

CRAWLING UNDER A BROKEN MOON



Issue No. 10

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CRAWLING UNDER A BROKEN MOON

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

I love monsters. Some of my first drawings I can remember making were of monsters. I was a monster-crazy kid who learned how to read grownup books in kindergarten so I could read about monsters.

One of the first things that drew me to gaming was seeing a friend's first edition, first printing of the Monster Manual at school and being enamored with it. Not surprising since I was born in Elkhorn, WI, a town next to Lake Geneva.

Of all of the AD&D books, the Fiend Folio is my absolute favorite to this day. The art in it just fires up my imagination.

At one point, I believe I owned almost every monster book for every edition up to 3.5; even the really bad ones.

I am surprised it took me so long to do an all monster issue! I hope you enjoy reading it as much as I enjoyed making it. :)

Reid "Reidzilla" San Filippo



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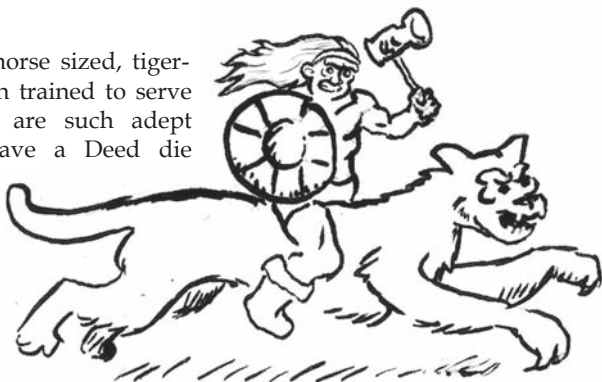
Submission Guidelines

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

Aetherian War Cat

Aetherian War Cat: Init +3; Atk bite +1d3+3 melee (1d6+1d3+2 dam), claw +1d3+3 melee (1d4+1d3+2 dam); AC 15 (17 with barding); HD 4d10†; MV 50'; Act 1d20; SP Deed die & Mighty Deeds, Bonding; SV Fort +5, Ref +5, Will +3; AL N.

Aetherian War Cats are horse sized, tiger-like felines that have been trained to serve as battle mounts. They are such adept combatants that they have a Deed die (1d3) as a Warrior that is applied to all attacks and damage. In addition they can employ the following Mighty Deeds: Bind & Strike*, Defensive Fighting*, Pushbacks, and Trips and Throws.



When acting as a mount, they cannot perform any Mighty Deed other than Assist Rider (see below). War Cats are considered to have a human level Intelligence of 6.

If encountered without a rider, they are 80% likely to still be wearing armored barding and a saddle. If still armored, there is an additional 30% chance that there are a few (1d3) sheathed weapons still attached to its harness. The riderless War Cat will be wary if approached but will not attack unless threatened or very hungry.

It is possible for a Warrior, Aetherian Hero, or other character type that employs a Deed die for a class ability to bond with a riderless War Cat. The character attempting this must display how bold, buff, and trustworthy they are to the masterless beast over the period of 1d3 weeks. This must be done at the location where the War Cat was encountered or a Per check (DC 15, -1d6 for bribes of food) per day must be made to get the beast to follow the party at a safe distance. After the requisite weeks of befriending have passed, the character rolls their highest Action Die and their Deed Die plus their Str, Sta, and Per modifiers against a DC 25. Displays of affection, offers of food, and the accomplishment of Mighty Deeds may increase the character's chances, depending on how genuine and worthy they are. Success indicates the War Cat has accepted the character as its new master. Failure results in the War Cat moving on in search of a worthy master. They may continue to make daily Per checks to get it to stick around for another try, but the second mastery attempt will require an additional 2d3 weeks and DC 30 to succeed. The War Cat will not give a character a third chance.

A War Cat cannot have more than one master and if two or more worthy candidates attempt to bond to it at the same time, the War Cat will expect them to duel or compete in tests of strength to determine who is best. Only the winner will have a chance to master the beast.

Once bonded, the War Cat will be completely loyal to its master until death. Also, every time its master levels up, the War Cat will gain +1d6hp and its Deed die will increase one die step. This does not actually adjust its HD total and it will lose these bonuses if its master dies, as they are a direct result of the psychic bond between master and steed.

Assist Rider Mighty Deed

1	The rider's Deed Die is increased by one die step next round if they attempt one of the following Mighty Deeds: Death From Above*, Jousting Attacks*, Rallying Maneuvers, Scare/Intimidate*
2	As previous but both the War Cat and rider gain +1 AC until the War Cat's next action.
3	As previous but rider's Deed die next round is increased by two die steps.
4	As previous but both the War Cat and rider gain +2 AC until the War Cat's next action.
5	As previous but rider's Deed Die next round is increased by three die steps.
6	As previous but both the War Cat and rider gain +3 AC until the War Cat's next action.
7	The War Cat and rider move as one. Both gain a +4 AC until next round and Rider's Deed Die next round is increased by four die steps.

* These Mighty Deeds are from Steel and Fury © 2015, Purple Duck Games.

Adventure Hooks

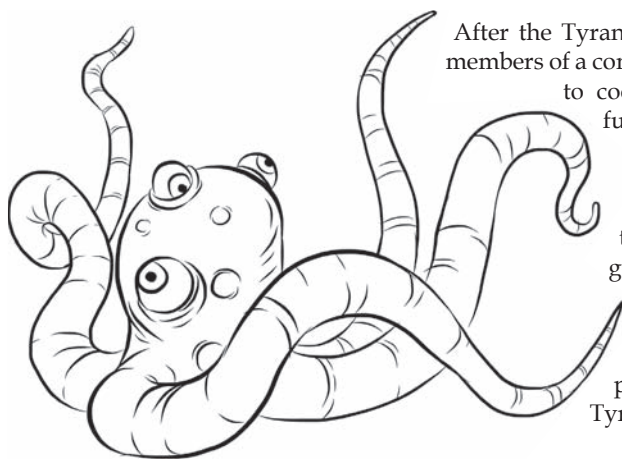
- ▶ As you exit a mountain pass you come across a small but bloody battlefield. It appears that one warrior slew dozens of feral mutants and then died due to many wounds. Next to his corpse lies a large cat-like beast that eyes you warily as you begin to loot the bodies.
- ▶ A local village is up in arms as there is a large beast that is raiding their chicken coops each night. They offer food and lodging if you will hunt the beast down.
- ▶ As you are traveling down an old road you see a strange scene up ahead. A young girl wearing an adult sized battle helm is clinging desperately to the back of a huge, saddled tiger. The unlikely pair are fleeing from a pack of bikers that are trying to catch them with hook & chain. They will most certainly be overwhelmed if no one intervenes.

Bowel Tyrant

Bowel Tyrant: Init -2; Atk bite +1 melee (1 dam + special); AC 8; HD 1d5; MV 10'; Act 1d20; SP Infectious Domination; SV Fort -2, Ref -2, Will +10; AL L.

Bowel Slave: Init +2; Atk fists +2 melee (1d4+2 dam) or by weapon +2 to Atk and Dam; AC 13; HD 2d6; MV 40'; Act 1d20; SP immune to pain, ignore Crit penalties, regenerates 1 hp per turn; SV Fort +4, Ref +2, Will n/a; AL L.

The alien Vithi, commonly known as Bowel Tyrants, are tiny, highly intelligent parasites that attempt to conjoin with a mammalian host bodies in order to accomplish their genetically inherited goals. They will hide themselves in areas that mammals, preferably highly evolved ones, will go to relieve themselves. Stealthily, they will secrete a small amount of numbing toxin on to the victim's anus and attempt to climb through to nest themselves deep in the victim's intestinal tract. Once this is successful, they will begin extending tendrils into the victim's nervous system and spinal cord. After several days, the process will be complete and the Tyrant will begin exerting subtle control over the victim's decision making. This will eventually result in the victim being fully controlled without even knowing it.



