

THE CHILDREN OF THE JUN

AN AMERICAN GAZETTEER



COMPATIBLE WITH
**DCC
RPG**



THE CHILDREN OF THE JUN

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THE CHILDREN OF THE JUN





THE KINGDOM OF THE JUNGLE

THE KINGDOM OF THE SUN

Welcome to the twisted hills and boiling plains of Umerica, a post apocalyptic version of the Americas centuries after a cosmic event changed the very rules of reality. Now the land is full of powerful sorcery, alien super science, and strange mutants.

The death of Mexico came in several stages as it did for most of the world. It began with an invasion from Europe. The Spanish, with their guns and horses, despoiled all of the riches of the Mexica. Artifacts were melted down, land stolen, and people enslaved. Then came the rise of capitalism and a cultural invasion from America. The Americans and their hunger for more land and illegal drugs caused accelerated decay. The money created corrupt businessmen who stockpiled profits and polluted the land, air, and water. In the 21st century, no birds could be found in Mexico City as the air wasn't safe for them to breathe and the smog made their feathers too slick to fly. It was almost a blessing when a rogue object hurtled by the Earth, causing a worldwide cataclysm. And when the Un Men arrived with their city bombs and body harvesters, most were ready to die.

It was in the time of the Forgotten Wars of the Un Men that many humans across Urth dug in and hid from the surface world. Some hid in survival bunkers or isolated laboratories, others returned to the womb of Urth's caves as was done when mankind was in its gestation. When these different tribes reemerged on 1 AE (After Emergence, a date which is different for every tribe), the decades in seclusion had completely formed the character of societies. Those from bunkers maintained their civility and valued learning and technology. Those from the caves valued strength and understood pain and sacrifice.

Those that would become the People of the Sun found themselves packed in a series of caves and left to suffer. There were many of them and few supplies. Rations were dealt out sparingly by the security forces owned by the elite, and it was whispered

that soon there would be no rations at all. It was then that a chosen few began to hear the voice of an old man who spoke a language that even fewer could understand. Those that understood were not the leaders of the group... nor were they the handsome, charismatic, or rich. They were those who knew how to survive over all else. Among them were four leaders, their names are now remembered as Tezcatlipoca, Quetzalcoatl, Xipe Totec, and Huitzilopochtli. These names were said to be given to them by the voice of the old man, who revealed himself as Huehuetēotl, the "old, old one" who now gave them power in exchange for blood. So blood was spilled. First Quetzalcoatl gained entrance to the society of elites. Tezcatlipoca stole their weapons and ruined their defenses. Then Huitzilopochtli led a coup and seized power. It was then they realized, as they looked over their spoils, that all was lost. There were supplies left for a matter of days, not the decades needed to survive. There was much debate as to how to divide the remaining rations. It was finally decided that they be split exactly evenly for every person. "Compartimos un destino," the people said. We share one fate. Moved by this display, Xipe Totec demanded to be pulled apart, his flesh to be feasted on. The people were reluctant, but they eventually peeled back his flesh and within him they found young maize plants that continued to grow. Seeing this magic within the first god, they then decided to turn on the remaining three to see what magics hid under their flesh. They slew Huitzilopochtli and a bright sun began to shine in their caves, helping the maize to grow. They devoured the heart of Quetzalcoatl and clean rivers began to pour from fissures in the rock above their heads. Finally they turned on Tezcatlipoca, and as he died he laughed. "We share one fate" he reminded them. From then on they would remember Tezcatlipoca's words. And when the first maize crop failed, men volunteered to be slain. The crops returned. And when there was drought, babies were seized, their tears used to wash the altars before they were slain. The water returned. And so those that would become the People of the Sun learned that whenever they needed something, someone only had to bleed for it. When they finally emerged from their caves, they decided that it was time for others to bleed.

THE KINGDOM OF THE SUN

We will dig more deeply into this world in the time to come, but it is important that we know a few general facts about this new world.

