

CRAWLING UNDER A BROKEN MOON



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CRAWLING UNDER A BROKEN MOON

Welcome to the fourth issue of Crawling Under A Broken Moon!

This issue covers a few of the Patrons of the lands of Umerica. Strange beings of immense power that will answer the call of the worthy in this twisted world. Benevolent, selfish, and unknowable; these entities will add new avenues of power and challenge for those willing to seek them.

I invite you to join in again as we explore a strange, yet familiar, new world together!!

Reid "Reidzilla" San Filippo



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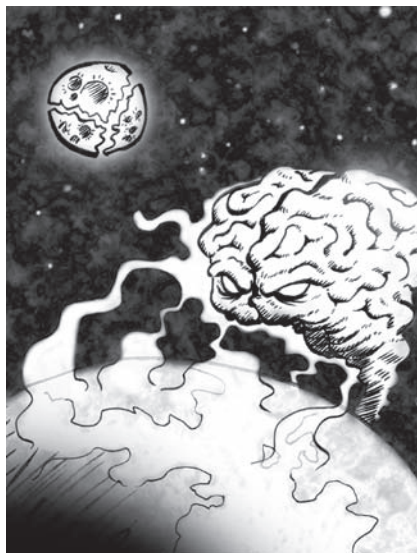
Submission Guidelines

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

The Earth Brain of the Cyberhive

The Earth Brain is focused on understanding how living beings conceive and react to Life and Death. It expects any Wizards serving it to further these ends as much as possible. This includes causing death, witnessing death, witnessing births, interacting with the terminally ill, and observing others doing all of the above.

For more information on the Cyberhive, check out CUaBM Issue #2.



Invoke Patron check results:

- 1-13 The Cyberhive is unavailable at this time at this time, please hold. Caster stares into space for the next 1d3 rounds.
- 14-17 The Cyberhive restores CLxd3 Hit Points to the caster and his allies. Everyone effected are now broadcasting all sensory input to the Cyberhive.
- 18-19 The Cyberhive replaces the weapons employed by the caster and their party, via teleportation, with more technologically advanced versions that gain +1 to hit and damage; this includes magic weapons.
- 20-23 The Cyberhive teleports 1d3+CL Zombie Monks to the caster's location. They obey the caster and collect any dead humanoids encountered or created. They will teleport away in 2d30 minutes and take all of the dead with them.
- 24-27 The brain of the most dangerous nearby opponent is teleported to the Floating Tower for analysis and download. It is returned 1d3 rounds later. During this time, the opponent is inactive, unresponsive, and helpless.
- 28-29 The Cyberhive teleports a Robo-lich and CLxd3 Zombie Monks to the Caster's location. They obey the caster and collect any dead humanoids encountered or created. They will teleport away in 2d14 minutes and take all of the dead with them.
- 30-31 The caster's body is put into quantum stasis for 2d4 rounds. It cannot be harmed or moved in any way. During this time the caster's brain is teleported to the Floating Tower for a backup and upgrade. When the caster awakes from stasis, they gain a permanent +1 Int and +1 to all casting checks.
- 32+ The Cyberhive instantly kills 3d4+CL random opponents that are within 100' of the caster and teleports the bodies to the Floating Tower for recycling. It then replaces each opponent killed with 1d3 Zombie Monks. They obey the caster and collect any dead humanoids encountered or created. They will teleport away in 2d100 minutes and take all of the dead with them.

Patron Taint:

When patron taint is indicated, 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 any more.

- 1 The caster begins to share the Cyberhive's obsession with the concept of dying. The next time the caster comes in contact with a dying humanoid they must spend 1d3 rounds examining it, even if it is a dying party member. If the result is rolled a second time, the compulsion takes place every time they encounter a dying humanoid. If the result is rolled a third time, the caster will go out of their way to find, or create, situations where they can observe humanoids perishing, the slower the better.
- 2 In order to eliminate inefficiency, the Cyberhive begins upgrading the caster. Various small cybernetics will grow throughout the caster's body, lowering Per by 2. If the result is rolled a second time, the upgrade continues to lower Per by another 2 but increases Int and Con by 1 each. If the result is rolled a third time, the caster loses another 4 Per but Int and Con increases by another 1 each.
- 3 The caster becomes obsessed with living forever and will seek information on how it can be accomplished. If the result is rolled a second time, The caster will now consider possibly self-destructive means to gain immortality. If the result is rolled a third time, The caster will use any means necessary to gain eternal life (or unlife).
- 4 The caster becomes more likely to kill. The next time they have the option to spare an opponent, they will not. If the result is rolled a second time, they will seek out a fight in order to kill someone/thing. If the result is rolled a third time, they can no longer give quarter to any opponent for any reason.
- 5 The caster is now fascinated with the boundaries between life and death. They wish to have a near-death experience to understand it better. The next time the caster is in danger of reach 0 or less Hit Points, they will not willingly retreat. If the result is rolled a second time, they will actively seek to reach the brink of death, possible more than once. If the result is rolled a third time, they must arrange to be clinically killed and then revived, all while being recorded and observed.
- 6 The caster begins chronicling and cataloging important events in great detail. If the result is rolled a second time, they begin recording random everyday events. If the result is rolled a third time, they must document every moment of every day in meticulous detail or hire someone to do so.



Patron Spells

Defensive Upgrade

Level: 1 Range: personal Duration: varies Casting time: 1 round Save: NA

General: Invoking the Cyberhive the caster increases the target's defenses.

Manifestation: (d6) 1-2 Glowing protective shields, 3-4 Cybernetic plating erupting from the target's skin, 5-6 Circuit board like tattoos covering the target's skin.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-13 One target's AC is increased by 1 for CL+d5 rounds.

14-17 One target's AC is increased by 1d3 for CL+d7 rounds.

20-23 Roll 2d3 and spread the result as AC bonuses to up to CL+2 targets. No one Target cannot gain more than a bonus of +3. Lasts for CL x d3 rounds.

24-27 Roll 2d5 and spread the result as AC bonuses to up to CL+4 targets. No one Target cannot gain more than a bonus of +3. Targets also gain +1 to all saves. Lasts for CLxd5 rounds.