After the Tyrants have infected several members of a community, they will begin to coordinate in attempts to further their goals, which are genetically passed down from parent to sporeling. The plans to accomplish these goals can span many generations. Roll 1d7 on the Goals table below to determine what a particular brood of Bowel Tyrants is working on:

1	To gather parts for and eventually build an interdimensional anchor for another race to connect to.
2	To wait, prepare, and plan for the eventual assassination of a sleeping godlike being hiding nearby.
3	To breed an assault force for when the Masters arrive at the planet.

4	To help the rebels defeat the local rulers so a Tyrant dominated puppet can take control.
5	To infiltrate enough road gang members of different allegiances to consolidate all of the gangs into one force ruled by the Tyrants.
6	To collect data on the local activities and experiments of the Cyberhive.
7	To further the aims of a local cybersorcerer that they have allied with.

Bowel Slaves

Anyone who relieves themselves in an area with a hidden Bowel Tyrant will be targeted unless they roll under their current Luck score. If targeted, they must make a Fort save (DC18) or be infected. If the save is made, there is a 33% chance of the Bowel Tyrant being detected.

- ▶ Stage 1 infection - The victim will experience bloating and minor diarrhea for a period of 1d4+1 days, similar to eating a bit of food that was on the verge of going bad. During this time the Victim will suffer 1 point of temporary Sta loss each day.
- ▶ Stage 2 infection - The victim will feel much better, quickly recovering all previous Sta loss and actually gaining a permanent +1d3 to their Sta attribute. All saves versus toxins or spoiled food are made at plus one step to the action die. At this point, the victim will be under the influence of the Tyrant but not fully controlled.
- ▶ Stage 3 infection - Two to three weeks after the initial infection, the conversion to a Bowel Slave is complete; the Tyrant is in full control of the victim. It has complete access to its memories and generally allows the victim to live out its life normally, only adjusting their behavior when necessary to fulfill their greater plans. The victim enjoys further increased health and its feces will contain spores that will grow into mature Bowel Tyrants in 30 days, putting anyone who uses the same place to relieve themselves at risk of infection unless a thorough cleaning job is done with strong detergents.

In combat, Bowel Slaves will have no regard for their personal safety and, since they cannot feel pain, will not react to even the most grievous wounds. Any non-lethal special effects (other than additional damage) imposed by a Critical hit upon them are ignored as their altered biology kicks in.

Should the Bowel Slave be killed or too badly damaged to repair, the Tyrant will cause the slave's bowels to forcefully evacuate so they can quickly escape. If still alive, the slave will expire in 1d5 rounds due to internal hemorrhaging.

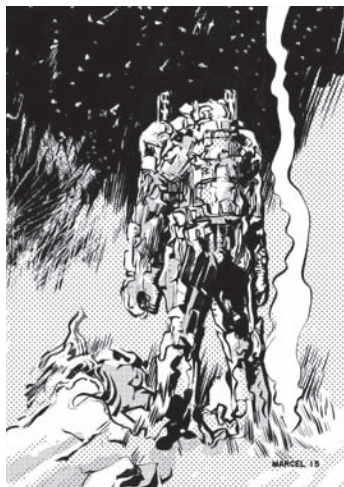
Concrete Giant

Crelinous Brutes of the Urban Wastes

- By Kevin Searle

Giant, concrete (8-9' tall, 700 lbs.): Init -3; Atk improvised club +3 melee (1d8+3) or hurled concrete rubble +1 missile fire (1d6+1, range 50'); AC 14; HD 4d8; Mv 30'; Act 1d24; SP Natural camouflage in urban environment (DC 15 to detect if hiding), crit on 20-24; Sv Fort +4, Ref +1 Will +0; AL C.

Cyborg, giant (9-10' tall, 700-800 lbs.): Init -2; Atk improvised club +4 melee (1d8+4) or grenade launcher +2 missile fire (1d6+2, range 50'); AC 15; HD 5d8; Mv 30'; Act 1d24; SP Infravision, crit on 20-24; Sv Fort +4, Ref +2 Will +1; AL C.



These giants stand at least eight feet tall. Completely hairless, their skin is colored a smudgy grey, sometimes with blackened patches. Hardened plates of epidermal tissue cover their bodies that give the appearance they are made of the concrete and asphalt they live among. Rows of bumpy ridges resembling patches of pebbles and broken rock line their muscular forms. Their massive jaws are half-full of broken teeth that resemble cement blocks.

These hulking humanoids lurk among half-fallen office buildings and long-abandoned parking structures. They scavenge the urban wastes during the daylight hours, surviving on large vermin and humanoids and spend their nights eating and hiding in the shadows of their blasted landscape. Roaming alone or, more typically, in groups of three, they are almost always accompanied by pet Giant Rats that feed off the scraps of the Giant's food. They will sometimes be led by a Cybernetically enhanced giant, created by a Techno-Mage, in bands called "wrecking crews".

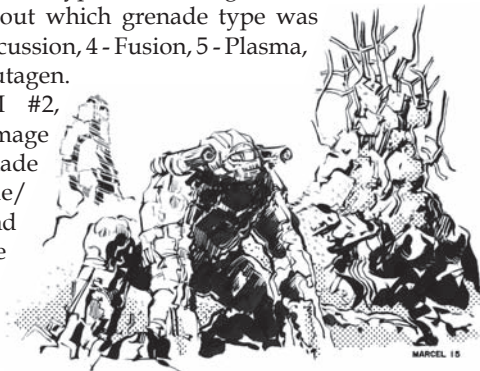
Concrete Giants like to surprise their victims, using their natural camouflage to blend in with walls, decrepit buildings, and overpasses to attack when their prey least expect it. Extremely hostile, they attempt to kill or capture anyone they encounter in order to take them back to their squalid camps and be eaten raw. Not being very intelligent, they use whatever is laying around for weapons - including rusted lamp posts, old parking curbs, rebar and concrete clubs, and other urban debris they find.

Cyborg Concrete Giants

Whether to command troops or to just go on rampages, devastating their enemies, Giant Cyborgs make terrifying opponents. Their appearance is identical to that of their brethren, the Concrete Giant, save for the cybernetic enhancements grafted onto their bodies. Portions of a Giant Cyborg's skull are replaced with enhanced optics and a computer-brain interface that allows for remote control of the hulking mutant, faster reflexes, and a targeting mechanism for the grenade launcher fused to their shoulder. Technically minded characters have a chance of understanding the nature of the Cyborg's cranial enhancement and the implications of it.

The shoulder-mounted grenade launchers of Giant Cyborgs are loaded with a magazine containing a random mix of grenade types. The magazine holds 4d6 grenades and has a range of 150', unlike typical thrown grenades. Each time a volley is launched, roll 1d8 to find out which grenade type was loaded: 1 - Percussion, 2 - Frag, 3 - Concussion, 4 - Fusion, 5 - Plasma, 6 - Mustard gas, 7 - Grapple, 8 - Mutagen.

The Judge can refer to CUaBM #2, pg 12-13 for specifics on grenade damage and effects. When using the grenade launcher, Giant Cyborgs use "Grenade/Thrown Bomb Crit Table III" and "Grenade/Thrown Bomb Fumble Table" from UX01:High Caliber Highjinks.



Adventure Hooks

- Techno-Mages and their ilk often prey on the dullard giants of the urban hellscape, enslaving them for their own nefarious purposes. Wrecking crews can be sent out on missions with the sole purpose of causing random destruction, instilling fear in the Mage's enemies. They can also be used to soften targets before the onslaught of more powerful forces or the Techno-Mage himself.
- The ranks of Concrete Giants are forged in the underground laboratories of their masters. Large vats of magically imbued molten asphalt and churning concrete mixtures await those taken captive by the wrecking crews. Preying on lone mutants or the ragged human survivors in the Old City, they are thrown into cages awaiting an uncertain fate. More often than not, the sorcery fails and the potential giants are simply drowned.
- There have been some rumors that the wrecking crews and road gangs have been working together. It may be that they have some tenuous truce with the giants getting the bodies for food while the gangs scavenge the leftover gear. Another possibility whispered among the Old City is that even the gangs themselves are part of the Techno-Mage's army acting as a sort of cavalry to the giants infantry.

