

THE MUTANT INSURRECTIONIST

SPRING 2019



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GVSZ1: THE MUTANT INSURRECTIONIST

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Written and illustrated by David Lewis Johnson.

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INTRODUCTION AND WELCOME!

Dear Reader,

In your hands you hold the very first issue of *The Mutant Insurrectionist*, a periodic digest of the most important news, features, and entertainment here in Gathox. In its pages you'll find collated news and politics from all three neighborhoods of the city; listings of humans, mutants, beasts, artifacts, and real estate for the ambitious among us with coin to spare; reports on new inspirational modes of living and dying from the cutting edge of the streets; and perhaps some measure of aesthetics and respite from the hectic day-to-day which besets us all.

We hope that you'll grow to love and depend on the hard-hitting reporting and premium advertising provided by our front line journalists here at the Turtle Tattler's Union Local 386, and that you will choose to share that excellence with your friends, family, and colleagues. Gathoxans of boisterous character ought to vociferously debate the contents of *The Mutant Insurrectionist* in every pub and at each dinner table, while those of tender, careful sentiment will forever cement the trust of lovers and close confidants by longingly reciting its passages in intimate chambers.

We, the united journalists, explorers, pontificators, and researchers of the Turtle Tattler's Union Local 386 hereby invite you, dear reader, to share the world of the city of the godling that is Gathox through our eyes, because our eyes are always right.

Yours in fluidarity,

Vaclav Havlav III
Exploreditor in Chief
The Mutant Insurrectionist



THE KETTLE DAILY CRIER

Excerpted from *The Kettle Daily Crier*, First Week of Morning Fog:

Last week, the final of the Month of Dying Leaves, The Kettle played host to the auspicious Parade of Dying Leaves celebration. The parade's central feature, a dance competition between Neighborhood Friendship Halls to determine ownership of new properties, ended in a rousing victory by the Dohjaks. Their expertly militant dance troupe, The Pebble Dancers, crushed both the Huttimer's Butter Churners mobile square dance party and the slam-dancers from FPA territory. The Dohjaks won possession of the Mudling Mansions and promptly hired a cleaning crew to gut the joint.

The eviction-turned-bon-fire-cum-block-party that was the Mudling Mansions, sponsored by the Dohjak Neighborhood Friendship Society, resulted in a mere 7 deaths as residents fled the burning apartments adjacent to the real estate. Onlookers and party-goers proclaimed the event, "Powerful," "Stunning," and "A Tour De Force," with one deaf janitor signing that it "Felt like a good old fashioned hootenanny." Needless to say, the winners of this year's Festival of Dying Leaves have titillated and entertained the residents of The Kettle.

In other news, a number of freelance gigs have come available here in the Kettle, sponsored by both private and public interests.



*First, a private interest is seeking the aid of a team of entrepreneurs to assist with an urgent issue of private health. High pay, expertise in the supernatural preferred. No Vulzari allowed. To inquire, please visit The Low Tower House on Mogan Way, Level 2, Wilkerson's Apiary Condo. (Worth 1-3 RP)

A) Rumor has it that Old Man Wilkerson (Huttimer) found his son, Mukilteo, comatose from failed D.I.Y. psychic surgery with a Trepanator.

B) The Trepanator can be used to invade the brain dungeons of the self or others, clearing out psychic blockages. It may(1-2) or may not(3-4) spawn evil doppelgangers of surgery patients which hound the recently-surged and associates.



*Purveyor Smitty Gorman of the Huttimer Friendship Society is offering a tidy sum for a temporary property retention team. Inquire at the Huttimer Friendship Hall on Mogan Way. (Worth 1 RP)

A) Smitty's penchant for booze and smut has driven him to hire a crack team of ruffians to escort a wagon of butter deep into FPA territory and return with a small library of illicit texts.

B) The X'Xul are rumored to have infiltrated ground floor FPA merchants at Building 58. The X'Xul hate Smitty Gorman and will arrange to have his caravan harassed and/or stolen.



*A private entity desperately seeks the return of a missing person. Curious-minded individuals or work teams should contact Berling the Pusher, contract broker, at Berling's Goods and Antiques just off the western end of The Narrows. (Worth 1-3 RP)

A) Rumor has it that no one but a Mokron technomancer competes with Berling in contract negotiations; fixed rates and anonymity are guaranteed.

