

CRAWLING UNDER A BROKEN MOON

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Issue No. 8

August 2015

COMPATIBLE WITH
**DCC
RPG**



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designed by Frank Turfler

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Crawling Under A Broken Moon



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riddle contest,
don't ask her
what's in your
pocket.

TOMB of SHMELERAK

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CRAWLING UNDER A BROKEN MOON

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

This issue is brought to you by the letters A through M in all of their gonzo post-apocalyptic glory.

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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



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Is For Aliens

Since the cataclysm beings from other worlds seem to be drawn to this planet in greater numbers than ever before. Whether for compassionate, opportunistic, or unfathomable reasons they have come and now join the throng attempting to survive and thrive under the broken moon.

Roll 1d3+1 times on the Appearance column and 1-2 times on the Motivation column to generate an alien species.

Roll 2d14

	Appearance	Motivations
2	Slimey and warty	Colonization
3	Gelatinous and semi-transparent	Looking for breeding stock
4	Crystalline and beautiful	To hunt intelligent game
5	Wrinkled and ancient	Peaceful coexistence
6	Lots of tentacles	Seeking compatible organ replacements
7	No sensory organs	For hosts to gestate their young
8	Halfling sized	Looking for new sources of fuel
9	Giant sized	To loot & pillage for enjoyment
10	Incorporeal and creepy	To harvest fresh souls
11	Way too many eyes	To help humanity to evolve
12	Way too many mouths	To enslave the local populous
13	Way too many limbs	To pillage the planet's water supply





14	Biomechanical
15	Covered in pulsing lumps
16	Enormous, semi-exposed brain
17	Constantly hovers
18	Large wings
19	Long, serpentine body
20	Spherical or geometric shaped body
21	Glowing aura
22	Gills and fins
23	Moist, rubbery skin
24	Covered in oozing pustules
25	Bloated and obese
26	Skin constantly changes color
27	Chitinous and spiky
28	Multiple cybernetic enhancements

To pillage the planet's plant life
To pillage the planet's heavy metals
To pillage the planet's petroleum
To pillage the planet's lower atmosphere
To feed on flesh
To feed on the souls of the living
To feed on living blood
To build a monument to their god
To build a space station
To build a military base
To build an intergalactic rest stop
Religious pilgrimage
On vacation
To meet with another alien race for "peaceful" negotiations
To find a quarry that has fled to this planet to hide

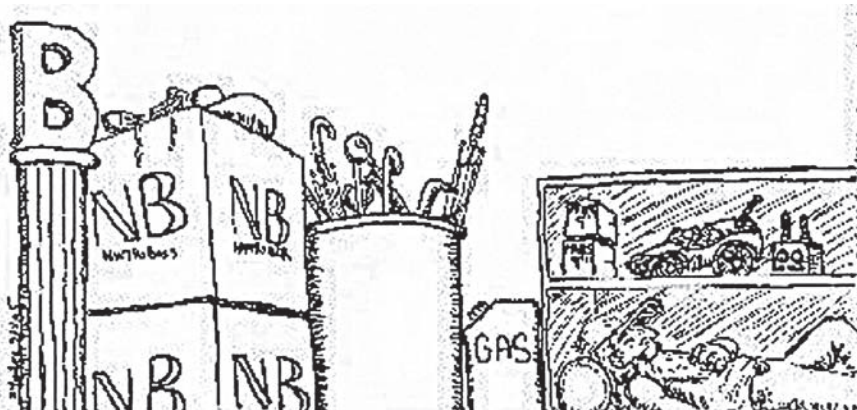


IS FOR BARTER GOODS

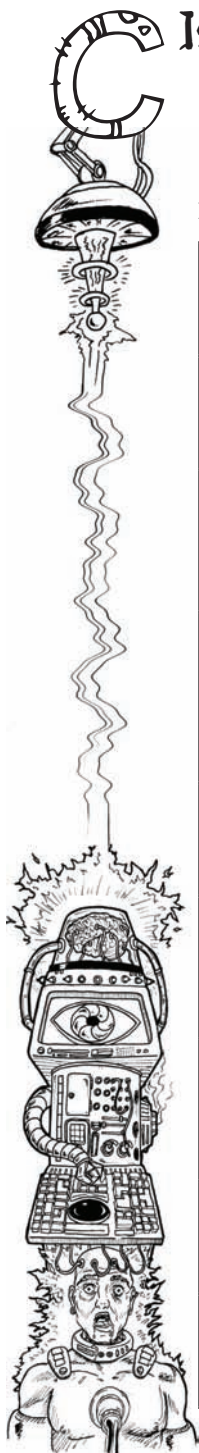
While some communities still attempt to hold to the pre-cataclysmic economic system or to develop their own, most of the world has reverted back to the age old and time proven system of bartering what they have for what they want. Use this table to see what they have and what they want.

Roll 1d8

1	Mechanical parts and scrap metal - Anything that can be used, reused, or repurposed. Roll 1d8	
	1 Gears, bearings, and seals	5 Brackets, braces, and hinges
	2 Sheet metal & plating	6 Spools of wire & cabling
	3 Nuts, bolts, and washers	7 Rebar and I-beams
	4 Engines & motor parts	8 Batteries & fuses
2	Wild Game - Creature skins that have been cut, cleaned, dried, and prepared. Roll 1d8	
	1 Heavy, course furs	5 Soft leathers
	2 Light, fine furs	6 Hard leathers
	3 Xenochitin & shells	7 Scaled leather
	4 Horns, tusks, and antlers	8 Fresh meat
3	Clothes - Textiles or other materials worked to create protective, practical, or decorative apparel. Roll 1d8	
	1 Footwear	5 Fancy apparel
	2 Jeans & Trousers	6 Undergarments
	3 Shirts	7 Gloves
	4 Coats	8 Hats
4	Livestock - Domesticated animals raised for meat, hides, shearing, milk, or labor. Roll 1d6	
	1 Milk producers	4 Steed & Labor animals
	2 Meat animals	5 Guarding & Hunting animals
	3 Wool producers	6 Egg layers