Deathbot - By Ryan Moore

"The Harvester" A Deathbot: Init +0; Atk tentacle grabbers +12 melee (Entangling), laser defensive array +6 ranged (1d10+3 dam, range 200', 360° firing arc), or main cannon Plasma Blast +12 Cone 20' wide 30' long (Damage equals current hp. DC 25 Ref save for half damage); AC 25; HD 10d8; MV 40', jump 20'; Act 4d20; SP Entangling Tendrils, Cybersorcery Focus; SV Fort +10, Ref +5, Will +10; AL L.

Deathbots were created by the Ancients to fight in the final wars of the Apocalypse. Most were destroyed but a few have survived in hidden underground bunkers and have recently begun to awaken. Cybersorcerers often use Deathbots as personal vehicles or mobile bases.

The Harvester is a mechanical octopus mounted on a frame supported by large ATV balloon tires. It is massive in size, roughly the size of a modern jumbo jet. The machine can release a burst of rocket energy to leap over obstacles.

The Harvester uses its tentacles to entangle and capture prisoners. Anyone hit by a tentacle must make Ref save vs the machine's hit roll or become entangled. One round after entangling a target the tentacle will deliver an electric shock (DC 15 Fort save or be stunned 1d6 rounds). A captive may free itself from a tentacle by making a Str check vs the the Deathbot (Str bonus +10). After successfully stunning a target, the Deathbot will store the captive in one of its internal cells one round later. There are 10 total



cells and usually 1d6 will have captives in them. When the cells are filled, roll on the following chart:

1	The Deathbot emits a keening cry summoning the nearest Cybersorcerer.
2	The life energy of the captives is used to power the main gun. It fires every turn killing two captives each turn until no captives remain.
3	All captives are executed in torrent of gore. The Deathbot is fully healed. If already at full health it gains 1 HD permanently.
4	The Deathbot returns to its base at the earliest opportunity to store the captives for later use by a Cybersorcerer.
5	The Deathbot burns 1d4 captives for fuel gaining an extra action die for each one burned.
6	The Harvester initiates replication mode. The captives are reduced to liquid form and stored in an internal vat for use in building a new Deathbot.

The Deathbots were some of the first ancient tech to employ Cybersorcery technology. A spellcaster who has successfully gained control of this Deathbot can spellburn one of the prisoners in place of their own stats. This provides 1d6 points of spellburn and kills the captive.

The main weapon of the Deathbot is a plasma blast that fires out in a cone shape 20' wide and 30' long. Anyone caught in the beam suffers damage equal to the Deathbot's current hit points. A Ref Save DC 25 halves the damage. Everytime the beam it takes d6 rounds before it can be fired again.

Adventure Hooks

- ▶ A cybersorcerer is using the Deathbot to dominate and enslave the surrounding lands. The Deathbot itself is controlled by the living brain of a small child. The Deathbot often behaves in an erratic and childlike manner. The players may notice the Cybersorcerer "scolding" the Deathbot.
- ▶ A Deathbot has awoken and gone into collection mode. It is gathering both people and technology. The captives are subjected to a battery of tests. Some of the test subjects are rejected and released while others are taken inside the machine and never seen again. The Deathbot operates out of a nearby Ancient base where it stores its technology and captives. The base is a treasure trove of ancient tech.
- ▶ A Cybersorcerer has transferred his consciousness into the Deathbot. The Sorcerer is using his new found power as the basis for a tyrannical empire. The Deathbot is ancient and has a number of weakness that might be exploited. The original AI for the Deathbot was not destroyed but merely suppressed by the Cyber-sorcerer's consciousness and will attempt to make its presence known.

Flying Laser Ursine



Flying Laser Ursine, Adult: Init +1; Atk bite +6 melee (1d7+4), claw +4 melee (1d5+3), or laser eye beam +4 missile (1d5, range 200ft); AC 18; HD 3d8; MV 20' or fly 50'; Act 2d20; SP Laser Hug, energy beam resistance (see below); SV Fort +4, Ref +2, Will +8; AL N.

Flying Laser Ursine, Cub: Init -1; Atk bite +2 melee (1d3+1), claw +1 melee (1d3), or laser eye beam -1 missile (1d3, range 50ft); AC 13; HD 1d8; MV 10' or fly 30'; Act 1d16; SP energy beam resistance (see below); SV Fort +1, Ref 0, Will +4; AL N.

It is unknown whether these vicious creatures are native bears that have been mutated or if they are a naturally occurring species from another dimension. Regardless of their origin, they now hunt with feral abandon in the colder, forested areas of Umerica. Luckily, they are generally solitary in nature and never gather in groups larger than 2-3.

The preferred den of a Flying Laser Ursine is a cave high off the ground accessible only by the air. Outside of this they weave large nests from fallen branches and found objects in the crowns of stout trees. Any such nest has a 25% chance of containing something of value lodged in it.

In addition to their formidable array of attacks, if a Flying Laser Ursine hits the same target with two claw attacks in the same round, it will also deliver a Laser Hug by grappling the victim in a crushing embrace and unleash a torrent of laser beams into their face. This will automatically do an additional 3d4+3 damage to the victim and they must make a Fort save (DC 14) or be permanently blinded.

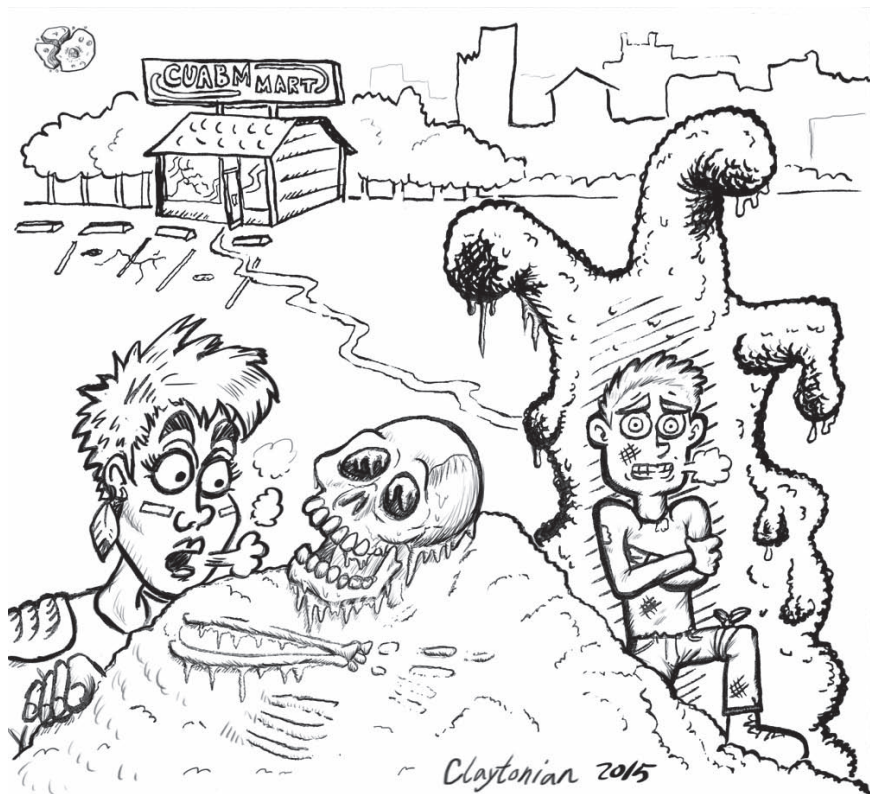
The fur and feathers of a Flying Laser Ursine is remarkably resistant to energy beams. As such, they ignore 75% of all damage from beam weapons and energy bolt spells (Magic Missile, Bolt from the Blue, etc.). If properly skinned, the pelt can be worked into Hide armor or a cloak with a 2d3x10% (rolled when the item is created) damage resistance against such attacks. The fur apparel may also grant Per bonuses during social interactions with NPCs who are aware of just how dangerous Flying Laser Ursine are.