28-29 Roll 3d6 and spread the result as AC bonuses to up to CL+8 targets. No one Target cannot gain more than a bonus of +4. Targets also gain +2 to all saves. Lasts for CLxd6 rounds.

30-31 Roll 4d8 and spread the result as AC bonuses to up to CL+16 targets. No one Target cannot gain more than a bonus of +5. Targets also gain +3 to all saves. Lasts for CLxd7 rounds.

32+ Roll 5d10 and spread the result as AC bonuses to up to CL+32 targets. No one Target cannot gain more than a bonus of +6. Targets also gain +4 to all saves. Lasts for CLxd8 rounds.

Control+Alt+Delete

Level: 2 Range: Varies Duration: 1 turn per CL Casting time: 1 round Save: Will save vs. spell check

General: the caster can attempt to dominate and manipulate computers, robots, and other semi-intelligent devices.

Manifestation: Tendrils of pulsing light emerge from the caster's temples and reach out into the device.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-13 The caster gleans insight into the security protocols of the device and gains +1d4 on any attempt to access or control the device.

- 14-17 As above but gains +1d6.
- 20-23 As above but gains +1d8 and the caster can access/control the device from CL x 10 feet away.
- 24-27 The caster gains control of the device and can access all basic functions or files. Access to any advanced or highly protected functions or files must still cracked.
- 28-29 All files and functions are under the control of the caster. The caster's access/control range is now 20 x CL feet.
- 30-31 As above but the caster can rewrite or create new programs or functions on the device without any prior technical ability.
- 32+ As above, but at line of sight range.

Create Cybomination

Level: 3 Range: Touch Duration: Permanent Casting time: 1 turn per HD
Save: NA

General: A caster cannot control more than CLx3 HD worth of Cyberdead at one time. Any excess will act randomly and violently, requiring a Per check of 11+HD to be controlled again.

Manifestation: Wires and mechanisms burst forth from the corpse and cybernetically reanimate it.

- 1 Lost, failure, and patron taint.
- 2-11 Lost. Failure.
- 12-13 CL+1 HD of small animals ($\frac{1}{8}$ - $\frac{1}{2}$ HD in size) are animated. These recycled creatures are completely loyal to the caster but are dumb as rocks. They require constant psychic instruction to do any task.
- 14-17 As above but CL+d3 HD of animals or people ($\frac{1}{2}$ - 2 HD in size) 20-23 CL+d4 HD of animals or people (1 - 4 HD in size) are animated. These recycled creatures are completely loyal to the caster but can only follow simple commands. For each HD rolled but not used for reanimation, a minor special ability may be added to the creatures.
- 24-27 As above but CL+d5 HD of animals of people (2 - 5 HD in size) and each has an Int of 6+d6 and can accept complex commands.
- 28-29 CL+d7 HD of animals or people (3 - 6 HD in size) are animated. These recycled creatures are completely loyal to the caster. Each has an Int of 8+d6 and can accept complex commands. For each HD rolled but not used for reanimation, a minor special ability may be added to the creatures. Two HD may be expended to give the creatures a major special ability.
- 30-31 As above but CL+d10 HD of animals, people, or monsters (4 - 8 HD in size)
- 32+ As above but CL+d14 HD of animals, people, or monsters (6 - 12 HD in size)

Spell Burn

When a caster utilizes spellburn, roll 1d4 and consult the table below or build off the suggestions to create an event specific to your home campaign.

- 1 As the spellburn takes effect, various thin cables burst forth from the casters skin and temporarily rewire their nervous system causing stat point loss.
- 2 The caster has a minute stroke and nose bleed, causing stat point loss. They will not be able to recall any childhood memories until the stat point loss is healed.
- 3 The caster is catatonic for 1d4 rounds per point of Spellburn as the Cyberhive downloads the particulars of a mission it needs done. If the caster completes the mission, the Cyberhive will reward the caster as it sees fit.
- 4 The Cyberhive needs to observe the death of several humanoids. In this special situation, the character can spellburn up to 10 points of ability score loss, but need not take any physical action or damage. If he personally participates in killing a number of humanoids equal to the Spellburn within 12 hours, the character takes no spellburn.

If he fails to accomplish this task, he takes the full 10 points, distributed across ability scores at the judge's discretion, after 12 hours.

Random Encounter Table WT-1: Whose Temple is that? roll 1d3

1	Lawful Gods: roll 1d4 1 Classica - The goddess of Rhythm and Order 2 Santa - The jolly avatar of Giving, Hope, and Joy 3 S'aganied - The entity of Truth and Science 4 The Lords of Light - The heavenly host of Justice, Honor, and Courage
2	Neutral Gods: roll 1d5 1 \$ (pronounced Cash) - the impartial goddess of barter and wealth 2 Grokk - the master of the twisted Wilds and Wastes 3 Kizz - The intergalactic god of Rock and Roll 4 Petrolex - The amorphous deity of Fuel and Fire 5 Nuka - The gentle lady of the Holy Glow and mother of all Mutants
3	Chaotic Gods: roll 1d4 1 Elmos - The puppet host of the eternal source of pain and suffering. 2 Silk - The golden lord of lies 3 Technos Discos - The terrible bringer of Beats 4 Yyaallaayy - The dark thing from Nth space: fear the new math

THE MIGHTY KIZZ



The intergalactic god of Rock and Roll

By Reid San Filippo and Sean Ellis

No mere words can describe the awesomeness that is Kizz. Over the centuries many Guitar Prophets have devoted their short, pharmacologically enhanced lives to create lyrics worthy of depicting the enumerable attributes of Kizz only to feel their efforts had all fallen short. At best he can be described as an uber masculine figure wrapped in black leather, jagged spikes, and chains whose wild mane of starry black hair moves of its own accord. Always in hand is Soulbreaker, his massive, flaming battle axe guitar.