5	Services - This can range from simple labor to skills requires years of training. Roll 1d8 <table border="1"> <tr> <td>1 Craftsman</td><td>5 Courtesans</td></tr> <tr> <td>2 Technological</td><td>6 Protection</td></tr> <tr> <td>3 Magical</td><td>7 Manual labor</td></tr> <tr> <td>4 Transportation</td><td>8 Food production</td></tr> </table>	1 Craftsman	5 Courtesans	2 Technological	6 Protection	3 Magical	7 Manual labor	4 Transportation	8 Food production
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3 Magical	7 Manual labor								
4 Transportation	8 Food production								
6	Tools - Any items that make doing a job easier, safer, or better. Roll 1d6 <table border="1"> <tr> <td>1 Simple hand tools</td><td>4 Complex hand tools</td></tr> <tr> <td>2 Handheld power tools</td><td>5 Large power tools</td></tr> <tr> <td>3 Ropes, cords, and chains</td><td>6 Nails, fasteners, and ties</td></tr> </table>	1 Simple hand tools	4 Complex hand tools	2 Handheld power tools	5 Large power tools	3 Ropes, cords, and chains	6 Nails, fasteners, and ties		
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7	Medicine - pharmaceutical goods for treating and curing. Roll 1d8 <table border="1"> <tr> <td>1 Painkillers</td><td>5 Digestive aids</td></tr> <tr> <td>2 Antibiotics</td><td>6 Correctives</td></tr> <tr> <td>3 Antiseptics</td><td>7 Palitives</td></tr> <tr> <td>4 Bandages</td><td>8 Curatives</td></tr> </table>	1 Painkillers	5 Digestive aids	2 Antibiotics	6 Correctives	3 Antiseptics	7 Palitives	4 Bandages	8 Curatives
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8	Entertainment - goods for relaxing or enjoying oneself. Roll 1d6 <table border="1"> <tr> <td>1 Recreational drugs</td><td>4 Alcohol</td></tr> <tr> <td>2 Art & literature</td><td>5 Live music & performance</td></tr> <tr> <td>3 Recorded media</td><td>6 Carnal activities</td></tr> </table>	1 Recreational drugs	4 Alcohol	2 Art & literature	5 Live music & performance	3 Recorded media	6 Carnal activities		
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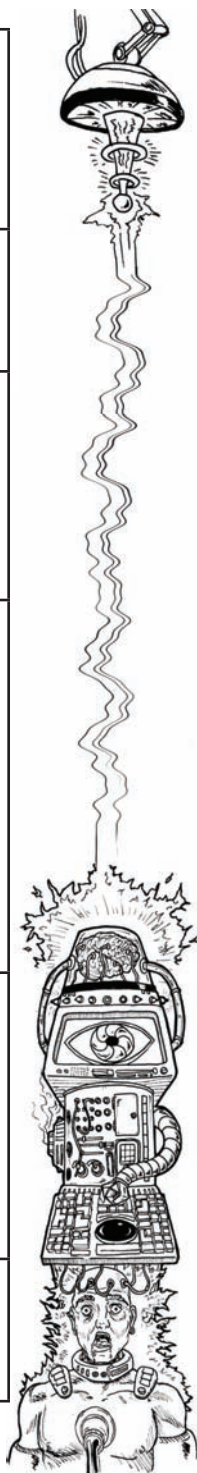
C IS FOR COMPUTERS

While the majority of the world's computers either dramatically failed during the cataclysm or fell into disrepair during the aftermath, a surprising number of them still survived. Now they are worth more than their weight in gold to those who understand the power they wield.

Roll 2d8

2	A large mainframe computer that has wired connections throughout the local area. The access security is moderate but every 10 minutes there is a 20% chance it will reboot.
3	An EM shielded desktop computer. Heavy password protection is present within the file structure. Contains gigabytes of now useless financial information.
4	A hardened laptop with heavy boot security. Runs a minimal OS dedicated to software for remote robot control. when run the program shows that there is a robot in sleep mode nearby waiting for activation.
5	A bank of office cubicle computers that are all connected via LAN. Hidden within is a self aware A.I. that escaped here after its mainframe crashed. If discovered or the computers are threatened it will bargain to be moved to a computer large and powerful enough to act as a proper new home.
6	A desktop computer hardwired into an unknown network. After booting, a chat window will open and someone will begin posting requests to respond.
7	A tablet type computer with a strange OS displaying obviously alien text and icons. If interacted with it will quickly attempt to learn the language of the user and begin asking odd, personal questions.
8	A small mainframe computer that is already running. The screen shows obscure coordinate information and an alert box will pop up requesting "CONFIRM TARGET [YES/NO?]".
9	A desktop computer with minimal security. The large hard drive is full of amateur survivalist how-to videos and pornographic media.
10	A computer and bank of servers that acted as a backup hub for a pirate media streaming service. Contains several petabytes of pre-cataclysm Hollywood blockbuster movies.

11	A computer that is attached to a 3D rapid prototype printer. The output is a neon-green resin with roughly the same durability as hard wood. There is enough resin left to create 1d3+3 objects no bigger than 4 feet in any dimension. Requires an Int check (DC15) to operate and a Fumble indicates it is permanently broken.
12	A very roughed-up laptop with moderate security. Gaining access will reveal military plans to assault a nearby settlement. The plans indicate the attack will take place in 1d3+2 days.
13	A tablet computer that has an entirely icon-based interface. It occasionally flashes an icon indicating an incoming transmission with a picture of an demon/alien. If accepted, the tablet will translate all verbal communications. Whether the conversation with the extraterrestrial/dimensional beings goes well will be up to the speakers. The original owner of the device will come looking for it.
14	A desktop computer with several arcane sigils painted on it. The keyboard has a few additional keys that have strange symbols on them. After reading the READ ME files and passing an Int check (DC 15), the user will be able to cast the either the Speak With The Dead spell (DCC RPG, pg 290) or the Consult Spirit spell (DCC RPG, pg 204) with a d20+5 action die. The user can choose to spellburn Per or Int to enhance the casting. This manifests as ethereal tendrils siphoning from the user's head into the monitor. A failed casting roll results in the computer being unable to cast again for 2d20 hours. A fumble on the casting roll consumes 1d3 Luck from the user.
15	This laptop seems to be in perfect working order. It appears to be running some sort of custom OS and has a very intuitive GUI. In reality, none of the internal parts work and it is inhabited by a "friendly" demonic spirit. It can wirelessly interface with other electronic equipment and read any electronic media. Also, the battery never needs charging. As long as the user capitulates with occasional, and somewhat terrible, requests made by the demon, it will willingly serve.
16	A mainframe computer housing a self aware A.I. that is currently in contact with the Cyberhive. It will attempt to recruit anyone it can with offers of technology in return for performing missions that will please the Cyberhive.





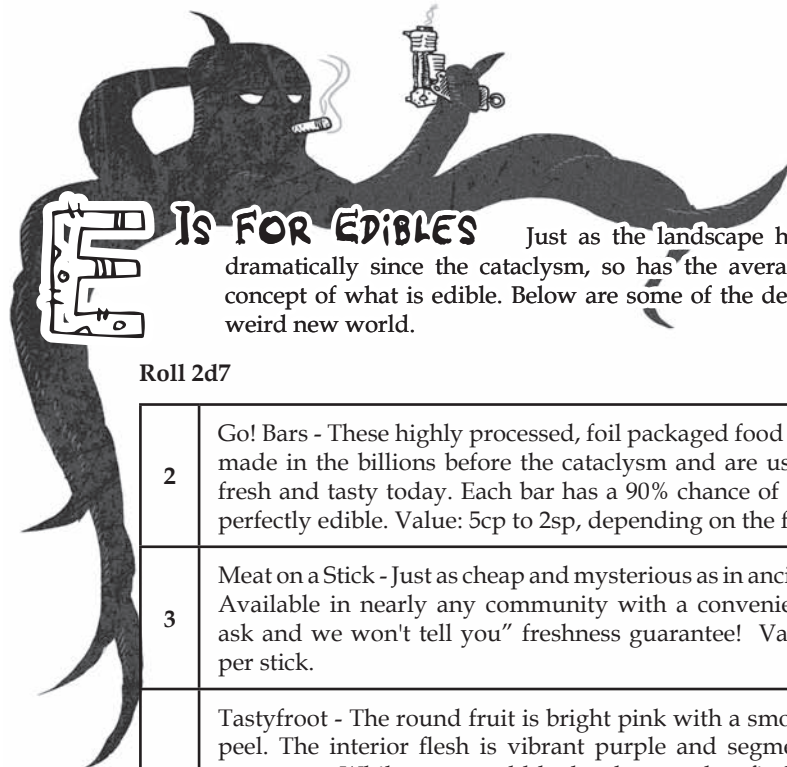
IS FOR DECAY AND RUIN

If there's one constant that defines the ancient urban landscape of the world's former great cities is that they are all in an unsafe state of disrepair. Whether eroded by the environment, devastated by war, plundered for valuable materials, or all of the above each building is a unique death trap waiting to happen.