There is a 30% chance that any solitary Flying Laser Ursine encountered is actually a mother caring for 1d3 cubs. Should the mother feel that her cubs are threatened in any way, she will fly into a rage. All attack and damage rolls are increased by one die step and she will fight to the death. Should a live cub be captured, there is a 40% chance that a skilled animal trainer could domesticate the beast.

Adventure Hooks

- ▶ A mercantile group has suffered damages to several cargo caravans due to a group of Flying Laser Ursines taking roost near an established trade route. They are offering a bounty for each beast slain. Proof of Kill will be required to collect.
- ▶ The warlord that reigns over this area is a tyrant and the people are sick of him. If there is not enough tribute to appease him, he will let his loyal pet Flying Laser Ursine “play” with those who come up short. They are offering a great reward for anyone bold enough to kill him when he comes again to collect his “due”.
- ▶ As you settle down in your campsite and begin to cook up supper, you hear the sound of heavy wings and great snuffling noises coming out of the dense brush. Something wants to join you for dinner...

Fruiti-Slush Ooze



Fruiti-Slush Ooze: Init (always last); Atk icy pseudopod +4 melee (1d5 dam + fruity frostburn); AC 10; HD 1d8 per 5' square; MV 5', climb 5'; Act 1d20 per 5' square; SP ½ damage from slicing and piercing weapons, ½ from fire damage, immune to cold damage; SV Fort +6, Ref -8, Will -6; AL N.

In the ruins of just about every city yet standing there are small buildings with faded posters touting that delicious frozen fruity beverages are available inside. The citizens of the old world must have been obsessed with them considering how many different types and flavors seemed to be offered.

Why these particular beverages were awakened by the multi-dimensional cataclysm that nearly destroyed the planet no one can say. All that is known is that they now have animated into acellular masses of creeping frozen protoplasm that hungers for the moisture of living beings. The rustling whisper of their icy crystalline texture and an unnatural, fruit scented chill in the air are the only warnings that one of these horrors is near.

Anyone struck by a pseudopod or otherwise coming into physical contact with the ooze must make a Fort save (DC 10) or Suffer 1 point of Sta damage and have the moisture from that body area forcefully removed, leaving a brightly colored, freeze-dried scar that smells strongly of artificial fruit. This Sta damage can only be healed by magic or super science. It will not recover naturally.

Roll 1d7 to determine the color and flavor of the wound:

1	Red - roll 1d4: 1 - Generic Berry, 2 - Cherry, 3 - Strawberry, 4 - Raspberry
2	Blue - roll 1d4: 1 - Raspberry, 2 - Blackberry, 3 - Minty, 4 - Unknown Sweet
3	Green - roll 1d4: 1 - Apple, 2 - Sour Apple, 3 - Lime, 4 - Margarita
4	Yellow - roll 1d4: 1 - Lemon, 2 - Unknown Citrus, 3 - Banana, 4 - Pineapple
5	Brown - roll 1d4: 1 - Cola, 2 - Cherry Cola, 3 - Rootbeer, 4 - Cinnamon
6	Orange - roll 1d4: 1 - Orange, 2 - Peach, 3 - Mango, 4 - Tangerine
7	Purple - roll 1d4: 1 - Grape, 2 - Sour Grape, 3 - Mystery, 4 - Unknown Sweet

Should any one target be successfully struck by 2 or more pseudopods within one combat round, they must make Str check (DC 6+3 per pseudopod hit) or be pulled into the ooze's body mass and engulfed. Once engulfed, they will automatically suffer 1d6 damage and 1 Sta damage per round and must make a Fort save (DC 10) each round or pass out. It will require either a Str check (DC 18) or inflicting a total of 12 points of damage against AC 16 with a small, one handed weapon to escape. Anyone attempting to pull the trapped person free must save versus the fruity frostbite each round that they help. Only one victim can be engulf per 5' square of the ooze. Any damage done to the 5' section containing a trapped victim will be split evenly between the ooze and the victim.

Any casualties engulfed within the ooze will be expelled 5d6 hours later as a colorful, freeze-dried corpse. Any equipment that is not especially vulnerable to cold has a 80% chance of being disgorged undamaged.

Adventure Hooks

- ▶ The fruit flavored jerky that can be harvested from corpses of Fruiti-Slush Ooze victims has become a lucrative trade item to a small but wealthy cartel of exotic gastronomes operating out of the Citadel of Scrap. It is said they pay a high price but only if it is fresh.
- ▶ After successfully plumbing the depths of a ruins of an underground facility, with a few spoils for your troubles, you find the village you were staying in abandoned. All sounds of activity are gone and a strange yet tasty fruit scent is prevent in the air.
- ▶ You have been hired, for a nice sum, to stand guard over a cold storage tanker car on a train heading to The Citadel. Your employers seem highly anxious about the trip but are tight lipped as to the source of their concern. While guarding it, you swear you occasionally hear the sounds of movement within the tank...

Jack-O-rang-utan



Jack-O-rang-utan: Init +2; Atk fiery bite +4 melee (1d6+3+burning) or slam +6 melee (dmg 1d6+3) or throw flaming feces +3 missile (dmg 1d4+burning); AC 13; HD 3d8; MV 20' or climb 30'; Act 1d20; SP +10 to hide checks in natural terrain, pass without trace, mind bending chatter, wild healing, sabotage; SV Fort +6, Ref +3, Will +1; AL L.

Whenever people attempt to reclaim areas that have been taken by the wilds, they risk the wrath of Grokk - the god of the twisted Wilds and Wastes. Should anyone dare dishonor the places he considers sacred, they will certainly encounter Grokk's favored children, the Jack-O-rang-utans.

These plant simian hybrids were created by Grokk to guard the wilds and thwart any attempts to tame them. They burn with hatred against any form of organized development of natural places and anything more than elementary cultivation with cause them to act.

They appear as heavy set, ruddy furred simians with pumpkin-like heads. Their faces are like that of a jack-o-lantern, including a wild, fiery blaze burning within their gourd heads. They have the ability to move through natural environments without making any sound or leaving any trace of their passing.

Unless the invaders are obviously hostile, the Jacks will try to scare them off first with an unnerving chatter that quickly unhinges the mind. This torrent of discord will continue for 3d8 hours. Anyone within a half mile of a group of chattering Jacks must make a Will save (DC 10) every hour or suffer 1d3 temporary Int damage. Without soundproofing, it is nigh impossible to get any rest while the cacophony rages on. Anyone reduced to 0 int in this way will run off into the wilds and have a 33% chance of never being seen again. Those that do return do so after 1d4 days have passed with no memory of their excursion.

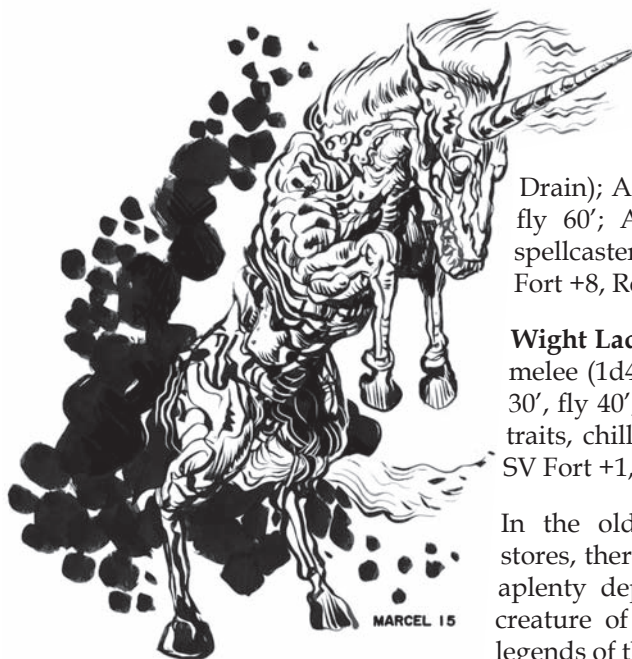
Should the invaders attack or persist in their efforts to tame the wilds, the Jacks will attack from the trees with a barrage of burning feces. In addition to doing damage, anyone hit has a 40% chance of catching fire (DCC RPG, pg 96). Note that any fires started in a wild area by this attack will fizzle out and die unnaturally in 1d3 minutes. As a final resort the jacks will engage in melee combat to clear the invaders from their lands. They will not fight passed losing 50% of their HP and will quickly retreat to fight again later. A Jack-O-rang-utan can recover all lost hp with 8 hours uninterrupted rest in the wilds.