- **Post-apoc and Primitive.** The People of the Sun reject all technology: they don't even know the wheel. It is true that the city ruins near Lake Nochistongo contain the vast wealth of 21st Century and Un Men technology, but the Children of the Sun have no interest. Simple labor in the maize fields and sacrifice to their gods keep them alive. Technology is no more than stone-age. The People of the Sun dress in homespun loincloths and wield spears, destroying anything that is more than Neolithic.
- **Blood and Sacrifice.** The world is drained. Survival takes blood sacrifice to fuel the dark magics that allow the People of the Sun to breathe the poisoned air and drink the foul water. It is a meagre existence, and children are taught from birth to endure hunger and pain.
- **Poisonous World.** Before the destruction of the world, this area was one of the most populous and polluted regions in the world. The area is still rebounding from this man-made tragedy and all animal and plant life here has become warped and foul from exposure.
- **Patron Worship.** Survival here is wholly due to the worship of patrons who forbid worship of true divine gods. Humans here exist to feed their patrons with blood offerings, acting as a power source for patrons who pay their subjects back by allowing them to breathe and offering them a few clean rainclouds a year. It may not be much, but without it life would be impossible.
- **Races.** Insular and xenophobic, most are human, mutants, or rarely half-bloods: human-born creatures who reveal fey characteristics as they come of age.
- **Isolation.** Great deserts and volcanic mountains block intrusion from North Umerica, while dense jungle and the horrors living within provide a southerly barrier. This allows the valley to remain primitive and undisturbed.

THE PEOPLE

The Inanimate they call themselves, as without their gods they cannot function. Yet the attention of their gods is a double-edged blade, as the fallout of this energy has stunted and twisted them. The People of the Sun are small (no taller than 5'5 for the men and 4'8 for women) but hearty and used to tireless work and heavy lifting. Their manner of dress is simple and sparse: most men wear loincloth and cloak while women wear a skirt and shifts. Children typically go nude until age seven when they also receive a name.

Status and scarcity are essential to their worldview, and so they have strict prescriptions that dictate everything from diet and dress to the hair on a man's head. A corn farming plebe may never in his life wear anything other than an itchy loincloth spun from plant fibers. If he were to cut his hair or wear leather sandals he may end up beaten for his impudence, while warriors sport elaborate clothing and hairstyles to denote their status. Status is only awarded to those who give hearts to their gods, and so every facet of life develops a war-like mindset. The few merchants among the People of the Sun gauge their success not by profit, but by the danger of their travels and amount of slaves they return with as sacrifice.

The People of the Sun believe in two types of people: freemen and slaves. Freemen live in Atlan (the place of water) known as Cocoxquiatlan (the place of diseased water) to outsiders. They view their great city as the "navel of the world," and their people as the only ones who matter. All outsiders are essentially sacrifices awaiting their blades.

People of the Sun may be Thieves, Warriors, or Wizards (DCC RPG). In addition, they may be Barbarians (*D.A.M.N.* issue 1), Psions (*UX02: Mind Games*) or Mutants (*USG*). Additionally, they may be one of the new classes described below.

Characters raised in the Valley of the Sun are subject to a few additional changes over standard DCC characters.

THE PEOPLE

People of the Sun as Player Characters

0-level People of the Sun start with the following:

- Religiosity
- +2 to Stamina
- 4 hit points, modified by Stamina
- Vulnerability to technology, similar to an elf's iron vulnerability
- Immunity to lay on hands
- 5d12 cp
- A random piece of equipment
- A randomly selected occupation from the chart below
 - Possession of a spear and perhaps a weapon from their occupation
 - Possession of some trade goods
- A +0 modifier to attack rolls and saving throws
- A name
- A roll on the Tenali/Tepuli table

Religiosity

Ruled by complex traditions that focus on appeasing their evil gods at all times, People of the Sun are trained at a young age to be aware of the gods and the influence they have on every day and hour of their lives. Every day, the player of a PC from Atlan must state in-game actions that their character is taking to appease the god of that day (see more in the later chapter on religion for ideas). If 24 hours pass without a barbaric religious observance, the character must atone by surviving punishment.

This is simulated by reducing the character's Luck to 3 and torturing the player with petty demands. If the player satisfies the petty demand, this Luck penalty can be ignored. Below is a small table of ideas, but GMs are encouraged to get under their player's skin with their own demands.

Petty Demands Ideas

The character must speak their sentences backwards ("Room this in kobolds are there!"). This may force players to take longer to plan what they're saying, but in game time it is as easy for the character as a normal sentence.

The character must agree fully with everyone, going so far as to add to the idea (Protect your player: if an NPC says "Give me 100 gold" and the player says "Sure. In fact, take everything I own!" Make sure this player gets their stuff back somehow).

The character may only speak questions.

Whenever the player rolls dice, they must stand beside the table and hop on one leg while doing so. Extra penalty for not keeping the dice on the table or for knocking over minis. There's never an excuse for that.

The character's emotional state must never match anyone else in the band. For example: if the band is standing around a map somberly planning a nighttime raid, the afflicted character may be smiling away and assuring everyone things will be fine.