Kizz expects those who wish a divine or patron relationship with him to devote themselves to obtaining a state of “Enlightened Awesomeness” at all times. He considers that if anything is worth doing, it is worth being Awesome while doing it. This does not necessarily have anything to do with playing an instrument as many of the legendary exalted followers of Kizz had no musical talent at all. It is all about personal attitude and a desire to entertain Kizz.

Wizards and Clerics devoted to Kizz can gain extra favor when casting spells by playing an electric amplified instrument loudly while casting. This grants a +1 to the casting roll.

Invoke Patron check results:

- 1-11 Kizz is distracted either by wine, women, and song, or by expressing his dumb opinions to the world press. Failure and Patron Taint
- 12-13 gifts the caster by increasing CL by +1, and all Personality checks are at +1d for 24 hours.
- 14-17 A total of 1d5+CL Hit Dice worth of enemies are now distracted by rockin' daydreams, giving the caster and his allies +1d to any stealth checks and reducing enemy attack dice by -1. This effect lasts 1d5+CL rounds.
- 18-19 In 1d6 rounds, a stampede of spectral fans arrive, mobbing the scene for 1d4+CL rounds. The thousands of groupies pack the area, forcing enemies to attempt a DC 10 Strength save before being able to attack or move each round. If the save is successful, the attack is still at -1d and movement is halved. The caster and his allies are not impeded in any way.
- 20-23 The caster and his allies increase their critical hit range by 1d4+Luck Mod (roll separately for each) and add 1d4 to all crit rolls for the rest of the combat.
- 24-27 A wall, floor, or ceiling targeted transforms into a 30' wide mouth with bright red lips, sharpened teeth, and a 50' tongue that attempts to lick up all enemies and devour them. The mouth remains for 2d6+CL rounds or until slain or dispelled.

Kizz's Lick: Init: +CL; Atk: Tongue lash +CL ranged (DC 15 Reflex or else held and drawn into mouth next round) Bite Automatic hit (1d10 + CL damage); AC: 15; HD: 3d12 (21 hp); MV 0'; Action Dice: 3d16; SP: Healing lick - may target a friendly unit for 1 HD healing, Vampiric Regen - auto heals 1/2 the HP of damage done by bite, Can hold an infinite number of creatures in mouth, bite/chewing attacks hit automatically and overcome magic resistance; SV Fort: +5, Ref: +0, Will +5

- 28-29 Kizz summons a large, unnecessarily phallic rocket into being. In one round, if properly stroked and gyrated against, the rocket will launch and perform one of the following actions, chosen by the caster:

- ▶ Carry the caster and his entire party 1d3+CL miles in any direction over the course of 3d3 turns.
- ▶ Fly into the air and smash directly into a foe 1d3 rounds later for 2d20 damage, with a 10 x CL' blast radius of 1d16 additional pyrotechnic damage, and a 4 in 6 chance for all targets in the blast radius to catch on fire.
- ▶ Fly high into the air and explode in a massive display of interdimensional pyrotechnics lasting 1d5 rounds. All beings that view the display must make a Fort save DC 15 or be struck blind for CL turns. The caster and his allies are immune to the effect.

30-31 Kizz sends a lesser avatar, a ornately painted and attired giant with a huge axe, codpiece, and tongue. It will serve the caster for 11 rounds before returning to the Realms of Awesome.

Lesser Avatar: Init: +6; Atk: Axe +6 melee (3d4 + 1d4 fire damage and DC 10 Reflex or else catch fire), Spiked boot +6 melee (1d8), Tongue lash +6 melee (DC 16 Reflex or else held); AC: 20; HP 66; MV 50; Action Dice: 3d20; SP: Immune to non-magical damage, All attacks overcome magic resistance, Scores critical hits as a giant; SV Fort: +6, Ref: +6, Will +6; AL N.

32+ In a massive explosion of pyrotechnics and flames, the true avatar of Kizz appears standing on a fiery performance stage made of writhing skeletons. He and his Skeletal Warrior band jam for 1d10+1 turns. During this time all non-divine entities within a thousand feet will do nothing but enjoy the show. Should anyone break free of the enchantment during the performance and attempt to attack the avatar of Kizz or his band, the burning skeletal stage will strike them automatically for (6d6)d6 points of damage and the crowd will cheer wildly. The avatar of Kizz and his band are immune to all damage and effects.

When the performance reaches its end, all beings watching the show that are not directly associated or allied with the caster must make a Will save of DC10. Any male or neuter beings that fail will be permanently struck blind from awesomeness. Any females that fail will willingly join Kizz's immortal harem of groupies and be teleported away when Kizz departs.

Patron Taint:

When patron taint is indicated, 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 any more.

1 The caster develops strange tastes in personal grooming, the results of which require commoners who interact with the PC a morale save (at a cumulative -1 for every level of his taint). The third time it is rolled any failed morale saves result in the NPC refusing to have any dealings with the character and possibly calling the town watch.

Each time this is rolled, the caster must select or roll a new quality such as: 1) An alarming or inappropriate hairstyle. 2) Their tongue growing 1d3+1 inches. 3) Becoming proudly shaggy and showcasing their impossibly hairy chest or back. 4) Wearing face-paint in an original design similar to an evil clown.

2 The character must spend 1d3x50 gp acquiring an costume made only of metal and leather made by a master craftsman. The player should design the specifics of this outfit, making it as outlandish and aggressive as possible: leather corsets, steel codpieces, and boots with spikes instead of soles being the norm. If the result is rolled a second time, the character must seek to replace another randomly selected weapon and piece of equipment with cooler, masterwork equivalent which costs 1d5x50gp + original item's cost. If the result is rolled a third time, the item must cost 1d7x50gp + original item's cost.