Another favored tactic is to sabotage any construction sites or machines left poorly guarded. They will creep in and attempt to cause as much damage as possible until they are detected. For each hour they have to work they will use their innate understanding of vandalism and mischief to have a 20% chance of utterly ruining a building, machine, or other unholy depiction of development.

Adventure Hooks

- ▶ The Northern Railmasters have had troubles with the new rail line they are attempting to rebuild. They are offering free rail passage tokens for a year to any group willing to assist.
- ▶ You are part of a merchant truck caravan delivering building supplies and workers to a new mining operation. As guards, all you have to do is make sure the stuff gets there and that the construction crew stays safe while they work.
- ▶ As you enter the overgrown ruins of a town just outside of the Wrathwood, you feel you are being watched. A pleasant glow and the resonance of sweet singing seems to be coming from what looks to be the town square. The enticing song of the neo-nymphs leaves you unaware that your unwelcome presence it about to be dealt with.

Necrocornicon



Necrocornicon:

Init +1; Atk cyber-hoof +5 melee (1d6+3), death horn +4 melee (1d8+3 plus Life Drain); AC 16; HD 7d8; MV 60', fly 60'; Act 2d20; SP disguise, spellcaster, infravision 180'; SV Fort +8, Ref +4, Will +8; AL C.

Wight Lady: Init +1; Atk claw +1 melee (1d4); AC 12; HD 2d6; MV 30', fly 40'; Act 1d20; SP un-dead traits, chill aura, infravision 120'; SV Fort +1, Ref +2, Will +0; AL C.

In the old libraries and media stores, there are books and videos aplenty depicting the Unicorn, a creature of purity and light. The legends of these beasts are still told to children and many dream of

meeting one. While a few Unicorns may still wander the forgotten places of Umerica, It is much more likely that a person will encounter a much darker cousin that hails from a dimension of nightmares.

These sinister necromantic cyber-equines know well this world's legends of the Unicorn and exploit them for their profit. At will, they can forgo all of their other powers to appear as a beautiful, shining Unicorn. All spells or other attempts to determine their true intent or nature will fail.

In the guise of a virtuous Unicorn, they lurk at the edge of settlements and entice young ladies to follow them deep in the wilds... to their doom. After a dark and beguiling ritual, such maidens are impaled through their innocent hearts by the Necrocornicon's gleaming ebony horn, extinguishing their life and reanimating them, via nano-necrotech, as Wight Ladies to serve the Necrocornicon for eternity. When encountered, a Necrocornicon will have 1d6 ladies in tow.

Necrocornicons are apt spellcasters and know the following spells, which they can employ with a casting bonus of +5: Color Spray (pg 135), Detect Magic (pg 260), Ventriloquism (pg 158), Mirror image (pg 182), Phantasm (pg 187).

Anyone struck by the Nercocornicon's horn in battle must make a Fort save (DC 10) or be instantly killed. The horn absorbs the victim's life force as a number of spellburn points equal to the victim's HD. These points can be stored for up to 24 hours and the horn cannot hold more than 10 points at any one time. If the victim's body is not properly sanctified and buried, rarely done nowadays, there is a 33% chance of the corpse raising as a zombie. It is rumored that the unholy ebon horn retains much of its power even after being severed from the beast's skull. Being both magical and technological in nature, most Cybersorcerers would offer an attractive price for such a treasure.

Wight Ladies

Wight Ladies appear even more beautiful in death than they did in life. Only their cold black eyes and death-scared bosoms mar their allure. They will aimlessly float about the Nercocornicon when not on an errand and will only attack when commanded to or personally imperiled. Each of them will emanate a Chill Aura the moment they feel threatened. All living beings within 100' will suffer 1d4 cold damage immediately and 1 hp per round they remain in the area. If more than one Wight Lady is present, increase the die step of the initial cold damage one step per lady.

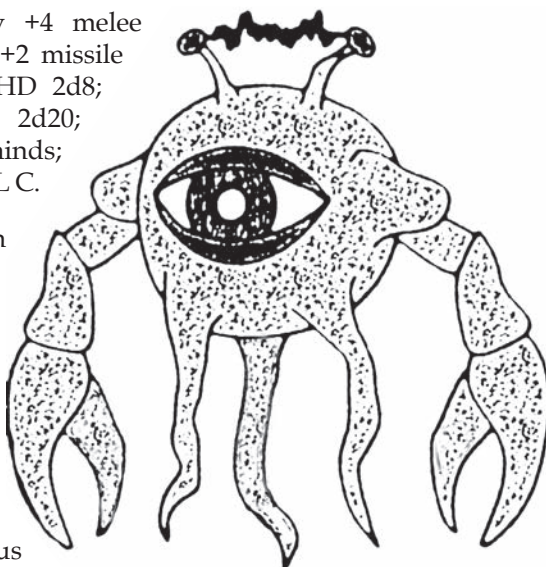
Adventure Hooks

- ▶ As the party is traveling down an old highway, a frantic but well dressed person waves you down. Apparently, they are the Assistant Mayor of the nearby town you were going to stop at. Several young women have recently disappeared and they need all of the help they can get to search for them.
- ▶ A breathtakingly beautiful women asks the party to please rescue her sister and her girl friends from a bunch of slavers that have recently raided the area. She hands over a sack full of valuables and asks that you take the freed girls to the edge of the large nearby forest where she will be waiting with further payment and gratitude for your services...
- ▶ One of the Royals of the citadel of Scrap has posted a bounty for a Unicorn sighted in the Wraithwood. A live capture will earn double pay.

Orbus

Orbus: Init +1; Atk claw +4 melee (1d6+2), psychic lightning +2 missile (1d8, range 60'); AC 15; HD 2d8; Mv levitation 30'; Act 2d20; SP cone of control, read minds; Sv Fort +5, Ref +2 Will +4; AL C.

The Orbus, also known as the Eyes of Dominion in some languages, are a scarce alien race of schemers and exploiters. They have come to Oorth to make as much profit as they can without getting their claws dirty.



Master manipulators, Orbus will enter into areas and offer their services to powerful people only to quickly have those people working for them. Then they will begin amassing the wealth they crave without concern of the cost. Roll 1d7 on the Obsession table below to determine what treasures this particular Orbus likes to surround itself with:

1	Carefully organized rows of CDs, cassette tapes, & vinyl records holding every genre and era of music. Several high end stereo systems to play them on as well.
2	Gemstones and rare crystals, all on display with lots of accent lights to make them shine.
3	Technological gadgets of every make and kind. The flashier they are the better.
4	Toys of all sorts, all perfectly clean and displayed.
5	Books of all types from fine literature to trashy romance novels. An eclectic library with no logical organization.
6	large stacks of ancient paper currency arranged in artistic cubical displays based on denomination.
7	Banks of server racks containing petabytes of data. Monitors everywhere displaying the vastness of its info-wealth.

While they have no discernible mouth, they can communicate quite fluently with any intelligent being via telepathy. They understand all spoken and written languages as well, making them renowned sages for those looking to decipher ancient or alien texts. Those who offer them valuable gifts or services will find them rather pleasant to deal with. Those who refuse to honor them either end up charmed or rended limb from limb.

Their most effective tool is the Cone of Control, an invisible cone shaped effect that emanates from their large eye out to 100 feet and 60 feet wide. Anyone entering into that cone must make a Will save (DC 14) each minute or be charmed (effect level 14 of the Charm Person spell, DCC RPG, pg 131). This is a continuous effect and requires no effort on from Orbus. Those previously affected by the charm know it was the Orbus' doing but not how it happened, thus making them vulnerable to the charm again when they confront it. Anyone that has been charmed three or more times by the same Orbus must make an additional Will save (DC 18) each time they are charmed again or become addicted to the effect.