The character must apologize for everything they do, especially if they've done nothing wrong.

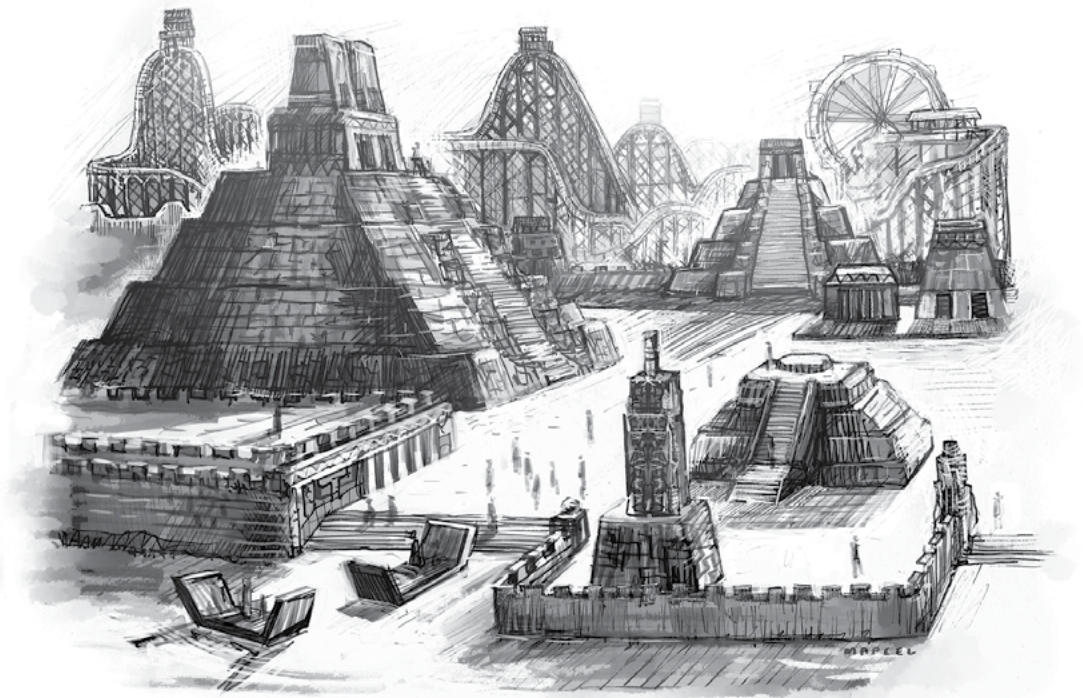
Vulnerability to Technology

The People of the Sun are forbidden by their gods to use post Stone Age Technology and they suffer from exposure to it. Intentionally wearing or using steel or advanced technology results in the loss of 1 hp per day, and no healing or magic use is possible until 24 hours after contact. Please note that this prohibition includes "technology" such as wheels and pulleys!

Immunity to Lay on Hands

People of the Sun reject merciful gods and so cannot be healed by a *Lay On Hands* attempt. Such attempts fail automatically. Any other spell or effect that heals or grants hit points affects them normally, though they reject the use of healing technology except in the most dire of circumstances.

THE PEOPLE



Name

People of the sun tend to have many names, which can change as they accomplish great deeds. Names usually consist of a descriptive prefix and a noun suffix, so roll once for each on the table on this page. To add weight to a name, the prefix sometimes appears twice (such as “Mystery Mystery Butterfly,” one of this game’s first playtesters). A Character’s starting name may be found by rolling on the accompanying name chart. As great deeds are accomplished, warriors must adopt new names in this style!

Occupation

The People of the Sun live a primitive life. The majority of their population are simple farmers who tend their fields by hand. A small percentage are priests or nobles, and of course there is one emperor. Although all are trained to be warriors, there is also a professional warrior class, as the army of the People of the Sun is perpetually on the march. Roll 1d30 on the table on the following page for a starting career.