B) Mutant adolescents have gone missing in the border blocks between Kermen and FPA territories.



JIMTOWN NEWSLETTER

Excerpted from the *Jimtown Newsletter*, Morning Fog 1:

Hello my dearest Jimmies and Jimminettes!

It's the first week of Morning Fog, and you know what that means - harvest walks along atumnal paths in the Great Arboretum picking the last of the Jimmelune fruits, stuffing the family with pickled pigs' feet at the Smoking of Cloven Meats Dance along Hermitsa Avenue, and a modest uptick in drug den raids courtesy of our sky angels, The Headlong Hurlers!

A little birdie told me that the Hurlers may even perform a wingsuited fly-by during the Dance! How exciting would that be! As always, whenever gang related activities are occuring, make sure your children and loved ones can observe at a safe distance and behind sturdy barriers to avoid the risk of injury or death due to ricochet or rogue psychic blasts.



I love antique shopping, and everyone who's anyone knows that the flea market in Little Rotilay regularly features some of the most amazing vintage artifacts in the Favela. I took a little survey, as I tend to, and thought I would pass the deals onto you!

1) Collapsible Ladder - Retired from use at Chemok Mine in the Craw, this aluminum ladder unfolds to 12' and can take a serious beating! If you're looking to renovate the interior of your squat or commit yourself to second story home invasion, this is the piece for you! (125 gp, 8 lbs.)

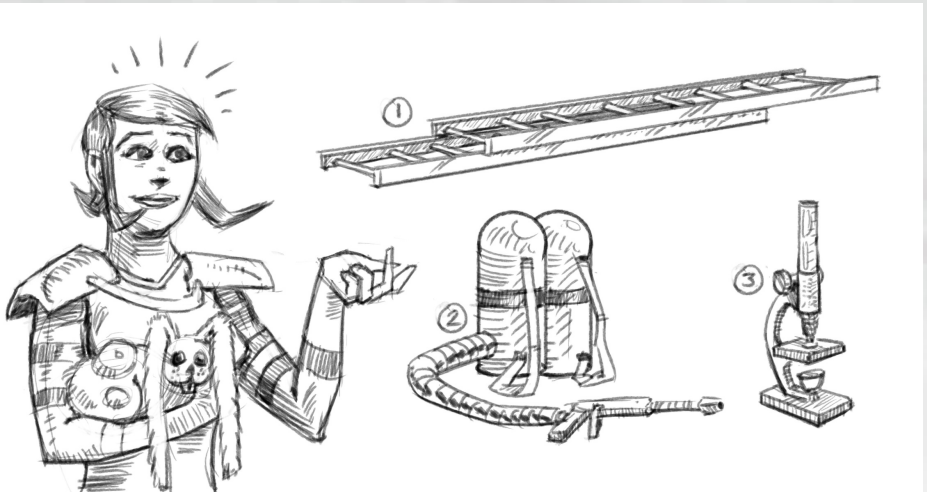
2) Portable Pillar of Flames - The Portable Pillar is a large steel canister fastened to a user's back with durable, flame-retardant straps. Attached to the canister is a long polyfiber hose ending in a nozzle with adjustable handle for controlling flow. The Portable Pillar of Flames does 2d6 damage to targets within 20' and lights the targets on fire for 1d4 rounds unless they make their Saving Throws. Canister can hold three gallons of gasoline; each attack consumes a half gallon of gas. 600 gp, 30 lbs. Gasoline and matches sold separately.

3) Mechanical Eye of Truth - This small device allows the user to pierce the veil between our reality and the Microverse! Gaze into the eyepiece of long metal tube; underneath the tube, place a small sample of material; adjust your focus with a rotating chrome knob and behold - The Horrors of the Microverse! 225gp, 2 lbs.

That's everything I care to share . . . the rest I'll keep secret for myself and my pet boil bunny, Pobubu. Happy hunting and remember - you don't own it until you bleed on it!

Toodles!

Mosh Palapitet



VACLAVELLIAN DIGEST

Excerpted from the *Vaclavellian Digest* for the Month of Morning Fog:

... and after bypassing the Riddle of Chitin in Cheery Orchard, our crew finally caught up with renowned Cosmic Doctor, Arimena the Parallelizer. What follows is a distillation of that momentous interview.

VD: Fuuuuuuuuuuck these Zhezhn, what are you doing down here surrounded by them! This is fucking wrong!