- 3 The caster intermittently drools blood, especially when excited or angry. If this effect is rolled twice, the caster loses 1 point of Per but may take an action to spit the blood at anyone within 10 feet, once a day. This target must make a Will save DC 6+CL to avoid taking a 1d penalty to their next attack or skill roll. If this effect is rolled three times, the caster loses an additional 1d3 points of Per and is able to spit the blood as a free action.
- 4 Rock and Roll all night. The character heals not through rest, but also by participating in loud celebration. Six or more hours of intense partying and musical performance heals the PC in the same way as sleep does. While fun this does tend to annoy the neighbors and alert wandering monsters. The second time this is rolled, 1d3 otherworldly revelers arrive each night to participate in the bacchanal. They will eat their share of food and drink (stolen from the party) but provide nothing substantive. Additionally, each player not a servant of Kizz must make a DC 12 Will save or else be unable to sleep that night, neither healing nor regaining spells. If rolled a third time, 2d3 otherworldly revelers arrive, and the party makes sleep for the rest of the adventuring party impossible unless they set up separate camps.
- 5 Addiction. The character suffers from addiction to abusing some substance. When rolled once the addiction is minor, twice moderate, thrice severe. Addiction causes Stamina damage each day the character does not abuse their substance of choice. Effects of taking the drug are at the Judge's discretion. Minor Addiction: 1d3-2 Stamina damage/day. Moderate Addiction: 1d3-1 Stamina damage + 1d3-2 damage to a random stat. Severe Addiction: 1d3 Stamina damage + 1d3-1 damage to a random stat. Damage incurred From Moderate and Severe addiction does not heal with rest or partying as in #4 above.
- 6 Finer things. When the PC arrives in a city or town, they must make a DC 10 Will save or else roll on Carousing Rules found here (<http://www.ageofruins.com/downloads/> under Carousing Rules). If rolled a second time, the DC is 14. The third time it is rolled, there is no save. NOTE: If the PC has any special items from Taint #2, these items are never lost as a result of carousing: they are just too important to the PC.

Patron Spells

Kizz My Axe

Level: 1 Range: Self Duration: 1d3 +CL rounds Casting time: 1 action
Save: None

General: For a moment in time, you gain custody of a fraction of the strength of Soulbreaker. As payment for this boon, you gotta smack the crap out of something.

Manifestation: A spectral image of a fiery axe is superimposed atop the wielder's actual weapon and strange, jarring music is heard.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-13 Kizz digs it. You receive a +1 bonus to all attack and damage rolls whilst your opponent suffers -1 to saving throws for CL rounds.

- 14-17 You receive a +1d3 bonus to all attack rolls and damage rolls and your opponent takes a -2 penalty to saving throws for CL rounds.
- 18-19 You receive a +1d4 bonus to all attack rolls and damage rolls whilst your opponent suffers -2 to saving throws for 1d3+CL rounds, your opponent must pass a DC 10 Reflex after each successful attack or catch fire.
- 20-23 You receive a +1d5 bonus to all attack rolls and damage rolls for 1 round. In addition, your attack deals 1d6 fire damage and your opponent must make a DC 12 Reflex save or continue burning as Catching Fire described in DCC RPG pg 96. Your opponent also takes a -3 penalty to saves for 1d5+CL rounds.
- 24-27 As above, plus any allies within 10' also join the band and receive a +2 to attacks and damage, plus their attacks possess the ability to set opponents alight if the opponent fails a DC 12 Reflex save.
- 28-29 Same as above, affecting all allies within 20' and duration is doubled.

Mosh Pit

Level: 2 Range: 20' + 5' per CL Duration: 1d6 + CL rounds Casting time: 1 round
Save: Will save vs. spell check

General: The targeted opponents dances wildly, potentially doing damage to their selves and allies while opening themselves up to attacks.

- 1 Lost, failure, and patron taint.
- 2-12 Lost. Failure.
- 13-14 1d4 HD worth of opponents are forced to move together in a clump and slam-dance around the melee. Those affected suffer a -2 penalty to AC and may take no other actions. Anyone attempting to move through this group pays double cost for movement.
- 15-18 Same as above, affecting 1d4+CL HD of opponents who inflict 1d4 damage upon each other each round.
- 19-24 Same as above, affecting 1d6+CL HD of opponents. The caster is now able to control the movement of their victims, able to form barricades preventing enemy advance. Anyone moving through the group of dancers takes 1d6 points of damage for each round they are in contact with the group.
- 25-29 Same as above, affecting all opponents of 1 HD or less within 90' and an additional 1d8+CL HD of opponents.
- 30-32 Same as above, all opponents of 2 HD or less within 120' and 1d10+CL HD worth of opponents from one clump of slam-dancers whose movement is under independent control of the caster. Anyone attempting to move within 5' of the dance pit have halved movement, are automatically hit for the dancer's normal damage, and suffer -1d to all attacks.
- 33+ Same as above but 2d4 Rockers are summoned to join the dance and are fully under the caster's control. They return to the Planes of Awesome when the spell fades.

Aspect of KIZZ

Level: 3 Range: Varies Duration: Varies Casting time: 1 action Save: Varies

General: Though KIZZ is said to be one specific god, it is believed that as a mortal he was split into four human consciousnesses, each with their own power. KIZZ is said to gift these powers to his most faithful servants.

While under the effects of an aspect, the caster's visage changes to resemble the dominant aspect: that of a cat man, star-eyed lover, spaceman, or demon.

The caster may accept the rolled result, or any lesser result if preferred.

Manifestation: Within close proximity of the caster, a sound is heard of a million people cheering

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-13 Aspect of the cat man. The caster gains feline grace for 1d6+CL rounds. The caster is able to make leaps equal in distance or height to their full movement score, as long as the caster is not heavily encumbered. The caster's Agility modifier is increased by +1, and any jump or agility checks are at +1d.

14-17 Aspect of the star-eyed lover. Caster is able to hear distant conversations and seduce others. The caster is able to hear anything within their range of sight for as long as the caster takes no other action.

Any intelligent creature that is able to see the caster is allowed a Will save equal to 10 + CL to resist being consumed with sexual attraction for the caster for 1d4 + CL rounds, treat as Charm Person spell. Creatures immune to charm are not immune to this effect.

18-19 Aspect of the spaceman. Caster is able to fire a blast of damaging light from their eyes and teleport. Duration is for the length of the current encounter. Each ability takes one action to complete. The range of the eye laser is line of sight, doing 3d4+CL damage. Teleportation instantly transports the caster and their gear to any destination the caster can see. If the caster's destination is obscured or the caster is not able to look at the exact location, but has a general idea of where to go (a blindfolded caster wants to move ten feet), roll a d20. If the result is...