Even more insidious is the Orbus' ability to read the mind of someone standing within the cone, even if they are not charmed. By focusing its eye the Orbus can cast the ESP spell (DCC RPG, pg 166) against one target with a 2d7+7 casting roll. If a Lost result is rolled, it cannot try casting ESP again for one hour.

If the Orbus is not expecting company, there is a 60% chance that they will be half submerged in a relaxing nutrient bath and attended by 2d4 personal servants that are most likely addicted to its charms, making them loyal to the death. If forced to take action during its bath, the Orbus will suffer a -2 to all actions for 1d3 turns before it overcomes its bathing stupor.

Adventure Hooks

- ▶ Your party has been trying to find a buyer for the haul of old books you discovered so you can replace some much needed equipment. The directions you were given have lead you to a merchant's warehouse with dozens of glazed eyed people that are a little to happy to see you...
- ▶ The Northern Railmasters have suffered several train cargo thefts on the route returning for the Wailing Mine. They have posted a job offering a handsome reward to hunt down the thieves and their ring leader.
- ▶ You come across a disheveled and desperate looking man wearing what was once fine, tailored clothes. He says he is the mayor of a well to do oasis town and that he was recently run out by some alien beast. He offers a very tempting reward if the party agrees to help him retake his town.

Twisted Horrors

In deep, hidden laboratories cruel scientist employ forbidden rites and super advanced alien insight to push the boundaries of science well past what man was meant to know. They attempt to become like gods; splicing genetics, animating the inanimate, and creating new life. These new beings are often distorted abominations driven by pain and hunger. Below are two Twisted Horrors that are the results of such blasphemous experiments. Whether those experiments were successes or failures, only the gods can truly know.

Harpoonnik

Harpoonnik: Init +1; Atk webbed fist +3 melee (1d4+2 dam, can subdue), Harpoon tongue +5 missile or melee (1d7 dam plus 1 Sta per round, range 20ft); AC 13; HD 3d8; MV 25' or leap 60'; Act 1d20; SP Heals 1d3hp per Sta point drained, Sneak & Hide +8; SV Fort +1, Ref +4, Will 0; AL C.

The Harpoonnik is a slimy, frog-like humanoid with a cylindrical mechanism in place of a head. While it is totally blind it can interpret its surroundings with various motion and temperature sensors located around the cylinder.

Its preferred method of attack is to wait patiently submerged in liquid or hidden in the rafters as it detects the approach of its victims. It will automatically surprise its prey if no one is being extra cautious. Even then, it can make a Hide check at +8 to still gain surprise. If ambush is successful, it will target the healthiest looking person with its harpoon tongue, at +4 to the attack. Should it hit, it will quickly reel the harpooned victim to it, Str check DC 16 to resist. If it loses surprise, it will leap upon the healthiest looking person, attempting to harpoon them.

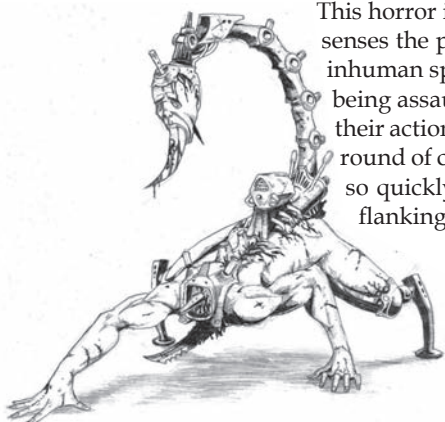
Once it has harpooned someone, it will attempt to separate them from the rest of the group. It will employ its bony webbed fists to render the victim unconscious while it sucks them dry or fend off those who would interrupt its feeding.

The tongue tube connected to the harpoon is extremely tough and hard to cut. It will require 20hp of damage to sever it. Alternatively, the harpoon can be ripped out of the victim with a DC 15 Str check. Should the tongue tube be severed or the Harpoonnik suffer more than half its Hp in damage, it will flee deeper into its lair to attempt to ambush the group again later.



Scorpain

Scorpain: Init +2; Atk tail stinger +5 melee (1d6 dam plus poison), torso blade +3 melee (1d5 dam); AC 14; HD 4d8; MV 40'; Act 2d20; SP regenerates 1hp per round, play dead; SV Fort +3, Ref +5, Will 0; AL C.



This horror is disturbingly quick and relentless. Once it senses the presence of intruders it will rush them with inhuman speed. The attack will come so fast that those being assaulted must make a Ref save (DC 13) or have their action dice reduced by 2 die steps during the first round of combat. In addition, it can adjust its position so quickly that no attacker can gain a bonus from a flanking position around it.

Anyone struck by the tail stinger must make Fort save (DC 13) or be paralyzed for 2d3 rounds. Even a successful save leaves a numb feeling in the victim's limbs causing a -1 to all actions next round. Deeds to remove or sever the tail from the Scorpain's

body have 50% chance of failing due to its robust structure.

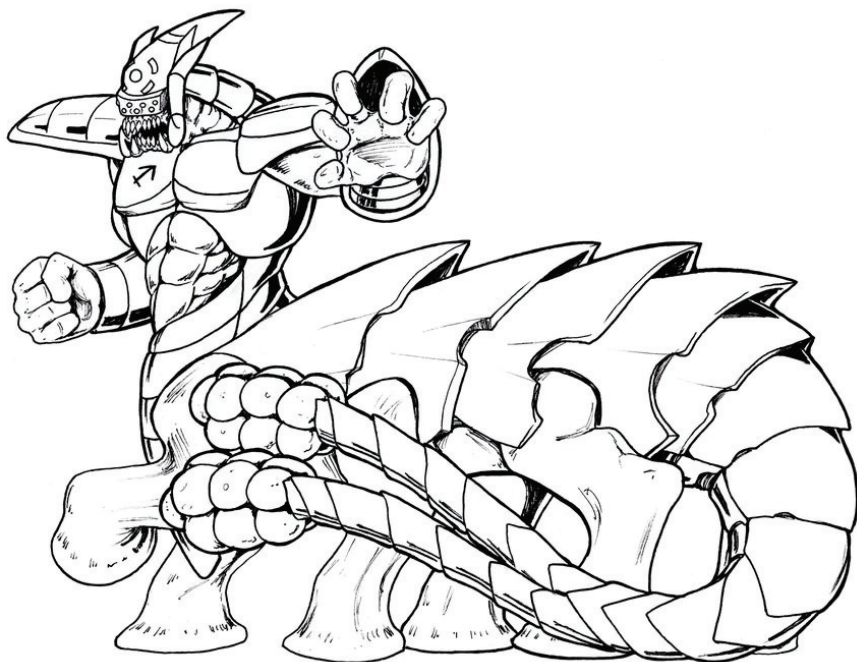
Once the Scorpain has suffered more than 50% of its hit points in damage, it will attempt to feign death. This will comprise of curling up its limbs and twitching in an insect-like fashion while releasing various alchemical bodily fluids. An Int check (DC 16) will be required to see through the deception. If the ruse is successful, it will wait until its hit points are restored and then immediately spring up and attack again. If its attackers are not fooled it will copiously spray oily fluids arounds the area, making it quite slippery. While it will not be affected, everyone else in the area will take all move and attack actions at minus one die step due to the poor footing.

Adventure Hooks

- ▶ A settlement near an old military base ruins recently had a group of raiders the party has been hunting down come through with the intent to plunder the ruins. They went in but they never came out. Since then there have been a lot of strange and disturbing noises coming from the old ruins. The village would be happy to pay the party to go deal with whatever those idiots may have woken up.
- ▶ The party finds a small town where everybody seems to be in perfect health yet the town is dour and fearful due to the near nightly disappearances of townsfolk. While there is a mayor everyone insinuates that the local doctor is actually in charge...
- ▶ Your party has traveled a far distance to find a physician for a deathly ill party member. Now that you have found one, she should have your friend fixed up in a jiffy...