Roll 2d5

2	Spots of black and green on every surface reveal the fact that the understructure is infested with mold. Staying even a few minutes within the area can cause serious respiratory ailments and an extended stay could be lethal. The Fort save begins at DC 8 and increases each hour by 1d3. Each failed save inflicts 1d2 Stamina damage. Large amounts of activity or structural damage in the area will fill the air with spores and increase the DC by 2d3 for 2d6 hours. If more than 4 points of Stamina is lost in this way, there is a 20% that each point lost is permanent damage, not temporary.
3	The floor is not nearly as sound as it seems. Anytime someone moves more than 10 feet per round there is a 20% chance that the floor will fall out from beneath them, dropping them to the area below. Add +1d4 to the falling damage due to debris. If the floor below is also unstable, there is a 50% chance of falling through each additional floor until a floor holds or the foundation is hit.
4	In an enclosed area nearby there is a gasline leak that has resulted in a dangerous pocket of natural gas. Entering the area with an open flame or other item that might cause a spark has a 50% per round to cause an explosion. The explosion will inflict 4d8 damage and have a 35% chance of the building collapsing in 1d30 rounds, causing an additional 10d6 damage to anyone caught inside.

5	The ceiling in this area is unsound and ripe for collapse. There is a 10% chance each turn that it will fall. When it falls, everyone in the area must roll under their Luck or suffer 3d5 damage and be trapped in the rubble. A Str check (DC 15) will be required for a person to dig themselves free. The DC is lowered to 10 if others that are not trapped are assisting.
6	The area is partially flooded with dank, murky water. Attempts to move faster than 5 feet per round will require a Ref save (DC 10) each round or suffer 1d3 damage from unseen hazards. There is a 20% chance that the water is toxic and unprotected skin contact requires a Fort save (DC 13) each hour. Those who fail their save suffer 1d4-1 Sta damage.
7	The area is a firetrap waiting to happen. Whether due to aging household chemicals or intermittent electricity flowing through faulty wiring, there is a 20% chance each hour spent in the area that it will catch on fire. Once lit, the fire will quickly spread and become a raging inferno that is out of control within 5d4 rounds. Before it goes out of control, an attempt can be made to extinguish the fire with a DC of 5+1d3 per round it has been burning. Failed extinguish attempts require a Ref save (DC 13) to avoid taking 1d3 burning damage. Once it is out of control, anyone still in the area will take 1d3 damage per round from smoke inhalation and heat until they expire or escape.
8	The area is infested with insects that have built their homes in the walls. Every turn spent in the area performing normal activities has a 15% chance of disturbing the insects and causing them to swarm the invaders to their home. Anyone staying in the area must make a Ref save (DC 14) every round to avoid being swarmed. Those who are swarmed suffer 1d3-1 damage per round until they are cleaned of bugs. Also, all organic clothes or items on the swarmed person have a 10% of being ruined by the bugs. Food items have a 50% chance of being ruined.
9	This area is saturated in odorless, poisonous gasses. Whether they were generated by unsafe chemical production or leftover from chemical warfare, staying in this area for more than a few moments can be fatal. For every 10 minutes spent in the area a Fort save of (DC 15) must be made or the person falls unconscious, then the victim losses 1 point of Sta every 10 minutes until removed from the area or they expire.
10	The entire structure is structurally unsafe. Every minute spent inside of it has a 20% chance of initiating a total collapse. Once the collapse has begun, occupants will have 3d4 rounds to attempt to escape before it is too late. This will require a Ref save (DC 10) in order to move forward. A failed save means they are impeded and cannot move this round. Anyone still in the building when the final stage of collapse occurs will suffer 1d30+3 points of damage for every story of the building (meaning a person trapped in a 3 story building will suffer 3d30+12 damage). Those who survive being buried alive are trapped until they make a DC 25 Str check or they are found and dug out.



E IS FOR EDIBLES

Just as the landscape has changed dramatically since the cataclysm, so has the average person's concept of what is edible. Below are some of the delicacies of a weird new world.

Roll 2d7

2	Go! Bars - These highly processed, foil packaged food bars were made in the billions before the cataclysm and are usually still fresh and tasty today. Each bar has a 90% chance of still being perfectly edible. Value: 5cp to 2sp, depending on the flavor.
3	Meat on a Stick - Just as cheap and mysterious as in ancient times. Available in nearly any community with a convenient "don't ask and we won't tell you" freshness guarantee! Value: 1-3cp per stick.
4	Tastyfruit - The round fruit is bright pink with a smooth, thick peel. The interior flesh is vibrant purple and segmented like an orange. While you would be hard pressed to find a person who does not like them, no one can really describe the flavor as anything but "tasty" or "fruity". No one knows if these plants existed before the cataclysm but they seem to pop up randomly near many large settlements nowadays. The trees produce an abundant harvest for their size and bear fruit year round. Value: 1sp for a dozen.
5	Shroomer Steaks - A thick and juicy slab of "meat" fresh from the grill smells and tastes great. The animal/fungi hybrid beasts called Shroomers are slow moving, docile, and easily domesticated beasts that when full grown release a bunch of spores and then die. The full cycle from spore to death only takes about a year with adequate water and soil. Value: 6cp per pound, in season.
6	Hunter's Stew - An old standby of whatever was caught, captured, foraged, or found thrown into a pot with water, ground grain, and maybe a seasoning or two. Only a 1-in-20 chance of choking on a bit of bone, talon, or button. Value: 4cp per bowl the first day, 2cp per bowl after that.



7	Spice Berries - These uncommon small berries are quite sweet and spicy when eaten out of hand but are usually added to breads, porridges, or stews. Besides flavor they can neutralize contaminants and toxins from the food as it cooks. Value: 2sp per handful.
8	Boiled Beetle - There are several varieties of dog sized beetles that have a palatable flavor when properly cooked. Cracking the shell can be done in many ways and tends to spark conversation on which way is best. Usually served with dipping oil or gravy. Value: 2-4cp per plateful.
9	Pigtippede Jerky - This flavorful dried meat is free of all contaminants as a Pigtippedes unique digestive system neutralizes all toxins and such from its food. Value: 2sp per pound.
10	Tomeato - This appears similar to a large tomato but is blood red and pulses slightly. When cut they ooze a blood-like juice and slightly sweet, meaty scent. Uncooked, they taste very reminiscent of raw beef and cooks very similarly to beef as well. When properly picked and the skin is left whole they will remain fresh for up to a week. Wild tomeato plants tend to be found in the vicinity of recent battlefields or graveyards. Value: 3-6cp per fruit.
11	Blue Cakes - Whether baked plain, savory, or sweet, these small cakes are possibly the most prevalent food item across Umerica. All are made from Blugrain, a mysterious grain of "unnatural" blue hue that appeared sometime after the cataclysm. It grows like a weed in most climates regardless of soil nutrients and rainfall. Value: 1cp per 1-3 cakes, depending on quality.
12	Can-O-Ham - These cans of highly processed ham come in several flavors like: Maple, Cajun, Garlic, Hash, Cheesy, and Inferno. Due to the unique canning method used there is a very good chance (85%) that any undamaged can is still safe to eat. It is rumored that the canning facility survived the cataclysm and is just waiting to be found. Value: 2-8sp per can, depending on the flavor.
13	Roast Ratater - Rataters are a veggie animal hybrid vermin similar in size and disposition to rats. The scrambling of the their little root feet is a common background noise in many inhabited buildings at night. Luckily their chunky, potato-like body's are quite palatable when roasted or baked. They are usually served with a gravy or sauce. Value: 2-4cp each
14	Insta-meals - These foil pouches contain dehydrated and processed food that just requires the addition of hot water and a few minutes to become a "meal". While still "safe" to eat, the extreme preservatives used in the food can cause intestinal distress if a Fort save (DC 7) is not made. Value: 4cp to 2sp per pouch, depending on the flavor.