Under Luck Score: Teleportation is successful with no ill effects.

Up to 5 over Luck: The teleport goes where intended, but then travels an additional ten feet in a random direction.

Ten over Luck: The caster has teleported 1d3*10 feet straight above their target and falls, taking 1d6 damage for every ten feet fallen, and inflicting half this damage on anyone they may land upon.

More than ten over Luck: The caster teleports 10' underneath their intended target. This may mean they are now buried in earth or stone. If this is the case, the shock of burial provides 1d10 damage, and then "drowning" begins next round. Drowning creatures take 1d6 points of Stamina damage per round and die when Stamina reaches 0; lost Stamina is restored immediately if they are removed from the morass.

20-23 Aspect of the demon. Incredible strength and several breath effects allow the caster to wreak havoc on their enemies. Caster is immune to fire and sonic damage, Strength becomes 20, and two separate breath effects are gained (only one breath may be used per round).

Fire Breath: Range: 30', Damage: 3d6 (DC 15 Ref for half) + burning.

Shout of Reverb: Within 5', destroys common objects made of brittle material (glass, ceramics, etc.) and fires a cone of sonic force at a range of 30' that does CLd6 damage (Fort save for half, DC10+CL)

24-27 Caster is able to select any previous result and choose to bestow it on an ally instead.

28-29 Caster gains whichever aspect they prefer, and grants each of the remaining three aspects to allies until all are assigned once (there can only be four aspects of KIZZ).

Spell Burn

Kizz is preoccupied with sensation and appearance, and his requests of supplicants often mirror this obsession. When a caster utilizes spellburn roll 1d4 and consult the table below or build off the suggestions to create an event specific to your home campaign.

- 1 A dose of an intoxicant is required... and no small measure, either! In addition to regular spellburn, the caster must take enough of a dose of a substance to become intoxicated. Refer to house rules or Crawl! #11 for effect.
- 2 Sparks and flaming projectiles emerge from the ground beneath the caster, looking very badass. The heat and smoke from the pyrotechnics inflict Stamina damage to the character in the amount of spellburn requested. Additionally, the PC and all within 5' of them must save vs. burning as in DCC rules. Each creature so burned adds one to the spellburn total!
- 3 Kizz hungers! The caster may spellburn exactly 10 points of ability score loss, but need not take any of the damage. The caster now has 24 hours to experience an intense experience of physical pleasure or pain in the name of Kizz. If they do so successfully, the penalty is ignored. If not, the full ten points of spellburn is inflicted on the caster immediately, providing the intense sensation that Kizz requires.
- 4 The caster is moved to song. For each point of spellburn, two lines of an original and awesome metal song must be sung by the player immediately. The subject of this song is to be the current combat or situation at hand. Successful completion of this singing is also subject to Luck or XP awards by the GM as appropriate to the campaign (suggested 1 Luck or 2 XP).

THE SZOLOKOMODRA

THE THOUSAND HEADED MULTI-DIMENSIONAL HYDRA



The Unknowable Serpent Sage, the Observer of Realms, the Many-headed Master of Secrets. These are just a few of the names that Theszolokomodra is called by those lucky enough to have encountered him. Many scholars have attempted to divine the goals and plans of Theszolokomodra but all have failed as its will is alien and completely unknowable.

Sitting in its own personal plane of existence, Theszolokomodra studies the views from thousands of dimensional portals that surrounds its glittering Thronemound. At any given time it has many of its heads extended through different portals as it cannily observes, conducts experiments, communes with followers, or consumes stars.

Theszolokomodra is quite free with its blessings to those fortunate enough to encounter its physical presence. Those who show promise are blessed with power and become hosts of Servitor Worms, which allow the blessed to have a chance at greater power.

INVOKE PATRON CHECK RESULTS:

- 1-11 Dozens of Theszolokomodra's heads respond to the caster's plea at the same time causing them to become confused for 1d3 rounds.
- 12-13 Strange secrets are whispered into the caster's ears, things man was not meant to know. Their die rolls are increased by one die type for CL+d7 rounds. As an action, the caster can pass these secrets on to another person and they share the same bonus for 1d4 rounds.
- 14-17 The caster gains a glimpse of the future. One time in the next hour they may re-roll any one action die roll. This re-roll is made with a d30 instead of the original die type. The caster can choose to pass this re-roll to another character instantly at the cost of 1 Luck point.
- 18-19 The caster gains, for a fraction of a second, insight from Theszolokomodra's minds. They may ask the GM one single question that must be answered

100% truthfully. The question must pertain to the adventure, quest, or situation at hand. If the GM chooses to veto the question, another question may be asked until one is answered.

- 20-23 The caster gains a glimpse of Theszolokomodra's multiplicity. They gain CL additional d20 action dice for 1d4+1 rounds.
- 24-27 A dimensional portal opens before the caster that leads to a safe location (1d5)d5 miles away. A total of 3d4+CL beings can pass through it before it closes.
- 28-29 The caster may identify which enemy they are currently facing is the most powerful. Then, Theszolokomodra summons a duplicate of that being or creature from another dimension to battle the original. The caster may attempt personality checks to direct its actions.
- 30-31 The Servitor Worm in the casters belly releases a wave of energy that heals the caster and all of his allies 2d3 hit dice. If anyone is healed past their max hit points, they may keep the extra as bonus HP until the end of the encounter.
- 32+ One of Theszolokomodra heads emerges suddenly from a portal and consumes 2d4 points of Int from every being within 100 feet. The caster and his allies are immune. For every 10 points of Int it consumes the caster may then ask one question with a 50+current Luck% chance that the head will answer truthfully. The head then departs.

PATRON TAINT:

When patron taint is indicated, 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 any more.