AP: Oh, it's not so bad, don't be dramatic.

VD: The thrumming down here is turning the stomachs of my crew, and one just had a seizure from the pulsing lights. Any way you could dismiss those . . . things?

(AP smiles wryly and emits a series of polyphonic grunts - the Zhezhn phase through the floors and our sickness subsides.)

AP: You're a daisy for coming down here. What can I do for you?

VD: We're writing a feature on the Deflector fad. The spell's being used for new toeball game variants, public duels, drinking contests - it's on fire! How did you develop your namesake spell?

AP: And here I was, thinking you wanted a sneak peek at my *Doppleganger Invasion* manuscript! (chuckles) So anyway, in my travels I noticed a trend - each technologically advanced species eventually develops 'lightbox' technology, and shortly thereafter devises games for lightboxes.

VD: You're talking about face-screens?

AP: That's what the Mokron call them, yeah. The true marker of an advanced civilization is developing a lightbox game wherein two opponents compete by passing a dot back and forth using lit up lines or paddles. If a player sends the dot across the box and their opponent does not return the dot with the paddle, they score a point. Each advanced civilization across this galaxy has developed this game independently. I don't even waste my time trying to communicate with species that haven't developed it somewhere in spacetime.

VD: So this lightbox game inspired the spell?

AP: Yes. The Deflector is a three dimensional representation of one of those paddles,

useful for deflecting incoming attacks. It works even better than the game version, because it automatically rotates around the body to intercept strikes or missiles. I wanted to make sure that even the least experienced of Mentalists could access the spell.

VD: There's been a glut in the market recently, so many scrolls of Arimena's Deflector are available on the cheap. There are even variations with custom colors and pyrotechnics! Did you think you'd set off a sea change in the spell market?

AP: Well, if you can cast at all, folks on the surface take notice pretty quickly. If you don't seek the protection of a gang, and sometimes even if you do, as a Mentalist you have to watch your back at all times. The Deflector is a great way to put up real resistance against a team of ruffians trying to steal your wizard brain for their boss. It makes sense that the Deflector is making the rounds, and I'm just chuffed!

VD: You should be! We risked life and limb to get the scoop on the Deflector, because our audience loves the spell so deeply. We'll be offering a briefing on your Deflector alongside this interview in the next issue of the *Vaclavellian Digest*. I want to thank you so much for your time, Arimena!

AP: Thanks for the house call, Vaclav! Here's a Gate back to the surface . . .
(air ionizes, lights pulse rapidly)

VD: No, wait! Aaaagh!

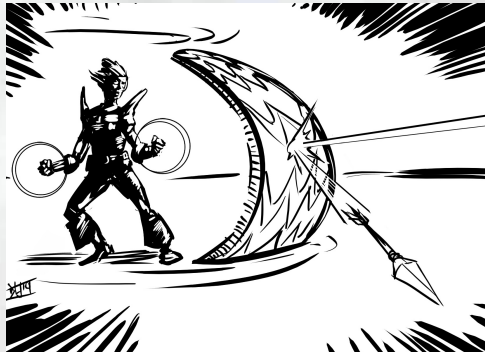
Arimena's Deflector

Spell Level: M1

Range: 5' radius

Duration: 5 rounds

This spell conjures a rotating quarter-globe paddle of thin, crackling magical energy which can quickly move around the caster to intercept physical attacks. The Deflector can automatically intercept up to 3 +1/lvl attacks per round. The Deflector requires an opponent's attack to first overcome the Deflector's AC of 5 before rerolling a To-Hit caster's AC. Lasts 5 rounds.



POWERTRUTHER TEMP STAFFING PRESENTS:

CRUSHING STUFF FOR THE GODDESS!

Here at the Temple of Flex, we take raw, untrained man-meat and transform it into Real Power Strength (TM)! Our bodybuilders and strongmen worship the Goddess who Balances on Narrow Precipices through strength training to deliver you the ultimate in personal protection and small unit tactics! Hire yourself a POWERTRUTH STRENGTH TEAM today and conquer the dungeon or ghetto of your choice! Check out these beefcakes!



PARLES GASLUST

Perfectly developed man's man-at-arms; lusty singer, collector of dried flowers. AC 6[13]; HD 2; Hp 9/9; Attack: 1 warhammer or 1 punch; Move: 12; 25 gp/month. Warhammer, powerlifting belt, hockey shin guards, chain mesh workout shirt, sketchbook with dried flowers.

