moglug can manifest a wizard spell with no chance of misfire or corruption. The Moglug's spellcasting bonus is equal to twice the Moglug's Hit Dice. Roll 1d3 to determine the spell's level, then roll on Wizard Spells chart (DCCRPG p.127) to determine the exact spell.                   |



# Appendix 3: Useful Optional Rules from Other DCC Books

## DUNGEON CRAWL CLASSICS ANNUAL

“Making Bugs More Interesting” and “Reptiles” are both great resources for making new monsters for *Leopard Women* campaigns. Like many Golden Age cartoonists, Fletcher Hanks loved using giant bugs. “Make Your Freak Unique! (Mutations)” is another good resource to use for making monsters or Moglugs.

## MUTANT CRAWL CLASSICS

If the judge wishes to allow Moglug player characters, the Mutant class would serve well with just a few tweaks. The Plantient and Manimal classes could also make interesting (if wild!) additions.

## DUNGEON CRAWL CLASSICS: LANKHMAR

The Fleeting Luck mechanic is a great addition to any pulpy high-action DCC game. Add it to your *Leopard Women* campaigns to amp up the derring-do!

## PERIL ON THE PURPLE PLANET

Just, like, *all* of it.

## ZINES

There are many third-party zines that focus on using *Dungeon Crawl Classics* in a science-fantasy setting. All are great to lift monsters, classes, rules, or broad ideas to use in your own *Leopard Women of Venus* campaigns.

*Crawling Under a Broken Moon* (Shield of Faith Studios)

*Crawljammer* (Moon Dice Games)

*Terror of the Stratosfiend* (Orbital Intelligence)

*Phantasmagoria* (Apollyon Press)





# Appendix H: Inspirational Material

## FLETCHER HANKS REPRINTS

There are Fletcher Hanks reprints, along with other wonderful Golden Age comic book stories, in the following:

*Supermen! The First Wave of Comic Book Heroes 1936 - 1941*, edited by Greg Sadowski

*Art Out of Time: Unknown Comics Visionaries, 1900 - 1969*, edited by Dan Nadel

If you only get one book, though, get the one that collects Fletcher Hanks's entire body of work: *Turn Loose Our Death Rays and Kill Them All!: The Complete Works of Fletcher Hanks*, edited by Paul Karasik

## NON-FLETCHER HANKS INFLUENTIAL MEDIA

### BOOKS AND COMICS

*Carson of Venus*, Edgar Rice Burroughs

The DNA Cowboys series (*The Quest of the DNA Cowboys*, *Synaptic Manhunt*, *The Neural Atrocity*, *Last Stand of the DNA Cowboys*), Mick Farren

*The Hunger Games*, Suzanne Collins

*Judge Dredd*, John Wagner

*Kamandi*, Jack Kirby

*Mighty Samson*, Otto Binder & Frank Thorne

*Nameless*, Grant Morrison and Chris Burnham

*Orphans of the Sky*, Robert Heinlein

*A Princess of Mars*, Edgar Rice Burroughs

The Skaith trilogy (*The Ginger Star*, *The Hounds of Skaith*, *The Reavers of Skaith*), Leigh Brackett

The Southern Reach trilogy (*Annihilation*, *Authority*, *Acceptance*), Jeff VanderMeer

*SpaceHawk*, Basil Wolverton



## MOVIES

*Annihilation* (2018)

*At Earth's Core* (1976)

*Beneath the Planet of the Apes* (1970)

*Children of Men* (2006)

*Color Out of Space* (2019)

*Doomsday* (2008)

*Flash Gordon* (both the 1980 movie and the 1936 serial)

*Mad Max: Fury Road* (2015)

*Mothra* (1961)

*Tank Girl* (1995)

*Total Recall* (1990)

## TV SHOWS

*Adventure Time*

*Doctor Who*

*Futurama*

*Kipo and the Age of Wonderbeasts*

*Rick & Morty*

*Star Trek* (especially the original series)

## MUSIC

Aquabats

Black Mountain

Chilled Monkey Brains

Church of the Cosmic Skull

Devo

Farflung

King Weed

Monster Magnet

Perturbator

Slough Feg

## ROLE-PLAYING ADVENTURE GAMES

*Barbarians of the Ruined Earth*, Mike Evans

*The Bone Age*, Bill Edmunds

*Carcosa*, Geoffrey McKinney

*Hubris: A World of Visceral Adventure*, Mike Evans

*Numenera*, Monte Cook

*Paranoia*, West End Games

*Solar Blades & Cosmic Spells*, Diogo Nogueira

*Troika!*, Daniel Sell



# LEOPARD WOMEN OF VENUS

NAME: \_\_\_\_\_ PRONOUNS: \_\_\_\_\_  
 CLASS: \_\_\_\_\_ LEVEL/XP: \_\_\_\_\_ ALIGNMENT: \_\_\_\_\_  
 OCCUPATION: \_\_\_\_\_ FACTION: \_\_\_\_\_

**STRENGTH**

**AGILITY**  
 REFLEX

**STAMINA**  
 FORTITUDE

**PERSONALITY**  
 WILLPOWER

**INTELLIGENCE**

**LUCK**  
 LUCKY ROLL

HIT POINTS

ARMOR CLASS

HIT DIE: FUMBLE CHECK

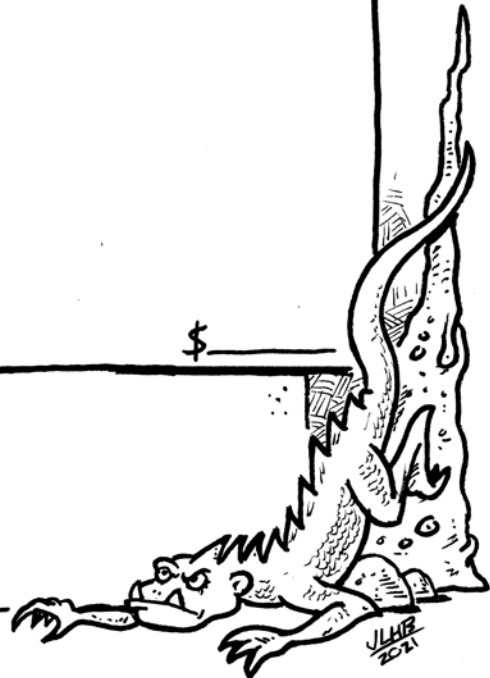
INIT: SPEED:  
 ATTK/DEED: ACT DIE:  
 CRIT DIE: CRIT TABLE:

| WEAPON | ATTK  | DAM   | RANGE |
|--------|-------|-------|-------|
| _____  | _____ | _____ | _____ |
| _____  | _____ | _____ | _____ |
| _____  | _____ | _____ | _____ |

GEAR

\$ \_\_\_\_\_

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