



EYE ON VANTH:

What Makes the Shunned Towns Shunned?



- 1) Inhabitants worship slobbering betentacled netherworld horrors, tend to sacrifice visitors.
- 2) Terrible fashion sense.
- 3) Region is cannibal.
- 4) High background radiation. Many mutants, some contagious.
- 5) Rock-n-roll outlawed by oppressive anti-cool regime.
- 6) Undeath considered a respectable alternative lifestyle, vampire tourists common.

RULER: Plan 9...ah yes. Plan 9 deals with the resurrection of the dead. Long-distance electrodes shot into the pinion pituitary glands of recent dead.

20 TRADEABLE LIMBS

- 1 – Gorilla Arm
- 2 – Tentacle
- 3 – Organic Flamethrower
- 4 – Midget Arm
- 5 – Crab Claw Arm
- 6 – Scaly Arm
- 7 – Praying Mantis Claw
- 8 – Tattooed (5% magical)
- 9 – Diseased Arm (determine normally)
- 10 – Hyper-muscled Arm (+2 Str when using)
- 11 – Ends in giant eyeball (3% shoots lasers)
- 12 – Hairy Arm
- 13 – Cyaborg Arm (25% random gadget)
- 14 – Left Arm with Right Hand (or vice versa)
- 15 – Rotting, Smelly Arm (½ Seduce chances)
- 16 – Wimpy Arm (-3 Str)
- 17 – Bird or Bat Wing (10% chance fingers)
- 18 – Orange Rocky Arm (26% save as shield)
- 19 – Felinoid Arm w/Retractable Claws (d6)
- 20 – Toothy Maw in Palm (d4 damage, creepy)

STEAL THIS IDEA!

In the *Challenge of the Superfriends* episode “The World’s Deadliest Game” the Toyman builds a planet full of giant toys at the center of a black hole. Hawkman, Black Vulcan, and Wonder Woman are lured into this deadly trap with a fake distress message. The trio face an irate giant baby doll and a titantic wind-up housecat inside a hugeass dollhouse. They also visit a “strange city” that turns out to be a giant pinball machine. Wonder Woman falls into a pit and ends up inside a giant transparent pinball that chases her friends around the table. Original air date 9/23/78.



Feature Article:

100 DAMNATION VAN ACCESSORIES

Roll on the following chart d6 times whenever the PCs encounter a pre-owned Damnation Van.

- 1 – Laser Turret
 - 2 – Dashboard Hula Girl
 - 3 – Snow Chains
 - 4 – d6 Spare Tires
 - 5 – Minimissile Launcher (d4 x Rocket Pistol)
 - 6 – Sweet Mural On Exterior
 - 7 – Shag Carpet
 - 8 – Kickass Sound System w/8-track
 - 9 – Fuzzy Dice
 - 10 – “Thrazar Lives!” Bumper Sticker
 - 11 – Battering Ram
 - 12 – Shotgun Rack w/d4-1 Shotguns
 - 13 – Chameleon Circuit
 - 14 – Minifridge Full of Beer
 - 15 – Turbo Boost (x2 speed for d4 rounds)
 - 16 – Onboard Crime Computer
 - 17 – d6 Girly Mags in Glove Box
 - 18 – “I Brake for Doxies” Bumper Sticker
 - 19 – Flux Capacitor
 - 20 – Tackle Box and 2d4 Fishing Rods
 - 21 – Bacta Tank (double healing)
 - 22 – Pinball Machine
 - 23 – Still and d12 Jugs of Moonshine
 - 24 – Bikini Girl Calendar
 - 25 – Grenade Launcher on Pintel Mount
 - 26 – Dartboard & Darts
 - 27 – Geiger Counter
 - 28 – Crystal Ball in Dash (passenger side)
 - 29 – Automatic Fruit Juicer
 - 30 – Advanced Power Plant (1-2 Atomic, 3-4 Antimatter, 5-6 Phasic)
 - 31 – Humidor w/2d20 Stogies
- <continued on page 2>