HARMOL BUZENBEGGAR

City championship powerlifting porter; aspiring stage actor. AC 8[11]; HD 1+1; Hp 5/5; Attack: 1 self defense punch; Move: 12; 20gp/month. Can carry 95 lbs. of gear at full movement. Powerlifting belt, large backpack, bandolier, leg pouches, dog eared copy of Seven Monologues for Men who can still Feel.



KRANK PANE

Crossfit trainer-at-arms, haiku enthusiast. AC 5[14]; HD 1+2; Hp 7/7; Attack: 1 bastard sword or punching shield; Move: 12; 30 gp/month. Bastard sword, punching shield, ballistic spandex tights, reinforced fur boots, gold bracers, personal journal half filled with haiku poetry.

IF YOU ACT NOW, YOU CAN HIRE THIS ENTIRE STRENGTH TEAM FOR 25% OFF YOUR FIRST MONTH'S FEES! GET THE MUSCLE YOU NEED TO REACH YOUR GOALS.

GET POWERTRUTH NOW!

KETTLE REAL ESTATE LISTINGS

Dear Potential Investors,

Focus your speculations on the following prime pieces of real estate! Establish a home base for you and your loved ones! Start a new business! Chase the locals off from your favorite corner! Inquire with your friendly neighborhood slumlord about bidding on these properties during your down time today!

***Brothy Bowl**, a mobile porkblood soup vending cart, currently parked in The Dregs of The Kettle. Min. bid 2, worth 150gp, yields 35 gp/wk. 1 mook needed.

If you act now, you can hire this ENTIRE STRENGTH TEAM for 25% OFF your first month's fees! Get the muscle you need to reach your goals, get POWERTRUTH now!

***Slipshod and Mogan**, a run down street corner where upstart block gangs tend to trade and get liIf you act now, you can hire this ENTIRE STRENGTH TEAM for 25% OFF your first month's fees! Get the muscle you need to reach your goals, get POWERTRUTH now!t. Min. bid 5, 275gp, yield 80 gp/wk. 3 mooks and 1 lieutenant needed.

***The Greeting Tree**, a tree which inexplicably grows human hands as fruit, fenced with garden, east end of The Narrows Street. Min bid 4, 230 gp, 70 gp/wk. 3 mooks needed.



THE GLAATU CLASS

The Glaatu are a race of foul-mouthed, split-limbed space pirates whose ships habitually and inexplicably tend to crash land on worlds Gathox repeatedly visits. Their population remains diffuse in the city, with some living “homefree,” or homeless, in Berchan Favela and others seeking refuge in shifting stomach-dungeons deep beneath the surface.

Glaatu make for natural adventurers, swindlers, thieves, and brigands. They advance as Militants (using the S&W White Box Fighter advancement tables; other systems as a Fighter) and possess a number of innate racial abilities.

Character Advancement: The Glaatu are considered Militants for all purposes and may typically only advance as high as 5th level unless the Referee rules otherwise.

Weapon and Armor Restrictions: Like any other Militant, the Glaatu can use any weapons and armor without restriction and without the price increases for possessing a strange body shape. As space pirates, the Glaatu adapted to scavenging fitting armor pieces eons ago.

Dual Wielding: Due to their split limbs, the Glaatu can wield two weapons without penalty, including two-handed weapons.

Double Attacks: The Glaatu may make two attacks per round if dual wielding weapons - which means that for each attack, a dual wielding Glaatu may roll damage twice and take the higher damage value. This does not couple with the Combat Machine ability; if the Glaatu has the Combat Machine option available to them in an encounter with many low Hit Die enemies, they must choose either to use Double Attacks or to use Combat Machine.

Saving Throws: The Glaatu are less susceptible to magical attacks, and thus receive a +4 bonus on Saving Throws against magic, even if the Referee only uses single saving throws.

Languages: Glaatu can speak Gathoxan Common, Kermen Galactic, and Mi'Chiw.