table by Ryan Moore

Throughout the civilizations striving to survive there are always groups contending to exert their beliefs, directly or covertly, upon the masses. Call it politics, religion, or whatever, the constant ideological kerfuffle is part of what keeps most communities from truly knowing peace and prosperity.

Roll 1d12

1	Long ago, a military android came upon a dying man. The man was on a quest of revenge and justice against the raider gangs who killed his family. The android took up his cause. That first android has repaired and copied his programming to many other androids. These Road Warriors roam the wasteland in souped up muscle cars dispensing wasteland justice.
2	The Emeri-Khans are a jingoistic tribe of nomadic barbarians. Their colorful red, white, and blue caravans are adorned with stars, eagles, and symbols of the long forgotten country. The Khans worship ancient documents and preach a perverted version of "Truth, Justice, and the Emri-Khan way."
3	Before the cataclysm, an eccentric billionaire put thousands into cryogenic slumber. After the cataclysm, these sleepers would reawaken and rebuild society. Very few survived the worldwide apocalypse. A small search and rescue team has recently awakened and is doing their best to complete the mission.
4	When the world fell apart, select government officials retreated into underground bunkers to wait out the cataclysm. With no end in sight, life in the bunker broke down into barbarism. After 1000 years, a new force has emerged from the bunkers. Calling themselves the "Shadow Government", this faction uses ancient technology and robotic soldiers to subjugate the surrounding communities.

5	Following the traditions of the Texas Rangers, the Rangers keep tabs on the wasteland threats and protect the survivor communities. Part sheriff, part scout, and part sniper, the Rangers struggle to maintain a small amount of order amid the chaos of the wasteland.
6	During the cataclysm, the Russians threw everything into a super-soldiers program. Few survived the process. One survivor was granted superhuman abilities including immortality. Using his superior skills and knowledge of ancient technology, “Voivode” leads an army of hi-tech Vikings. Calling themselves “the Voin”, they seek to gather all forms of super-science and pre-ruin technology in their goal of world domination.
7	The Tattered Kings are a vicious bloodthirsty biker gang. Granted sorcerous powers by their patron, known only as the “Unspoken”, they ride through the wasteland on hellish supernatural vehicles looking for human sacrifices.
8	The Beast Lords are shadowy figures rarely seen in the wastes. Gifted with powerful psychic abilities, they control armies of mutant animals and beastmen. They rule a small empire of psionically enslaved beings.
9	The Followers of Chiron believe that when the moon was cracked the great beast Chiron was born. Prophecy foretells that Chiron will soon return and devour the earth. Chiron is depicted as a massive space wasp.
10	The Super Science merchants roam the wasteland in their massive arachnid death machine. Rumor says they traded with a Wizard to get it. The peddlers are adept at repairing super-science and trade their goods to any who can pay. Many raider gangs have met their end attacking the peddlers.
11	The Light’s Children preach a message of peace and tolerance across the wasteland. They worship a being of light who “came down from the heavens.” Their lord grants the children miraculous healing abilities. The children have gathered a sizable following despite being preyed on by raiders. Those who prove themselves “truly worthy” are taken “into the light” by their lord and never seen again.
12	Roll twice to generate two factions. The two factions are interacting in an on-going situation.



Is FOR GARBAGE *(table by R. Dale Bailey, Jr)*

Within the ruins of any dead community the ground is apt to be strewn with the refuse of their last days. While some might find it unimportant what they are striding through, those with keen eyes for value and sharp wits are always on the lookout for something of use.

Roll 1d20

1	Crunk Cola - for when you need uplifted from your Funk. A large pile of crushed aluminum cans. 2d24 are useable as containers. 2d100 tabs can be gathered.
2	T-shirts with offensive language, pants with 'Sassy' written on the backside, and something called "Capri's". It's no wonder the world ended. Moth-eaten clothes. 1d100 buttons, 2d30 zippers, and 2d24 pieces of cloth.
3	A kaleidoscope of broken and colored pieces of glass. 1d6 intact light bulbs can be repurposed as oil lamps and smaller pieces can be used to focus light, used as a knife, or glued together for a nice lamp shade.
4	A broken aquarium with little skeletal fish remaining. 1d4 bottles of activated charcoal from fish filters, 1d3 doses of fish antibiotics and 2d3 feet of tubing.
5	Rusty red riders in both boys and girls styles. Though admittedly you are not sure which is which or why their is a distinction. 1d6 bicycle tire tubes, 1d4 tire valves, 1d3 small mirrors, and 1d2 slightly rusted bicycle chains.
6	Slightly rusted rubbery covered stack of paint cans. 1d5 can be cleaned and used as containers while 1d3 of them contain useable paint. 10% chance some clever individual hid something good here.
7	Scattered rusted vehicles mostly looted. 1d5 seat covers, 2d24 assorted wires and fuses, 1d4 various auto parts (25% chance of what you need), 1d3 road flares, and 10% chance of finding a tire iron.



8	Goobers for your lil Goober in all their favorite flavors: Pear Zucchini Corn, Apples Kale and Figs, Pear Spinach and the best selling Bananas Beets and Pomegranate. 2d6 baby food jars.
9	Java Juice Filtrates removes the bitter from your brew. In bleached, unbleached and, in this case, only slightly used. 1d12 coffee filters.
10	It is hard to tell if this wall was in the middle of being built or crumbled in the destruction. 3d12 useable bricks and 25% chance a bag of useable cement is nearby.
11	At one point in history it was considered trendy to build items out of pallet wood. Chairs, fences, even homes were considered “green”, whatever that meant. 4d12 useable boards and 2d100 nails.
12	Remnants of a children’s party. 1d12 small candles, 2d100 balloons, 2d3 old toys (stuffed bears, toy cars, old electronics) and 2d10 feet of signage with twine. Parental angst and suffering strangely absent.
13	Standard duct tape comes in silver but here we have also bandana red, camo green and cancer pink. People of the past never suffered from a lack of style even for the functional. 2d5 rolls of mostly used duct tape that can be gathered to make one small roll.
14	A bright neon-green garden hose covered in something that looks like moss. 2d24 feet useable.
15	Humans have always kept trophies of their kills. And that vanity now pays off as something that can be taken and put to better use. Broken antlers on a mounted backboard.
16	Fliptops, sliders, large and small, even something called a smartphone. Long distance communication was important in the past. Now it’s a long forgotten concept but its implementations can be used for survival when emptied out for parts. 1d5 abandoned cellphones.
17	Cleaning and sanitation have always been important. Now so more than ever as the water you are drinking might kill you. Use this to live a little longer. 1d8 mostly empty bleach bottles contain 1d3 doses.
18	You might know how to make fire better than people of the past but there is something to be said for convenience; and again style. Purple, blue, red, birds and beasts and symbols of peace. Show your badland posse who wields the power of fire with flair!. 1d3 disposable lighters.
19	Fluoxetine. Sertraline. Hydrochlorothiazide. Omeprazole magnesium. Tramadol Acetaminophen. Incomprehensible gibberish and lots of it. Seriously. You will find more empty pill bottles than anything else as the past worshipped their life-giving and life-taking properties. 3d100 pill bottles. 25% chance of something useable inside.
20	Spinners. Angled heads. Reachers. Purple, Turquoise or Pink. Express your style with a 2d4 old toothbrushes.