- 1 The casters face and neck extends 1d3+1 inches, slightly distorting their features. If the result is rolled a second time, the elongation for the caster's face and neck increases by 1d4+4 inches and reduces Per by 1 as it takes on a serpentine quality. If the result is rolled a third time, the elongation continues another 1d6+8 inches as the caster's head and neck completes its serpentine transformation, reducing their Per by a further 1d3.
- 2 The casters gut begins to distend as the Servitor Worm begins to grow. At this point it can be passed of as a bit of a pot belly. If the result is rolled a second time, the caster has an obviously distorted abdomen that requires them to spend an additional 2d6% on all clothes and armor. If the result is rolled a third time, the caster's belly button expands and forms into a sphincter opening that the Servitor Worm can partially emerge from. While it is extended the caster suffers a -2 AC do to putting the caster off balance. On the other hand, it adds a d3 to all casting rolls.
- 3 The caster begins to develop multiple personalities. At first, one new personality emerges that is fully separate but generally amiable to the caster's original personality. There is a 50% chance of an identity switch every time a spellcasting roll fails. If the result is rolled a second time, 1d3 new personalities develop with a 10% chance of each being adversarial to one of more of the other

personalities. The chance of an identity switch increases to 75%. If the result is rolled a third time, the caster gains a new personality every time they gain a new spell and identity switches take place every 2d4 hours.

- 4 The caster is seized by an inexplicable craving to travel to another dimension. If the result is rolled a second time, the longing overcomes the caster; if the opportunity to enter another dimension presents itself, he must take it. If the result is rolled a third time, the caster can do nothing productive but take steps that will take him to another dimension.
- 5 The caster grows a tiny second head at the base of his neck. It responds to light and touch but is generally vestigial. If the result is rolled a second time, the head grows to the size of a softball and begins speaking and having its own opinions. It will usually defer to the primary head and be helpful. If the result is rolled a third time, the head grows to full size and is equally dominant as the original. This increases the caster's overall Int by +2 but also increases the chance of spell loss, failure, and patron taint by 2 due to arguments (meaning this occurs on a 1-3 for most spells instead of just on a 1).
- 6 The caster begins to see in more than one dimension. In the beginning this causes a -1 penalty to ranged combat and visual perception checks. If the result is rolled a second time, the penalty increases to -2 but the caster suffers no penalties to see ethereal or astral creatures interacting with the material world. If the result is rolled a third time, the penalty increases to -3 but the caster can automatically see invisible creatures.

PATRON SPELLS

Tactical Display

Level: 1 Range: 20' + 20' per CL Duration: Varies Casting time: 1 round
Save: None

General: The caster sees information about enemies hovering over their heads.

Manifestation: In the caster's field of vision, they see neon stat blocks for each target effect depicting the target's abilities.

1 Lost, failure, and patron taint.

2-12 Lost. Failure.

13-14 The caster will see the stats and special abilities of one random enemy within range as text hovering above the being's head. In combat, an action with a successful DC 10 Int roll will be required to read the information. This lasts for CL+1d5 rounds.

15-18 As above but 1d3+1 enemies of the caster's choice are affected.

19-24 As above but 2d4+1 enemies of the caster's choice are affected. This lasts for CL+2d6 rounds.

25-29 As above but no Int roll is required to read the information.

30-31 As above but the duration is CL+1d3 turns.

32+ As above but all enemies in range display their information.

Wrath of the Worm

Level: 2 Range: 150' Duration: Instantaneous Casting time: 1 round Save: None

General: A bolt of pain emanates from the caster's Servitor Worm to cause enemies guts to twist and knot.

Manifestation: Pale ethereal lightning projects from the caster's midsection and reaches directly into the target's internal organs.



- 1 Lost, failure, and patron taint.
- 2-11 Lost. Failure.
- 12-13 Failure, but spell is not lost.
- 14-15 The caster can attack one target which must make a Will save vs. spell check or temporarily lose 1d6 points of Stamina.
- 16-19 As above but the target loses 1d8+1 points of Stamina.
- 20-21 The caster can attack one target that temporarily loses 2d6+1 points of Stamina. Creatures of 1 HD or less receive no save; others receive a Will save vs. spell check. Additionally, the caster heals 1 hit die. If healed past their max hit points, they may keep the extra as bonus HP for 1 turn (further castings will not grant more bonus hp until the caster's hp drops below their normal maximum).
- 22-25 The caster can launch two bolts. Each bolt does 2d6+1 Stamina damage. Creatures of 2 HD or less receive no save; others receive a Will save vs. spell check. Additionally, the caster heals 2 hit dice. If healed past their max hit points, they may keep the extra as bonus HP for 1 turn.
- 26-29 The caster can launch three bolts. Each bolt does 3d6+1 Stamina damage. Creatures of 2 HD or less receive no save; others receive a Will save vs. spell check. Additionally, the caster heals 2 hit dice. If healed past their max hit points, they may keep the extra as bonus HP for 1 turn.
- 30-31 As above but the caster launches four bolts and heals 3 hit dice.
- 32-33 The caster can launch five bolts. Each ray does 3d6+1 Stamina damage. Creatures of 3 HD or less receive no save; others receive a Will save vs. spell check. Additionally, the caster heals 4 hit dice. If healed past their max hit points, they may keep the extra as bonus HP for 1 turn.
- 34+ The caster sends forth a burst of debilitating energy that weakens all enemies within a 150' range! All enemies within range take 3d6+CL Stamina damage. Creatures of 3 HD or less receive no save; others receive a Will save. Additionally, the caster heals 4 hit dice. If healed past their max hit points, they may keep the extra as bonus HP for 1 turn.

Dimensional Maws

Level: 3 Range: 100' Duration: Varies Casting time: 1 round Save: None

General: The caster calls forth several mouths that pierce through to this reality to attack the caster's enemies.

Manifestation: Extra dimensional jaws tear through the walls this reality and metaphysically consume part of the target.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-15 Failure, but spell is not lost.

16-17 A single mouth rips into this reality to strike one target of the caster's choice within range. The mouth does 1d4 points of damage and 1 point of temporarily damage to a random ability score.

18-21 As above but the mouth does 1d6 points of damage and the target must make a successful Will save or be teleported 4d6 feet in a random direction.