Xenotaur

Xenotaur Incursion Trooper: Init +1; Atk tail flail +4 melee (2d5+2 dam), blaster gauntlet +5 missile (3d4 dam, subdual or lethal, range 200ft); AC 16; HD 2d10; MV 45'; Act 2d20; SP Force field; SV Fort +4, Ref +1, Will +1; AL L.



No one knows what the true name of the Xenotaurs is as they never answer questions, they only give commands. Those who have encountered them and lived have described them as inconceivably arrogant, without mercy, and very quick for their size. A Xenotaur stands roughly 6 foot at the shoulder and weighs easily half a ton.

These alien despots slip into Umerica through dimensional fissures that they force open, usually in groups of 2-8. After setting up a base camp, they begin capturing locals to use as a work force. Anyone who opposes them is dealt with publicly and swiftly. They have been known to make deals with powerful local governments but only when it fits within the parameters of their mission.

Each Xenotaur is equipped with a gauntlet capable of firing stunning or lethal energy beams. They also have a personal force field that absorbs the first 1d4 points of damage from all missile attacks. In addition, each Xenotaur encountered may be equipped with one of the following, roll 1d4:

1	Power Lash: Atk +4 melee (reach 15 ft), 1d5 dam plus Ref save (DC 10) or entangled. Entangled targets take 1d3 damage per round until freed. Only on target can be entangled at a time. Damage can be set to subdual or lethal.
2	Catch Grenades: Range 50ft, targets with 10 ft of the blast must make a Ref save (DC 12) or be encased in a exopolymer bubble. The bubble will withstand 30hp of damage before breaking. The Xenotaur will have 2d3 grenades.
3	Stasis Grenades: Range 50ft: target with 10 ft of the blast must make a Fort save (DC 12) or be time locked, unable to move or be affected, for 1d4+1 rounds. The Xenotaur will have 2d3 grenades.
4	Plasma Glave: Atk +5 melee (reach 5ft) (2d7 dam) or +4 missile (2d10 dam, requires 3 rounds to recharge).

Any items removed from a slain Xenotaur have a 20% chance of self destructing, destroying the item and causing 2d4 damage to everyone with 5 feet. Items safely removed from the corpse can be used after proper study and training.

Xenotaurs are always encountered on a mission. Roll 1d10 on the table below to determine what their objective is:

1	Capture all mutant specimens within 1d3 miles for study. Set up temporary lab and await the science team.
2	Locate all magical objects within 5d6 miles. Acquire them and return ASAP.
3	Set up a covert outpost for future use. Negotiation with local forces that may be exploited is authorized. The recruitment of a slave labor workforce is also authorized.
4	Infiltrate and observe the area with 3d10 miles. Remain hidden and kill all who compromise your presence.
5	Locate and acquire magically talented locals who are not tainted with corruption. Assets are to be kept in good health.
6	Locate and acquire as many healthy slaves as possible with a 5d10 hour period and prepare them for service to the empire.
7	Deliver a secure holo-crystal message to the nearest Patron class being within 5d100 miles. Use of lethal force is authorized against any who would bar your way.
8	Setup dimensional distortion mines around the technological ruins nearest to the fissure. Wait for further orders.
9	Clear all life from a 5 mile radius of the fissure. Authorization to employ Bio-melt paste weaponry is granted.
10	Create a safe exit point for an allied extra-dimensional entity. Remain in place until its departure is confirmed.

Zilla

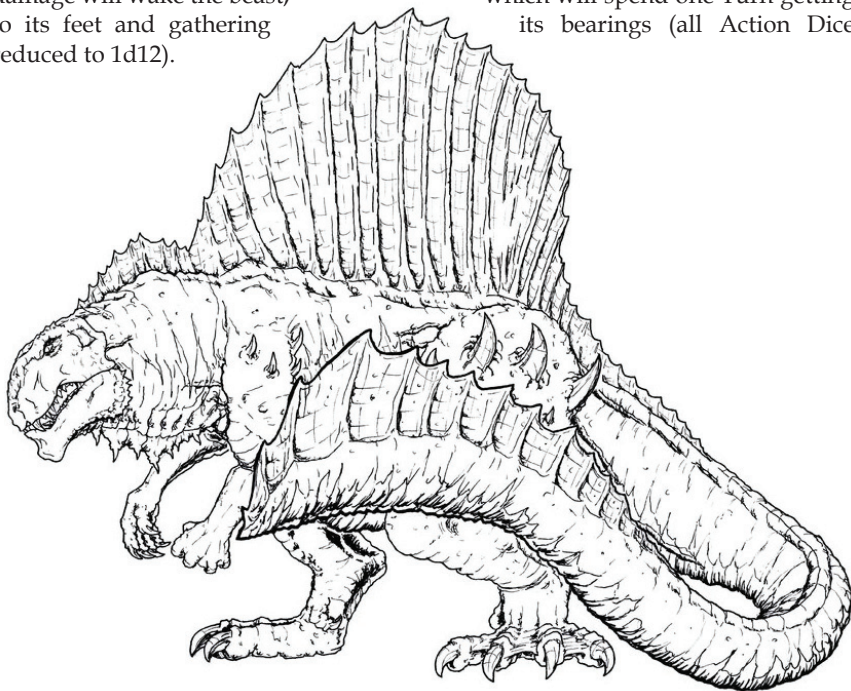
Zilla: Init -3; Atk tail swipe +16 melee (2d14+9 dam), Stomp +12 (3d14+9 dam), bite +14 melee (4d10+9 dam); AC 24; HD 12d16+30; MV 120'; Act 4d20; SP Damage Resistance 1d3+1 points of dam/attack, Gifts of the Glow; SV Fort +12, Ref -1, Will +8; AL C.

These colossal terrors are the stuff of legends and nightmares. Reputedly the creation of the gods for some twisted form of entertainment, these immense beasts are semi-bipedal, reptilian giants standing 25 to 40 feet at the hip. The features and appearance of each Zilla are unique and typically garish in coloration.

Thankfully, these beasts are very rare and completely solitary to the point that if they become aware of the existence of another of their kind, they fly into a rage and rush to fight it to the death. Woe to the community that is anywhere near the spot that two of these walking engines of destruction meet.

Each Zilla displays one or more special powers (roll d%): 1-85 one roll on the Gifts of the Glow table; 86+ two rolls on the Gifts of the Glow table, ignore duplicate results. Also, due to their gigantic size, they ignore the first 1d3+1 points of damage from every attack made on them.

When encountered, there is a 60% chance that they will be sleeping and will remain so for up to 1d100 years if left undisturbed. Any attacks that cause 15 or more total damage will wake the beast, which will spend one Turn getting to its feet and gathering its bearings (all Action Dice reduced to 1d12).



Gifts of the Glow table

Roll 1d7

1	Radioactive Hellfire Breath Weapon: Generates a cone up to 100ft long and 35ft wide. All targets within the area of effect suffer 3d20 damage, Ref save (DC 15) for half damage. Requires 2d3 rounds to recharge.
2	Unstoppable: The beast regenerates 1d4 per round, even after being reduced to 0 hp. Can only be permanently killed by (roll 1d5): 1 - an inferno, 2 - a large amount of acid, 3 - being frozen to below 0°, 4 - being chopped into tiny bits, 5 - being electrocuted by a minimum of 10d10 Gigawatts.
3	Devastating Roar: When unleashed, all targets within 100ft suffer 2d8 damage and must make two Fort saves (both DC 15); one to avoid being permanently deafened and one to avoid being both knocked back 2d8 feet and then knocked prone. Delicate materials within the area, like glass, will automatically be destroyed.
4	Caustic Contamination: Anything coming in contact with the beast suffers 1d5 points of damage per round. Anything in extended contact, one turn or more, must make a Fort save (DC 15) or be permanently contaminated (may cause permanent sickness or mutation).
5	Energy Eater: All energy based attacks against this beast heal half of the damage that they normal cause. Being near large energy sources (like reactors or volcanos) allows the beast to regenerate one HD per Turn.
6	Icy Aura: The beast radiates an aura of blistering cold 30ft in every direction. Anything within the aura suffers 1d3 points of damage per round and must make a Fort save (DC 10) or suffer 1 temporary Sta as well. Any area the beast has spent one full Turn in will be frozen and reduce all movement by half due to iciness (the Zilla is unaffected).
7	Infested: When attacked, in the first round of combat and every 2d5 rounds thereafter 1d10-4 (0-6) parasitic insects will drop from the Zilla's body and attack anyone within 100ft. Each will have stats equivalent to a Ant, giant (worker); DCC rpg, pg 394. No more than 2d12+6 total insects will drop during any one battle.