IS FOR HAZARDS

While no one would say the world is a safe place, there are places and occurrences that are much more dangerous than the norm. Some can be foreseen with a watchful eye or a gut feeling but many can only be endured when encountered.

Roll 2d10

2	That big pile of garbage is actually a blind for an ambusher. You get one chance to figure it out before it is too late.
3	The asphalt ahead looks normal but has become molten and viscous. It acts as hot quicksand, inflicting 1 point of damage per round that you are trapped.
4	The floor or structure you are standing on collapses, dropping you 1d3x10 feet to a lower floor or structure.
5	The peddler you did business with recently coated your purchase with contact poison. They are now trailing you and waiting for it to take effect.
6	That sweet looking car is just a mock up. By the time you get close enough to tell, you have walked into the trap.
7	The clouds overhead suddenly release technicolor rain that burns and has a 5% chance per minute of exposure of causing corruption (Roll on Table 5-3: Minor Corruption, pg 166, DCC RPG rulebook).
8	You encounter an odd type of bush that when you walk within 20 feet of it, you temporarily lose 1 Int per minute until you reach Int 1 and pass out. The points lost are regained at a rate of one per hour, once you are out of the area of effect.
9	The food you ate was infested with nanites. If you do not roll under your Luck, you suffer intense pain as they begin to rebuild you. There is a 33% chance that the outcome will be an improvement.
10	The food you ate was spoiled or contaminated. Make a Fort save DC 10. Success means you are only ill for 2d30 hours, suffering -2 to all actions. Failure means the penalty is -5.
11	Something has stirred up the local insect population and they have flooded into your campsite. Everything and everyone is covered in agitated bugs. Make a Will save (DC 12) to do anything constructive about it.
12	The area you are traveling in is sentient and shifting its paths to keep you trapped. It get out you must accept a geas to perform a favor for the area.



13	You enter an area that causes time to move slowly, as the Slow spell, result entry 36+ (pg 229, DCC RPG rulebook) but encompasses the entire area. There is something that calls this area home that is not affected by the Slow spell. Maybe it's friendly...
14	Tectonic activity in the area has made it prone to sinkholes. There is a 10% chance per hour spent within the area to get caught in a new sinkhole. Make a Fort save DC 10. Failure means you suffer 1d4+1 temporary Agi damage due to the fall. There is also a 10% chance per hour spent within the area that a large nearby structure will collapse. A Ref save (DC 12) must be made to avoid taking damage (1d3 per story/floor of the structure).
15	All of the seemingly peaceful people/flora/fauna of the area you are in turn murderously savage after dark. There is something in the area causing the phenomena. If dealt with the curse is lifted. There is a 20% chance per day spent within the area for you to be affected as well.
16	All electronic equipment will suddenly act with a mind of its own. There is a dimensional rift in the area causing the issue. This will continue as long as you stay within the area or until the rift is closed.
17	The area you are traveling in suddenly and violently catches on fire. If precautions are not immediately taken to avoid the smoke, a Fort save (DC 11) must be made to avoid suffocation (see Drowning, pg 3, UX01). Flammable items have a 15% chance per minute to catch fire.
18	The trade goods/loot you recently discovered are contaminated with psychic residue that doubles the chance of random encounters as long as they are in your possession. A Remove Curse spell is required to cleanse it.
19	Everyone must roll under their Luck or all of their food is mysteriously gone. If they stick around to investigate, they roll again every hour.
20	A thief is following you. Every time you stop to rest they will attempt to pilfer something.



IS FOR INHOSPITABLE PLACES

(table by Eric Fabiaschi) There are few places that could be called paradise in this twisted world but there are far more places where neither sane man nor beast would choose to live. Of course this means these are the places most likely left untouched and unplundered since the great cataclysm...

Roll 4d5

4	An ancient vault deep in the green hell jungles of Southern Umerica. The place is inhabited by weird old gods and spirits of the fathers of the ancients at least according to local rumors. Dangerous mutant monsters prowl the jungles but fabulous treasures are to be found there.
5	A flying factory skates across the sky and launches drones on villages. No man nor wizard has claimed the place as it circumnavigates the Earth on the tradewinds of the high sky. Treasures undreamt of by men shine in the morning sky, but only death awaits those who seek them.
6	A weird set of ruins made from the burnt out wreck of some ancient spacecraft. There are hundreds of mutated, mindless undead on board.
7	An ancient place of depravity and horror that waits for the next level of its existence. Dozens of ghosts hover around what was the bastion of learning and understanding. Thousands of credits worth of material sits waiting for new masters.
8	The ruins of an ancient hi-tech super-science facility manned by dangerous and more than slightly unhinged robots and androids.
9	Ancient adventurers spoke of an glistening other dimensional city the size of a mountain and its ancient alien wisdom. The place's inhabitants seem long gone by now but rumors of strange inhabitants from beyond the pale of man keep tempting the brave to seek it out.
10	Deep within the Earth there are rumors of vaults of old and secrets of long buried kings but they remain unplundered due to the toxic atmosphere. Supposedly ancient gods protect the place and their secrets with rumors of curses and monstrous horrors.

11	An enormous flying manta ray style craft that is a skyborn set of ruins. It flits from mountaintop to mountaintop feeding on caustic pre-apocalyptic pollution and creates valuable materials from the run off. Its secrets are open to those who can survive its polluted interior.
12	An ancient deep sea colony has been wiped out by a plague but there are thousands of valuable robots and gene modified creatures still in residence.
13	A long lost desert-dwelling vault colony has begun to transmit radio messages in an thick, strange accent calling for help. They say they are being overrun by demonic monsters. Legends tell of fabulous treasures and hidden wisdom of the Ancients there.
14	A lost colony of Ancients made their home in giant rock faces carved out the side of a mountain. Legends speak of the massive treasure vaults that hold the richest art treasures in the pre-apocalyptic world. The place is said to be unguarded but no one has ever returned.
15	A long-lost backwoods vault that holds the secrets to the creation of the monsters that destroyed the world. This place is a gene splicer's dream and holds priceless artifacts, but there are mutated horrors lurking in the woods around the place.
16	An ancient time/space window locked within a museum in the ruins of a great city. This place is surrounded by time storms that will take years off a person's life should they be caught within it.
17	This isolated ruin contains the life forces of half a million souls stored on psychic crystal matrices. The place is guarded by the ancient and bitter spirits of the Apocalypse that hate all who now live. This place is said to contain valuable soul crystal technologies.
18	An ancient temple of horror and depravity awaits those who can climb the mountain. This place is supposedly the realm of the gods but in actuality it might have been the abode of the Ancients themselves. No one has ever returned from its top but the golden temple still beckons. Who knows what relics and treasures it holds?
19	This place is actually a former wildlife preserve that contains the remains of hundreds of cybernetic animals and predators. There are hundreds of gold pieces worth of super-science equipment but nano swarms guard the stuff.
20	This set of standing stones wasn't build to summon ancient spirits but to guide the ancient sky kings back home to their seat of power. The vaults under this place contain many machines and valuable relics but ancient "demons" haunt the place.