NEW MONSTER: INDIGENOUS SPECIES, HARP PEOPLE (LUTINAEA)

Armor Class: 7[12]
 Hit Dice: 2+3
 Attacks: kick or chordal attack
 Special: sonic status effects
 Move: 9
 HDE/XP: 5/240



As Big As: A Great Dane
 Sounds Like: Involuntary Schoenberg 12-tone rehearsals
 Smells Like: Rotting cedar
 Favorite Pastime: feeding on the chordal waves of the noosphere
 Turnoffs: simple melodies, 4/4 time, solidarity

It is rumored that the Harp People burst fully formed from the lungs of Gathox after the godling's first feast on a distant planet. The Pulinga drummers at the Gate of Vigorous Platitudes invoke the 13 Modes of the Lutinaea at sunrise each morning in worship of the Harp People.

The Harp People gather in quartets and symphonies just beneath the surface, subtly influencing the moods and vibrations of surface dwellers and reshaping the environs to their collective will. When threatened, a Harpist (individual) will vibrate their chordal wings and perform one of three songs:

- 1) The Song of Ill Humor - all listeners must Save or suffer uncontrollable writhing for 1d6 rounds, rendering them incapable of combat or travel.
- 2) The Friendship Round - a targeted listener must Save or submit to a Suggestion as per the spell.
- 3) The Fear Canto - listeners in a 10' radius must Save or run in the opposite direction from the Harpist for 1d4 rounds at top speed.

HANDGLASS BY CANDLELIGHT: AN INTIMATE EVENING WITH A DOWNED GLAATU MINING SHIP

Dear readers,

The Turtle Tattler's Union Local 386 recently completed a dangerous expedition to survey and document a rare specimen outside the protective gates of Gathox: the downed Glaatu mining ship known as "The Preferred Method." Risking life and limb for our audience will continue to form the bedrock of our hard-hitting journalistic endeavors, and humbly submit our findings for your edification. Sit back, light some candles, pour yourself a cold snifter of Dew-On-Iron, and peruse the following in the safe environs of your study or den.