Adventure Hooks

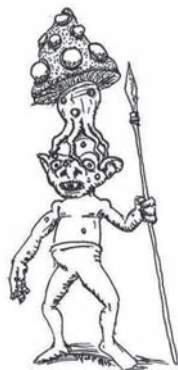
- ▶ During the raiding and looting of the ruins of a large military complex, the party discovers an immense vault with many warning signs posted on it. Any tampering with the controls will open it and awake a Zilla from its long slumber.
- ▶ While traveling down the remnants of an interstate highway, you see hundreds of people fleeing at a hurried pace from the opposite direction. If asked, they will speak of a lizard god that awoke near their walled town and destroyed it.
- ▶ The Three Royals have posted notices throughout the Citadel of Scrap and many nearby settlements that a Zilla has been sighted in the deep wastes. Any group that can capture or kill it and bring it back to the Citadel will be rewarded with riches and immortality.

Zmooph

Zmooph Farmer swarm: Init +2; Atk tiny farming tools +2 melee (1d3 dam); AC 11; HD 1-6d6; MV 20'; Act 1d16 per HD; SP knock prone, immune to poison; SV Fort -1, Ref +1, Will +2; AL C.

Zmooph Sporechucker swarm: Init +2; Atk spore bombs +2 missiles (1d3-1 dam + 1 point of temp Int damage); AC 11; HD 1-3d6; MV 20'; Act 1d16 per HD; SP immune to poison; SV Fort -1, Ref +1, Will +2; AL C.

Patriarch Zmooph: Init +1; Atk eldritch bolts +2 missile (1d6); AC 13; HD 2d6; MV 20'; Act 1d20; SP spells as 3th level wizard, sacrifice, direct, immune to poison; SV Fort -1, Ref +1, Will +6; AL C.



Zmoophs are tiny purplish humanoids roughly three grenades tall. The most distinctive physical feature of a Zmooph is that nearly $\frac{1}{4}$ of their total height is comprised of a large, speckled cap mushroom that seems to be blooming directly from their skull.

These odd creatures live in harmony with nature in the twisted and isolated wilds they call home. Most Zmooph villages will comprise of hundreds of inhabitants (usually 3d8 HD worth) living in small huts made from petrified wood and fungus.

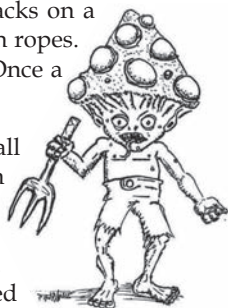
The village will be ruled by an elder referred to as the Patriarch Zmooph that all of the other Zmoophs revere in an almost worshipful fashion. Surrounding their village will be large fields, some reaching half an acre in size, of psychoactive berries and fungi that they harvest for food and rituals. There is a 30% chance that a Zmooph village will have used part of their harvest to domesticate 4d4 HD worth of local wildlife to use for labor and protection.

When left alone these little creatures are quite peaceful, but when confronted by any other sentient species they become psychotically xenophobic, usually resulting in them attacking with intent to kill. Once one Zmooph has entered into a xenophobic rage, all other Zmoophs with a mile will run to join them as the entire village is connected by an empathic bond.

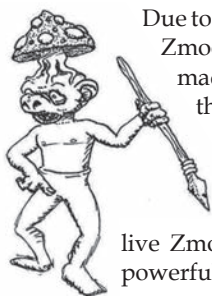


Anytime a target is subject to three or more successful Farmer swarm attacks in one round, there is a 10% per successful attack chance that they are knocked prone. If a Farmer swarm scores three or more successful attacks on a prone target, they have been partially bound to the ground with ropes. This lowers all of the trapped target's action dice by -2 steps. Once a target's action dice are lowered to 0, they are completely bound.

The Patriarch Zmooph is a highly intelligent spellcaster with all of the abilities of a 3rd level Wizard. He will lead all Zmooph swarms within hearing distance with sound tactical advice. As an action, the Patriarch Zmooph can direct all nearby Zmoophs to take on a specific task, including attacking a specific individual. All Zmooph swarms so directed gain +3 to all Action rolls related to the task, including attack rolls.



Due to the Zmoophs fanatical devotion to their leader, when the Patriarch Zmooph is near to any Zmooph swarm, there is a 66% that any attack made against him will be foiled by a loyal Zmooph sacrificing themselves. This does not have any effect on the nearby swarm.



The berries and fungi grown by the Zmoophs are quite potent and worth a large sum to those who deal in hallucinogenic materials. In addition, there are scientists that would pay handsomely for live Zmoophs or even fresh corpses as they are reputed to have many powerful alchemical properties.

Adventure Hooks

- ▶ One of the Royals of the Citadel of Scrap did you a "favor" in the past and now they are calling in the debt. They want some live specimens from a settlement of tiny beings living deep in the Wraithwood, a few days south of the Citadel. They gave you a map and a few bird cages for the specimens.
- ▶ A local trade road was washed out during a recent burning mud storm. You have been hired to blaze a new path for the road construction crew to pave. With nothing but acres of tall field grass before you, what could go wrong?
- ▶ A young village girl has not returned after she headed off into the forests to collect food. The local have hired you to find her.

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Racial Recast - New takes on the standard fantasy races via a post apocalyptic lens

Weapons of the Wastelands - Post apocalyptic armor and new gear



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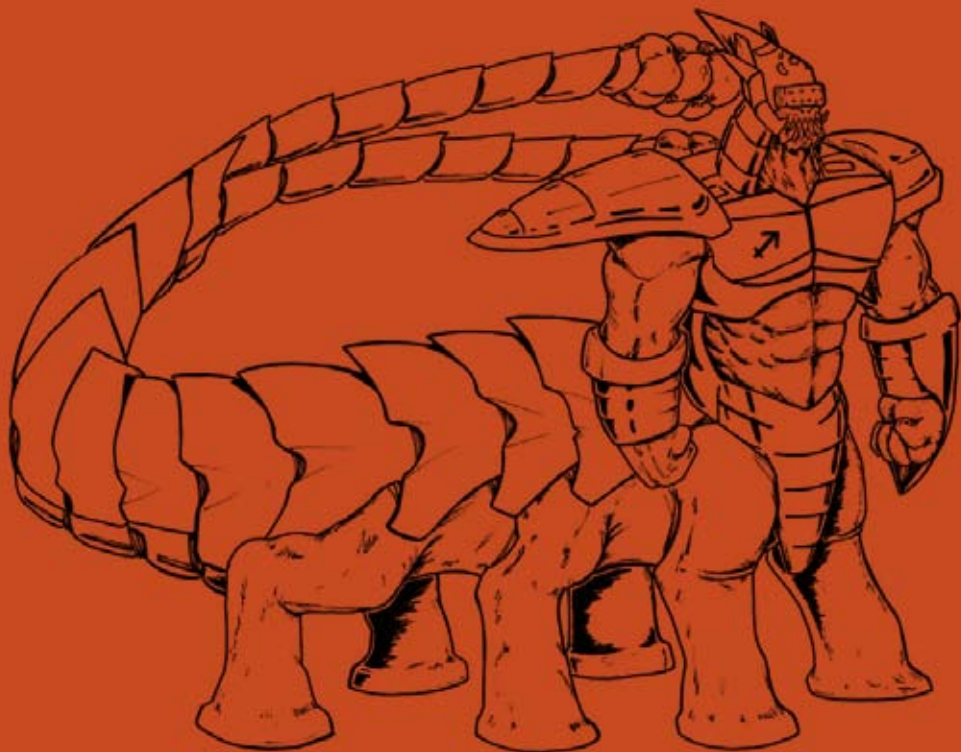
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