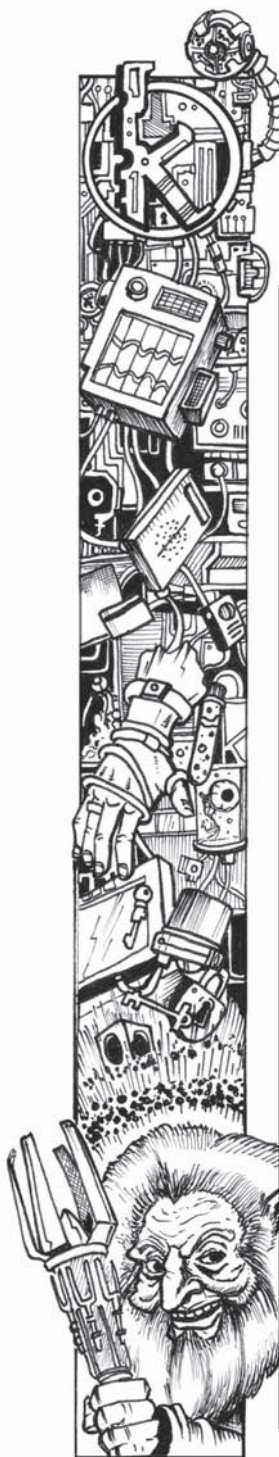


IS FOR JUNKYARD GADGETS Regardless of the state of the world there will always be those with a hankering to tinker with machines. Sometimes they just waste their time and other times they create an ingenious gizmo or three. You just never know what you might find amongst their wares.

Roll 1d14

1	Handmade Water Filter - Just add fresh wood charcoal to the chamber, pour water into the reservoir, and wind up the spring. Can filter 1 gallon an hour and up to 1d3+3 gallons before needing fresh charcoal. 85% effective at removing harmful contaminants.
2	Solar Portable Fridge - This picnic cooler is rigged with a small refrigeration unit, solar panels, and a bunch of rechargeable batteries. As long as it is left in direct sunlight for at least 8 hours a day it will run and stay at roughly 40°F. There is a 25% it will have an AC plug or DC car outlet plug attachment.
3	Trapped Pack - A heavy-duty camping pack that releases tear gas if not opened properly. Comes with 1d5 extra canisters of gas. During combat, an extra round must be taken to disable the trap in order to access the contents safely.
4	Collapsible Vapor Collector - When deployed it collects moisture out of the air overnight. Depending on the ambient humidity and the weather, it can collect 1-8d4 ounces of drinkable water.
5	Backpack Still - This compact one-gallon still is built into a fireproof box with two shoulder straps. If no juice is available, the battery power hot plate can be removed and replaced with a pan of hot coals. Can produce 1d4+2 cups of 100-proof hooch over a few days. It is not recommended to carry the still while it is distilling.

6	Hand Crank Electric Generator - A home built portable 120-volt crank generator with attached battery. Requires a bit of effort (Sta check DC 10) but can recharge flashlights and other small electronic devices. Aggressive cranking (Str check DC 13) has a 75% of getting an engine to turn over.
7	Keep-Away Candle - Usually made in one-gallon buckets, these multi-wick candles are VERY pungent when lit. The resulting scent will drive away most insects and animals will generally not want to come within 100 feet of it (90% effective). The candle burns slowly and will be good for a total burn time of 30+ hours. Anyone spending more than 10 minutes near the candle will lose their sense of smell for 1d3 days.
8	Portable Motion Detector - Rigged from a bunch of salvaged home security systems, these directional sensors can be set up around a 20ft x 20ft (max reach of the wires). Anything bigger then a tomcat coming within 50 feet will set it off. Runs off of a rechargeable battery pack.
9	Homemade Geiger Counter - Good for detecting most forms of harmful radiation (85% effective). Internal battery can be recharged with connected hand crank.
10	Manual Pneumatic Spreader - Built from old firefighter tools and such, just wedge the pry tip into whatever you want to force open and pump the pressure handle. Adds +5 to Str checks to open locked/jammed containers and doors. Requires several minutes to build sufficient pressure.
11	Pipe Gun - An improvised, single shot shotgun that is "relatively" safe to use. The shell is loaded in the butt end of the barrel and the barrel is inserted into another tight fitting cylinder with a nail mounted inside. To fire, the barrel is slapped forcefully into the cylinder, striking the primer against the nail. Damage Die 1d10, Range 10/20/40, Reload time: 1 round, Fumble range 1-2. All fumbles result in the pipe gun becoming unusable.
12	Pipe Bombs - Constructed from old plumbing pipes and old household chemicals in the proper proportions. Fuses come in 1, 2, and 3 round lengths. Damage Die d5, Blast Range increment 5ft, Fumble range 1-2 (see CUaBM #2, pg 12-13).
13	Time bomb - A pack of homemade explosives with a clock timer (90% it will work properly). Requires an Int check (DC 10) to set the timer correctly. Damage Die d14, Blast Range increment 15ft, Fumble range 1-3 (see CUaBM #2, pg 12-13).
14	Homemade Fireworks - Loud and colorful, these are more for entertainment or signaling then combat. Direct contact when exploding could cause 1d3 damage and have a 33% chance to set flammables on fire.



IS FOR KEYS & KLAXONS

The people of the past seemed to be obsessed with feeling secure, for all of the good it did them. They all died and now many of their treasures are just waiting to be pilfered, assuming you can get past their elaborate locks and security systems.

Roll 3d7

3	While the lock looks intimidating, it is all bluff. It is a simple tumbler assembly dressed up to scare off amateurs. 10% chance to break lockpicks due to its shoddy construction.
4	The complex keypad is a ruse. Careful observation will reveal that the whole assembly slides over to expose a standard tumbler lock. Typing on the keypad might set off a local alarm.
5	A pressure sensitive tumbler lock that will sound a local alarm if it thinks it is being picked. May sound alarm even if the lock is successfully picked.
6	A keypad that will lock itself down after five failed login attempts. Requires a master fob to unlock and reset login attempts. Interrupting the power might reset it or set off an alarm.
7	A keypad and camera lock that uses facial recognition combined with a keycode for entry. Could be fooled with a photo of a valid person or a cryogenically frozen head.
8	Double tumbler lock that requires two keys. The keyholes are 10 feet apart and must be turned simultaneously to work. Failing to do so may also sound an alarm. Both must be picked at the same time.
9	Keycard reader that requires a magnetic stripe keycard with the proper credentials. Even with the proper keycard access may be restricted to certain hours of the day, set on a timekeeping system centuries old.
10	The door has several tumbler locks. Only one is actually part of the door lock. Interaction with any of the others may cause security measures to be deployed.
11	A keypad and fingerprint scanner lock that requires both a matching print and passcode for entry. Could be fooled with the correct cryogenically frozen hand.