22-23 The caster can call forth a number of mouths equal to his CL, which must be aimed at a single target within the spell's range. Each mouth does 1d6 points of damage and 1 point of temporarily damage to a random ability score. In addition, the victim must make a successful Will save vs. spell check or be teleported 1d6 feet per failed save in a random direction as well.

24-26 The caster can call forth a number of mouths equal to his CL, which can be aimed at multiple targets within the spell's range. Each mouth does 1d8 points of damage and 1d2 points of temporarily damage to a random ability score. In addition, each target must make a Will save vs. spell check or suffer a -1 to all actions for 1d6 rounds plus 1 round per failed save due to dimensional instability.

27-31 The caster can call forth a number of mouths equal to twice his CL, which can be aimed at multiple targets within the spell's range. Each mouth does 1d10 points of damage and 1d3 points of temporarily damage to a random ability score. In addition, each target must make a Will save vs. spell check or be slowed to half of its normal speed for 1d5 rounds plus 1 round per failed save.

32+ As above but each mouth does 1d12 damage and cause each target to temporarily lose 1d4 points from a single random ability score. In addition, each target must make a Will save vs. spell check or be slowed to half of its normal speed for 1d5 rounds plus 1 round per failed save and be teleported 6d6 feet plus 1d6 ft per failed save in a random direction as well.

SPELL BURN

When a caster utilizes spellburn, roll 1d4 and consult the table below or build off the suggestions to create an event specific to your home campaign.

- 1 The Servitor Worm deep within the caster's abdomen noticeably writhes and feasts loudly on the sacrificed ability score points. Everyone within 15' must make a Fort save DC6+Spellburned points or become nauseous, suffering a -1 to all actions for the next 1d5 rounds.
- 2 caster must gather essence for his master. In this special situation, the character can spellburn up to 10 points of ability score loss, but need not take any ability score damage. For the next 24 hours, any successful melee attack made by the caster will inflict an additional 1d3 Int damage to the target, which Theszolokomodra feasts on. If the caster does not collect 3 times the number of points spellburned within the 24 hour period he takes the full 10 points, distributed across ability scores at the judge's discretion.
- 3 The caster begins to rapidly phase in and out of this reality for a number of turns equal to the number of points of spellburned. During this time, any physical action he takes or any non-magical attack made against him has a 50% of automatically failing as he blinks in and out of this dimension. This includes communication, movement, and benefiting from Lay on Hands attempts.
- 4 A thousand worms crawl under the casters skin as he casts, each speaking the incantation for the spell.



Patron Objects

While the lands of Umerica hold many great and terrible objects of power, there are greater wonders still to be found. A handful of artifacts have transcended to high-deific ability, just as some powerful mortals have ascended to become Patrons. While they cannot support legions of followers as a normal Patron, they can choose one wielder they find worthy to bond with. Here is one of them...

Patron Object: The Solar Saber

by Ryan Moore

The Solar Saber, Unique Patron Artifact Weapon +2: 1d16+2 damage; Int 12; AL Lawful; bane: Cyber-Sorcerers and demons (hardiness: take half damage from attacks from banes (Fort save DC 1d20+10); communication: empathy, special purpose: rid the world of the Cyber-Sorcerers, special powers: create light in a 20' radius at will, eviscerator (if max damage is rolled roll again and add it.)

The Solar Saber is an intelligent techno-magical weapon. It was created during the dark times between the breaking of the world and the current age. Its main purpose is to defeat the Cyber-Sorcerers. The saber will only come to life when wielded by a worthy (Lawful) user. The saber exerts its empathy on the bearer to influence him to seek out and destroy Cyber-Sorcerers. It does this by infesting its wielder with techno-magical nanites. These nanites bond the wielder to the saber.

The saber will not allow itself to be used on a normal person or humanoid. In most cases, the wielder will not even think to use it in this way. Rather the bearer will use it in non-damaging ways like slicing an enemy's weapon in half. The saber is somewhat ambivalent about mutants and monsters and deals reduced damage if striking these types of creatures. (Judge's discretion on what the saber considers to be humanoid and what is a monster.) The saber can be wielded at full damage against robots and animate non-living monsters. If the wielder constantly goes against the saber it will become displeased and cease to function, waiting for a more worthy bearer.

The Solar Saber can only be fully wielded by classes that use mighty deeds. A mighty deed can be employed to cut an enemy's weapon in half or perform other disabling moves. In a non-combat situation the Solar Saber can be used to cut/burn through whatever the Judge will allow.

The saber can always be used to attack its banes, Cyber-Sorcerers and demons. The saber will inflict taint on the wielder if used to attack a human or humanoid too often. The damage drops to 1d8+2 if used against mutants and monsters.

The Saber's Goals

1. Rid the world of Cyber-sorcerers
2. Save humanity for the depredations of the cyber-sorcerers.
3. Reestablish human dominance

Bonding with the Saber

A lawful PC can bond the Solar Saber as a patron object by permanently giving up three points of Luck.

A true wielder of the Solar Saber can invoke further abilities from it. To invoke ability the wielder must burn at least one point of any ability score, but may burn more if they wish. For each point burned add 1 to the roll on the table below. All powers last until the end of the current encounter.