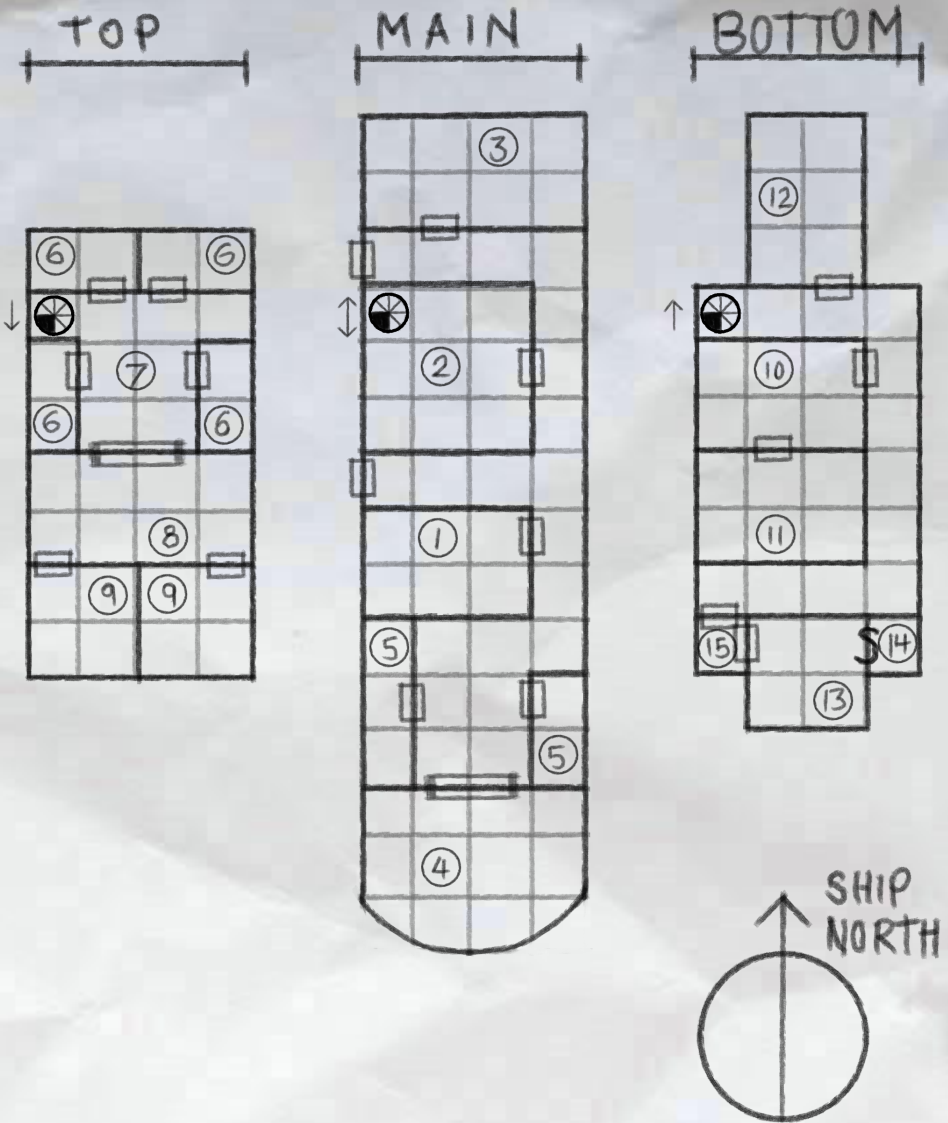
Glowingly,

Vaclav Havlav III



THE PREFERRED METHOD

DOWNED GLAATU SHIP /// FIELD MAP COURTESY TTUL386



----- The Preferred Method -----

This ship is typical of Glaatu prospectors, complete with artificial gravity, modular defense systems, and three tightly integrated floors. On approach, we met considerable hostility from The Preferred Method's automatically deployed defense systems, which patrolled 100' radius around the ship itself:

***Robodefense Eggs (4):** AC 4[15]; HD:3; Attacks: laser (1d6+1, ignores non carbon fiber armor); Special: infravision 120'; Move: 18 (high speed tank treads); HDE/XP: 5/240.

***Droidal Spiders (6):** AC 4[14]; HD:2+1; Attacks: minilaser (1d6-1, ignores non carbon fiber armor) or 2 steel claws (1d6); Special: infravision 60', 1 smokescreen 30' radius; Move: 12; HDE/XP: 6/320.

This crack team of robotic defenses wore down our front line and forced into a brief siege formation. Luckily, our gang's Brainiac had managed, at great expense, to convert a captive Body Electric (GVS1, p. 90) into a low grade EMP, which disabled the remaining defenses.

A gash in the primary hatch of The Preferred Method (presumably inflicted during it's final descent) allowed us ingress to the main floor. However, the ship's head-first orientation in the sand dunes of Red Doom made this access difficult on two fronts:

- 1) Ascending the exterior some 90' via ropes and grappling hooks to reach the broken hatch, and;
- 2) falling into the ship's artificial gravity, which severely injured the doorman of our forward team (20' fall - 2d6, Save for half damage).

Once we had breached the interior, we mapped our findings accordingly. Doors were still active and triggered by hand-pressed pressure plates to right of the door. The doors retracted into the left side of the jamb, closing several seconds after the last of our party entered a given room.

----- Locations -----

1) Sci-Lab - This room contains terminals and geological sampling devices, as well as a basic chemical analysis station.

2) Armory - This locker room has been largely depleted, but 2 laser rifles, each with

6 charges, remain, as well as one carbon fiber vest (+2/-2 AC). A metal spiral staircase leads to the lower deck. The Glaatu also store crates of mined material here.

3) Conference Room - A 10' long table with 8 retracting chairs sits in the center of the room, flanked by blank screens. a series of colorful buttons on the starboard side of the room controls the projection of holographic star maps. Spare crates for mining samples occupy half of the available floorspace.

4) Control/Nav Deck - Magnetically locked double doors prevent easy access to this room. Terminally damaged nav controls occupy the fore area, with chairs for a pilot and two co-pilots. A small porthole in front of the pilot's seat has been smashed in, partially filling the room with sand.

5) Storage - these are storage closets, housing spare fuses, cables, cleaning supplies, palm welders, and portable transceivers.

6) Bunks - each bunk room contains upper and lower bunk beds, two footlockers, a wall-retractable body mister and toilet, and a small sinkmirror.

7) Kitchen and Foyer - A small center island provides for basic microwave cooking, storing potable water and expandable food capsules below. Folding chairs are scattered throughout this T-shaped room.

8) Rec and Bar - Exercise equipment and couches cramp this room, which also features a small counter containing bottles of alcohol, glasses, and a sink.

9) Observation Decks - These identical rooms each contain four reclining chairs facing larger porthole windows to the fore. The windows are dimmable via switch to reduce the intensity of incoming starlight.