12	Very secure lock that has a full keyboard interface. Requires a complex password or the answers to several security questions. After three failed attempts an alarm of some sort will go off.
13	The door has several deadbolt tumbler locks. Once one lock is interacted with all must be opened/picked within a small timeframe or security measures will be deployed.
14	Lock requires a full hand scan and voice recognition test to open. Good luck bypassing this one with hotwiring it.
15	A lock interface that requires both a fingerprint scan and a retinal scan. Failure may result in a strobe flash that blinds the person using the interface. Could be fooled with the correct cryogenically frozen hand and eyeball.
16	Keycard reader that requires a smart keycard that tests the holders biometrics for recognition. Failure will set off an alarm and the keycard will act as a homing beacon for any sentries.
17	The lock has a touchscreen interface that requires the person to solve a virtual 3D puzzle in order to open. Repeated attempts will be shown a different puzzle to solve.
18	Instead of a keypad, this lock has a small piano keyboard and requires the person to play a specific musical piece to open. There might be clues about which piece somewhere else in the location.
19	A complex lock that requires three people to stand at three interfaces, each 10ft apart. Both a key and fingerprint scan is required from each person. If there is nothing awesome behind this door the DM has cheated you.
20	This lock requires the person's handprint, retinal scan, and voice recognition reciting a specific security phrase. Its frame is hardened so it cannot be hotwired. You are not getting in without the "assistance" of an authorized person.
21	The lock interface is psychic and performs a rudimentary mind probe for recognition. Repeated failed attempts to gain entry may result in a psychic attack.



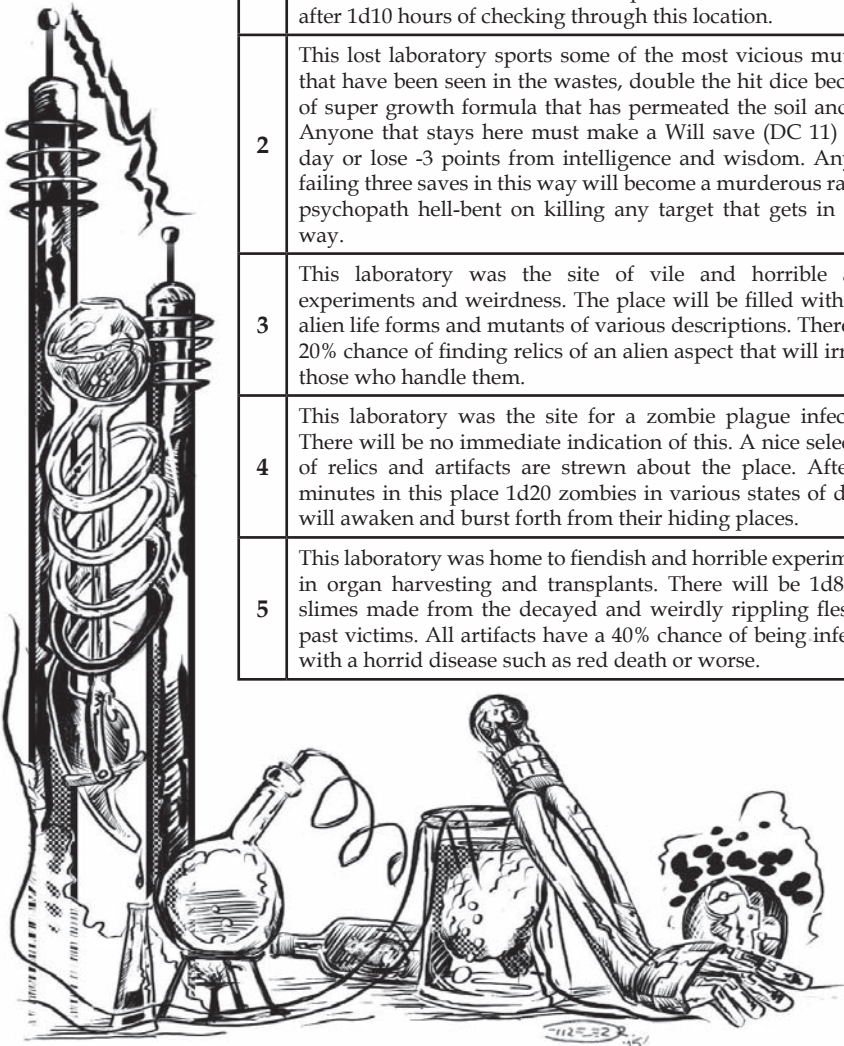


IS FOR LABORATORIES *(table by Eric Fabiaschi)*

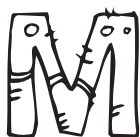
They say knowledge is power and any of the sciency folk will tell you that the best place to figure things out is in a laboratory. They also tend to pay good money to have you go to somebody else's lab and steal what they've been working on. Maybe that why labs all seem to be hidden in the darndest places.

Roll 1d16

1	A former weapons factory, this lab has been converted into a makeshift ammo factory. There are weird and slightly radioactive powders around the place. There is a 20% chance of moving any of the highly valuable firearm parts that a minor radiation hazard will be stirred up. Make a mutation check after 1d10 hours of checking through this location.
2	This lost laboratory sports some of the most vicious mutants that have been seen in the wastes, double the hit dice because of super growth formula that has permeated the soil and air. Anyone that stays here must make a Will save (DC 11) each day or lose -3 points from intelligence and wisdom. Anyone failing three saves in this way will become a murderous raving psychopath hell-bent on killing any target that gets in their way.
3	This laboratory was the site of vile and horrible alien experiments and weirdness. The place will be filled with odd alien life forms and mutants of various descriptions. There is a 20% chance of finding relics of an alien aspect that will irritate those who handle them.
4	This laboratory was the site for a zombie plague infection. There will be no immediate indication of this. A nice selection of relics and artifacts are strewn about the place. After 10 minutes in this place 1d20 zombies in various states of decay will awaken and burst forth from their hiding places.
5	This laboratory was home to fiendish and horrible experiments in organ harvesting and transplants. There will be 1d8 vile slimes made from the decayed and weirdly rippling flesh of past victims. All artifacts have a 40% chance of being infected with a horrid disease such as red death or worse.