D-VAN ACCESSORIES, continued

- 32 – Subspace Radio
- 33 – Pingpong Table, Paddles, Balls
- 34 – Force Field (50% Save)
- 35 – Wood-Paneled Interior
- 36 – Mini Catapult
- 37 – Lava Lamp
- 38 – Haunted
- 39 – Fully Stocked Mini-Bar (50% chance Robo-Bartender)
- 40 – Enviro-Sealed W/Airlock
- 41 – Hookah & d6-1 doses Magic Incense
- 42 – Rad Shielding (33% Save vs Energy)
- 43 – Extra Thick Armor (-2” move, +25% Save)
- 44 – Infested (1-3 normal vermin 4-6 Raider Rats)
- 45 – Naked Lady Mudflaps
- 46 – Atomic Pizza Oven
- 47 – Treasure Map in Glove Box
- 48 – Racing Stripes
- 49 – d4 Subvehicles (1-2 Motorcycles 3-4 Antigrav surfboards 5-6 Hyperpogo Sticks)
- 50 – Machine Gun Turret
- 51 – Toaster Oven
- 52 – Exterior Astromech Socket
- 53 – Broomhandle Mauser under Driver's Seat
- 54 – Cupholder
- 55 – Inflato-Pods & Propeller for Water Navigation
- 56 – Gumball Machine
- 57 – Cruise Control
- 58 – d12 Road Flares
- 59 – Small Printing Press, Ink, Paper
- 60 – AI (1-2 Sexy Robot Voice 3-4 Guy From St Elsewhere Voice 5-6 Maniacal Brain in Jar)
- 61 – 3-D Chessboard, Pieces
- 62 – Jumper Cables
- 63 – Electric Guitar, Bass, Drums
- 64 – Mini Machine Shop
- 65 – Dashboard Compass
- 66 – Title, License & Registration (33% Fake)
- 67 – Full Bathroom
- 68 – Toolbox w/Excellent Stock of Tools
- 69 – Little Black Book (Contact Info for 4d8 Doxies)
- 70 – Pet Rock (5% Sentient)
- 71 – Super Heavy Duty Jack & Tire Iron
- 72 – Air Bags
- 73 – Juke Box
- 74 – Leather Seats
- 75 – Full Size Kitchen
- 76 – Player Piano & d6 Rolls (all Ragtime)
- 77 – Coffin Lined With Dirt
- 78 – d20 volumes of Encyclopedia Galactica
- 79 – Airhockey Table
- 80 – Popcorn Machine
- 81 – Periscope
- 82 – Onboard Tricorder
- 83 – Locker w/d4 Space Suits (15% Armored)
- 84 – Air Conditioning
- 85 – Self-Destruct Mechanism
- 86 – Ejection Seats (25% w/Parachute)
- 87 – Aquarium
- 88 – Phasic Device
- 89 – Astrohieroglyphic Graffiti
- 90 – Asbestos Blanket
- 91 – d8 Slot Machines
- 92 – Obnoxious Horn (25% plays short song)
- 93 – Robomariachi Band
- 94 – Captains Chair like Number 2 sits in
- 95 – Polarizing Windshield
- 96 – Sun Roof
- 97 – Vibrorelax Chairs
- 98 – Minishrine to Alien God(dess)
- 99 – Smokescreen
- 100 – Earthburrowing Drillcone

SANITY IN *ENCOUNTER CRITICAL*, part 1

Surely I cannot be the only Journey Master who delights at the thought of driving PC's bonkers using *Call of Cthulhu*-style Sanity Rules? In part 1 of this series I will offer a formula for generating a SAN percentage score. Part 2 will give some sample SAN losses. Neither half of this article will be extremely clear unless you are already familiar with *Call of Cthulhu*'s mechanics. You should totally check that game out if you haven't already.

CoC calculates Sanity as [Magic] Power times five, a very simple and straightforward solution. But not very accurate in terms of True Scientific Realism! MAG is a reasonable starting point, but obviously other statistics factor into one's grip on Sanity. The ability to Adapt to the “new or foreign” seems equally critical to Sanity. And Robot Nature could well prolong the functional Sanity of an adventurer long after the higher functions of the brain want to abandon all hope. But wait! The ability to logically process (or fail to process) alien horrors means a vast Intellect could actually work *against* one's Sanity and ESP sensitivity could make one more vulnerable to dreadful things from beyond the stars. So my proposed formula for calculating the SAN of EC characters would be (3 x MAG) + (3 x ADA) + ROB - INT - ESP.

CREDITS

Encounter Critical: S. John Ross

www222.pair.com/sjohn/encounter-critical.htm

This rag: Jeff Rients jrients.blogspot.com

NEXT ISSUE: Quantumball! Vanth on 4d6 a day! Moff Kiranto's Castle! Sanity part 2! Pickled Eggs?