10) Fissiles - This room houses fissile material for the reactor in area 12. The material is an isotope of Helium 3, stored in cylinders and used for sub-luminal travel.

11) Maintenance - Repair equipment, cleaning supplies, and 8 vacsuits are stored here.

12) Engine - Helium 3 reactors form the dual-thruster engine in this room. Safety controls in Glaatu writing adorn a central control panel.

13) Galactium Rods - Protected by stasis fields, rods of Galactium are stored here for super-luminal travel. Enough rods remain to successfully make 3 'jumps.' A trio of embedded Robodefense Eggs guard access to the Galactium.

14) Orbikala - Accessed via a hidden infrared panel in area 13, this tiny closet contains a single Crystal of Orbikala, ultra-condensed psychoplasm hardened by super-luminal compression into a geological structure. This single 2-inch shard could

power an entire sealed lunar colony for 2 to 3 generations. Removal of the shard without entering an encrypted 12-digit code results in the self-destruction of the ship - within 30 seconds, all of the Galactium in area 13 and all of the Helium 3 cylinders in area 10 detonate simultaneously.

15) Decon - This small chamber exudes highly pressurized decontamination gasses for 30 seconds at a time, allowing for sterile passage into area 13. This gas may or may not be poisonous to humans.

Deployment of The Preferred Method in a home game will necessitate additional design choices by the GM, including current occupants, treasure values, additional defenses, and how the ship fits diegetically into game. Who knows about the ship, who wants it, who can access its secrets, and how will the recovery of The Preferred Method change the political and economic structure of Gathox? Only you, dear GM, know for certain!



GATHOX MASTER DUNGEON RANDOM ENCOUNTER TABLE

2d6	Lvl. 1 Monsters	# and info	Lvl. 2 Monsters	# and info	Lvl. 3 Monsters	# and info
2	Bog-Hazz	1	Lumigoy	1	Pyramid Eye	1
3	Body Electric	1d3	Gong Fisherman	1; 2d3 thralls	Mokron	1d6; 3 HD
4	Bloody People	1d4	Arachnoclast	1d6	Sewer Child	1d4
5	Assemblage	1d3; 1+1 HD	Kupal Bug	1; 2 thralls	Le Goiter	1d3
6	Retch Fly	1d4	Assemblage	1d3; 2+2 HD	Arachnoclast	1d6
7	Kupal Bug	1	Retch Fly	1d6	Boil Bunny	1d6
8	Fleet Petal	2d3	Boil Bunny	1d4	Vulzari	2d4
9	Glaatu	1d4	Fresh Meat	1d4	Flat Earther	1d4
10	Slough	1d2	Bog-Hazz	1d3	Lumigoy	1d3
11	Surdite Colony	1d2	From the Depths	1; 2 HD	Scrumlau	1d4
12	Flat Earther	1	Filth Elemental	1; 3 HD	Glowing One	1; 3 HD

2d6	Lvl. 4 Monsters	# and info	Lvl. 5 Monsters	# and info	Lvl. 6 Monsters	# and info
2	Gauze Wounded	1	Contrail Antenna	1	Glowing One	1; 9 HD
3	Pyramid Eye	1d2	Gauze Wounded	1d2	Works of Man	1 team
4	X'Xul	1	From the Depths	1; 5 HD	Gauze Wounded	1d4
5	Cryptkeeper	1d4	X'Xul	1d3	Pyramid Eye	1d4+1
6	Fresh Meat	2d4	Skeleton Within	1d3	Bog-Hazz	2d3
7	Body Electric	1d4	Le Goiter	1d4	Surdite Colony	1d6+1
8	Head of State	1; 2 thralls	Sewer Child	2d4	X'Xul	1d4
9	Mi-Chiw	3d4	Scrumlau	2d4	Filth Elemental	1; 6 HD
10	Glowing One	1; 5 HD	Pyramid Eye	1d4	Stitched One	2
11	Works of Man	1 team	Rottenjaw	1	Contrail Antenna	1d3
12	Stitched One	1	Fear of Falling	1	Siphon Man	1; 1d4 thralls



Inside this issue, you'll find:

- **Gathoxan news and adventure hooks**
- **Rare and unique items**
- **A fresh spell, complete with history**
- **Hirelings and gangland real estate**
- **The Glaatuu alien warrior class**
- **A new detailed adventure location**
- **Complete dungeon encounter tables**