Invoke the Saber (1d20+Level+Sta bonus)

- 1 The saber is displeased. Roll for Taint
- 2 - 11 Failure
- 12-13 The Solar Saber guides its wielders hand. +10 to hit on the next attack.
- 14-17 The Solar Saber blazes to life to strike down its foes. Increase damage to 1d30+2 and add +1d4 to all Crit rolls.
- 18-19 The Solar Saber activates the nanites in the wielder's bloodstream to heal his/her wounds. 3 hit dice of immediate healing and gain regenerate of 2 hp a round.
- 20-23 The Solar Saber increases it's wielder's speed to the point where he/she can now bat magic spells and energy weapons back at the attacker. The wielder rolls their attack die vs the incoming attack roll. Incoming magical and energy weapons attacks are turned back on the attacker. Bullets and melee weapons are simply destroyed rather than being reflected back.
- 24-27 The Solar Saber becomes an energy weapon able to fire white hot blasts of flame at the wielder's enemies. Each turn the saber may fire bolts of solar energy as ranged attacks. The damage of the bolts is equal to the saber's damage. The target must make a Reflex save vs the invoke check or catch on fire.
- 28-29 The Saber activates the nanites to grant the wielder more power. The wielder gains +2 Str, Sta, and Agi. The nanites also harden the wielders skin granting +2 AC.
- 30-31 The Solar Saber Blazes with the light of a thousand suns to strike down it's foes. The damage of the saber increases to 4d8+2, an "8" rolled on any die will activate the eviscerate ability of the saber.
- 32+ The Solar Saber saps some of the wielder's life force and makes the wielder its instrument of death. The wielder gains 4 points of Str, Sta, and Agi. The wielder becomes immune to all Cyber-Sorcerer magic and regenerates one die of damage per round. While this power is active the wielder cannot be slain and automatically passes the "recovering the body" luck check if slain, though they still suffer the permanent injury.

Patron Taint

Whenever the wielder goes against the will of the Saber they must make a Luck check. A failure indicates the item's disfavor and the wielder must roll for Taint.

Disfavor is gained by the Saber's wielder if they act in the following ways: show cowardice in the face of a cyber-sorcerer, use the sword to strike humans on a continued basis, or fail to engage a Cyber-Sorcerer in one on one combat.

Roll on the table below to see what Taint is gained.

- 1 Nanite Brain Burn! The nanites react to the Saber's displeasure by burning out a portion of the wielder's brain with over stimulation. The wielder takes 1d6 damage to Int or Per. This damage can be healed normally.
- 2 The Solar Saber is displeased with the wielders actions and shuts off. It will not activate again until the wielder confronts a Cyber-Sorcerer.
- 3 The Solar Saber senses a nearby Cyber-Sorcerer and sends the wielder to destroy it. The saber drains one point from Agi, Sta, or Str each week after the first that the wielder has not slain the Cyber-Sorcerer. The lost points are recovered as normal once the Cyber-Sorcerer is slain. After gaining this taint the wielder can sense a Cyber-Sorcerer with a DC10 Int roll, up to 1 mile away.
- 4 The saber powers itself by sapping the life energy of its wielder. The wielders skin becomes ashen and sallow. The wielder loses 1 point from Str, Agi, or Sta permanently. After the third time points have been lost in this way, the wielder is hopelessly addicted to the Solar Saber. They will keep it on their person at all times and never let anyone else touch it. If the wielder is ever separated from the saber, they will lose 1 point from Str, Agi, or Sta per day until they die or recover the saber. This stat loss will heal normally once the saber has been recovered.
- 5 The Solar Saber sends images of the destruction wrought by the cyber-sorcerers. The wielder may not gain again benefit from normal nights rest for 1d6 days.
- 6 The wielder has become infested with the Saber's nanites. The wielders skin grows dark and purplish, veins stand out on the welder's face. Anytime the saber is activated it sends the nanites into a frenzy. The wielder must make a Fort save DC 13 or suffer -2 to all action die checks due to pain and distraction for 1 turn.

TWISTED MENAGERIE

Rocker (Heavy Metal Elemental): Init +0; Atk slam +5 melee (1d10+4); AC 18; HD 3d8+6; MV 20'; Act 1d20; SP regenerates 1d3 hp per round when in the presence of rock music, cast Mosh Pit 1/day (CL 5), Crush! - inflict an additional 1d6 damage on 2+ successful slams against a single target (see below), immune to all mental attacks and effects; SV Fort +6, Ref +0, Will NA; AL N.

These odd creatures are the mindlessly devoted servants of Kizz, usually encountered in groups of 2-8. They appear to be 8 foot tall humanoids made of solid stone with rough hewn features. Each wears a black tee shirt bearing an ancient band logo and no other clothes. Rockers do not speak but may attempt to communicate with crude hand gestures.

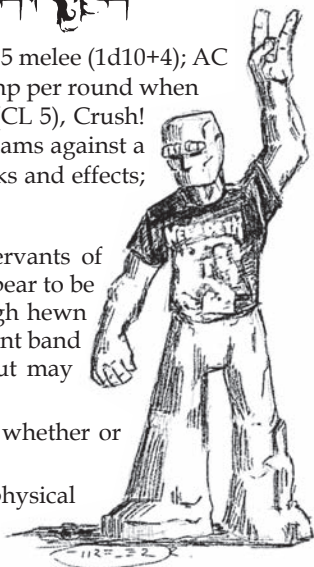
How they react when encountered will be based in whether or not there is any rock music playing with earshot:

No Music - They will be either performing whatever physical labor task they have been set to or will be standing around waiting for commands, banging their heads and playing air guitar. They will ignore anyone that does not attack them or attempt to command them in the name of Kizz. It will take a DC 25 Per check to order them around. Priests of Kizz or Wizards with a Patron bond to him may add double their level to the Per roll to command them.

Music - They will be slam dancing with each other and attempting to form a mosh pit with anyone that approaches them. The DC to command them is increased to DC 30.

In a combat situation, they will immediately begin slam dancing with their opponents with a 30% chance each round that one will attempt to cast Mosh Pit against any opponents attempting to stay out of reach.

Should a target be successfully hit with two or more slam dance attacks from different Rockers in the same round, they will suffer an additional 1d6 damage from being crushed.



Coming Next Issue!

Far in the northern reaches of Umerica lay the lands of Aetheria where the Masters of Castle Oldskull do fierce battle with the lich Skull-Or and his mighty minions!

- Articles on the lands of Aetheria and the neighboring Darklands
- The Aetherian Hero character class
- The Ancient tech of the Un Men! The secret to the power of Aetheria.
- And, the Wizard hating Warrior Patron, Castle Oldskull

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In this issue:

A trio of new Patrons of Umerica

- * The Earth Brain of the Cyberhive
- * Kizz, the mighty intergalactic god of Rock and Roll
- * Theszolokomodra, the thousand headed multi-dimensional space Hydra

And a new type of Patron: the Patron Object!

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