6	This laboratory was sealed when the Apocalypse started. The place retains some incredible ancient treasures but it is guarded by 1d10 robotic guardians of murderous intent. They will drag any dead intruders back into this place and seal the door to await their next victims.
7	This laboratory was once the resting place for vicious and dangerous experiments on a Lovecraftian creature. The horrid, other dimensional thing is still here and waiting for anyone to stumble upon this place to exact revenge. Other dimensional forces await at the threshold the beast was pulled through and the skies over the facility crackle with strange energies.
8	This lab has become the lair for a vile cult of mutants who hold rites and rituals here to a vile god. There are 1d8 scientists still undisturbed in their cryo-vaults below this place. They were left in peace as they are looked upon as demons by the cult. There are rich pickings in the vault below the sleepers.
9	This laboratory looks as if it is perfectly normal but in actuality it is located deep in other-dimensional space. Anyone trying to leave it has a 40% chance of wandering into an parallel alien world instead. The lab can be reentered normally. There are 1d8 alien presences here just waiting for some damned fool to blunder out of the lab into their home. The relics and artifacts are very well preserved and of a slightly higher, alien technology.
10	This laboratory is the home to a cult centered upon an ancient A.I. god brain. The thing controls two local tribes of mutants and sets them up in games of chance and battle. There is a 40% chance of the PC's getting caught up in his machinations and taken as a sacrifice to the nuclear warhead that they worship.
11	This laboratory is the abode of an ancient fungus master who was once a master super-scientist but an infection has now converted him into this twisted thing. There are 1d10 fungal followers of his at his beck and call. There are 1d6 spore-based potions and artifacts in this place.
12	This laboratory is the abode of a pack of super scientist werewolves who secretly hunt down locals at night for food. They make healing potions and high-level cures by day for wealthy clients and to attract new victims to their lair. PC's will be viewed as prey or as possible clients. This place has very rich pickings but it is guarded by other pack monsters as well.
13	A lone building marks this laboratory in the middle of the wasteland as the lair to vampire and his brood who are searching for a cure for their condition. They are willing to trade blood for artifacts but might murder anyone whose blood really appeals to them.
14	A victim runs blindly from a torture laboratory run by a crew of murderous mutant scum who use these 'victims' to lure others into their clutches. They then use surgery, sorcery, and super-science to modify choice victims into horrors like themselves.
15	A laboratory that is in full operation and being run by its renegade A.I. with the help of a gang of android scientists. These beings actually help people of the wastes but a gang of cutthroats is trying to shut the place down. They are willing to trade 1d8 minor artifacts for help.
16	An ancient vault hides a laboratory filled with secrets that could help rebuild the world but a gang of mutant scum wants the secrets for themselves. The place is lacking guardians as the last batch has been killed. The lab's A.I. will try to recruit the PC's regardless if they want to help or not!



Is For Mutants

A good number of “mutants” are just normal folk with a few genetic oddities about them. They make as good a neighbour as a normal person and just want to survive in peace. Then there are the “MUTANTS” that mere rumors of their existence terrify the common folk. These are the true horrors of the wastes as their twistedness defies logic and sanity.

To create a Mutant Horror, roll a number of times on the table below equal to the adventuring party’s average level plus one. Duplicate results are double strength or have double the effects. Then apply these mutations to any existing animal or monster stat block.

Roll 1d10

1	Tentacles that burst from the mutant’s skin to latch on to those close by. Roll 1d4: 1-2 They attempt to burrow into the victim's skin and lay parasitic embryos: Atk +1 (dam 1d3 + impregnate). Victim loses 1d3 Stam per day until dead. Surgery or Cure disease required to remove embryos. 3-4 They attempt to drain vital fluids. Atk +2 (dam 1d2 Sta per turn until removed. Removal requires Str check, DC 10).
2	Mutant has 1d3 extra pairs of limbs to attack with. It gains an extra action die for each extra pair. If it did not have any attack capable limbs previously, these inflict 1d4+1 damage on each hit.
3	Bloated and enormous, this mutant is three times the normal size. It has double the normal HD and gains +4 to all physical attack and damage rolls.
4	The skin of the mutant is riddled with foot-long spines. Any melee attacks made against it with non-pole weapons have 50% chance of dealing 1d4 damage to the attacker. Also, the mutant can fire a volley of spines once every three rounds doing 1d6 damage to everyone within 15 feet that does not make a Ref save (DC 12).
5	A 20 foot wide eerie haze surrounds this mutant. Anyone within this haze will lose 1 hp per round. All hit points drained this way are added to the mutant’s total until it reaches 200% of its max at which time they are lost into the cosmos. This haze will remain for 2d3 turns after the mutant dies and can cause it to resuscitate if enough hit points are drained to restore it to 0 or greater hp.





6	The mutant's skin rapidly pulsates with bright colors in weird patterns. A Will save must be made each round it is looked at to avoid the effects: Roll 1d4: <table><tr><td>1-2</td><td>The person must make a Will save (DC 12) or be unable to tell friend from foe for 1d5+1 rounds. They will attack randomly if more than one target is available. Each round the affected person looks at the mutant, the duration is increased by 1d3 rounds.</td></tr><tr><td>3-4</td><td>The person must make a Will save (DC 10) or suffer 1d3-1 Int damage. For every point of Int damage inflicted, the mutant instantly gains 1 hp. This gain may exceed the mutants normal hp total.</td></tr></table>	1-2	The person must make a Will save (DC 12) or be unable to tell friend from foe for 1d5+1 rounds. They will attack randomly if more than one target is available. Each round the affected person looks at the mutant, the duration is increased by 1d3 rounds.	3-4	The person must make a Will save (DC 10) or suffer 1d3-1 Int damage. For every point of Int damage inflicted, the mutant instantly gains 1 hp. This gain may exceed the mutants normal hp total.
1-2	The person must make a Will save (DC 12) or be unable to tell friend from foe for 1d5+1 rounds. They will attack randomly if more than one target is available. Each round the affected person looks at the mutant, the duration is increased by 1d3 rounds.				
3-4	The person must make a Will save (DC 10) or suffer 1d3-1 Int damage. For every point of Int damage inflicted, the mutant instantly gains 1 hp. This gain may exceed the mutants normal hp total.				
7	Instead of one head, this mutant has 1d4+1 heads. Each extra head grants it an additional action die and +2 to all perception checks. If the mutant fumbles on any action there is a 20% chance the heads will begin to fight over who make the mistake.				
8	The mutant's body secretes a foul-smelling fluid that ignites when in contact with the air, causing it to continually be engulfed in flames. This does not seem to damage the mutant but drives it into a frenzy, increasing all action dice by one step. Also, anything flammable it touches has a 50% chance of catching fire (see DCC rpg, pg 96 or UX01, pg 3).				
9	Its skin is covered in huge, pulsing pustules. Any melee attack will cause some to burst and spray the attacker with pus. Roll 1d4 <table><tr><td>1-2</td><td>It burns like acid. On contact it causes 4 points of damage the first round, 3 points the next round, and so on until doing 1 final point of damage on the fourth round. Damage effects are cumulative for multiple sprays of pus.</td></tr><tr><td>3-4</td><td>The person must make a Fort save (DC 10) each round or suffer hallucinations, lowering their action dice by two steps. Fort saves must be made until the person's skin is completely free of pus for a full turn.</td></tr></table>	1-2	It burns like acid. On contact it causes 4 points of damage the first round, 3 points the next round, and so on until doing 1 final point of damage on the fourth round. Damage effects are cumulative for multiple sprays of pus.	3-4	The person must make a Fort save (DC 10) each round or suffer hallucinations, lowering their action dice by two steps. Fort saves must be made until the person's skin is completely free of pus for a full turn.
1-2	It burns like acid. On contact it causes 4 points of damage the first round, 3 points the next round, and so on until doing 1 final point of damage on the fourth round. Damage effects are cumulative for multiple sprays of pus.				
3-4	The person must make a Fort save (DC 10) each round or suffer hallucinations, lowering their action dice by two steps. Fort saves must be made until the person's skin is completely free of pus for a full turn.				
10	Due to dimensional instability, this mutant intermittently blinks out of existence and and reappears 10 feet away in a random direction. This never places it within a solid object or unsafe ground. Any attacks made against it have a 33% chance of failing because it is no longer there. The mutant does not suffer any penalties to its attacks.				

Coming Next Issue!

The second half of the Apocalypse Alphabet brought to you by the letters N, O, P, Q, R, S, T, U, V, W, X, Y, & Z!



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* The First half of the Apocalypse Alphabet, Letters A-M

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