Atlan Name Chart

Roll 1d20	Prefix	Suffix
1	Wind	Coyote
2	Death	Corn flower
3	Dark	Eagle
4	Light	Deer
5	Rain	Rabbit
6	Old	Vulture
7	Brave	Dog
8	Lightning	Mountain
9	Tireless	Reed
10	War	Flower
11	Blood	Hummingbird
12	Running	Butterfly
13	Mystery	Crocodile
14	Young	Jaguar
15	Learned	Serpent
16	Feathered	Lizard
17	Dry	Death
18	Strong	Heart
19	Golden	Water
20	Roll twice, ignore 20	Skull

THE PEOPLE

Occupation Table

Roll 1d30	Occupation	Weapon (in addition to spear)	Trade Good
1	Priest	Obsidian Dagger	Copal incense
2	Tribute-taker	-	Brush, black paint, paper and 100 cp
3	Hunter	Longbow (Tlahuitolli)	Roll 1d3: (1) a brace of ducks, (2) deer pelt, (3) several lizards
4	Potter	Flint dagger	Clay (1 lb), hunk of quartz
5	Beggar	Flint dagger	Several pieces of obsidian
6	Laborer	-	Roll 1d3: (1) a canoe full of feces, (2) a woven pack for hauling, (3) a broom
7	Warrior	One-handed sword (Macahuitl), javelin and thrower (Tlacochtli & atlatl)	Ichcahuipilli (brined cloth armor)
8	Scribe	-	Assortment of brushes and paints, many sheets of paper
9	Slave	-	Religious figurine
10	Performer	Sling (Tematlatl)	Roll 1d3: (1) a mask inlaid with precious stones, (2) bells to be worn while dancing, (3) a small drum and whistle
11	Quarrier	Hammer (as club)	Semi-precious minerals, 1d20 cp worth
12	Farmer	-	Roll 1d6: (1-3) bushel of maize, (4) assortment of gourds, (5) 2 lb dried beans, (6) large bundle of flowers
13	Artisian	Flint dagger	Roll 1d4: (1) exotic feathers sufficient to decorate a shield, (2) 1lb of stucco-clay, (3) tools for carving wood or stone, (4) deer hide and sinew
14	Merchant	Stone mace (Quauhololl)	5 gp
15	Vendor	Flint dagger	Roll 1d4: (1) 15 tamales, (2) chilies, 1 lb, (3) honey, 1 lb, (4) jar of pitch, enough to make 12 torches
16	Farmer	-	Roll 1d6: (1-3) bushel of maize, (4) assortment of gourds, (5) 2 lb dried beans, (6) large bundle of flowers
17	Herbalist	Ceremonial obsidian dagger (worth 10 gp)	Gold drinking cup, assorted herbs
18	Farmer	-	Roll 1d6: (1-3) bushel of maize, (4) assortment of gourds, (5) 2 lb dried beans, (6) large bundle of flowers
19	Ferryman	Flint dagger	Canoe with lateen sail and paddles
20	Mat Weaver	-	Bundle of rushes, several top-notch mats
21	Fisherman	Net	Plenty of fish
22	Noble	One-handed sword (Macahuitl)	Fine clothes, symbol of office
23	Fowler	Blowgun (Tlactalhuazcuahuitl)	Bundle of feathers worth 1d30 cp
24	Engineer	Staff	50' of woven leather cord
25	Goldsmith	-	Gold jewelry valued at 10 gp
26	Astrologer	Ceremonial obsidian dagger (worth 10 gp)	Tonalamatl (a many-folded pamphlet of horoscopes and stars)
27	Warrior	One-handed sword (Macahuitl), javelin and thrower (Tlacochtli & atlatl)	Ichcahuipilli (brined cloth armor)
28	Messenger	Sling (Tematlatl)	Animal hide sandals
29	Teacher	Club	Feathered ornaments of office
30	Elder (age = 4d6+40 years)	Staff	Jar of octli (fermented agave nectar), exemption from most minor legal punishments

THE PEOPLE

Weapons Training

All citizens are taught the basics of war as children and are able to wield blowgun, dagger, handaxe, mace, short sword, sling, staff, and spear. From here on, we will encounter some words in Nahuatl. The English Translation will appear before the Nahuatl word in parenthesis: Handaxe (Itztopilli) or One-handed sword (Macahuatl).

Level Zeroes inherit weapons and training from their occupation, as above. Note that the People of the Sun do not have access to metals or even simple technology. As a people, they believe in labor and sacrifice. When purchasing equipment as per the DCC RPG, certain items should be altered and downgraded. Iron spikes become wooden stakes worth much less, and flint and pyrite or a bow and drill is used in place of flint and steel.

Tonali/Tipili

When a child is born, a wise man consults the tonalamatl: an accordion-folded book of astrological charts. By cross referencing the exact time of birth with the tonalamatl, the child's future is read and they receive their tonali and tipili, which replaces the Lucky Roll of most other characters.

Tonali is the warmth of life placed in a man's head by the gods. This life force has certain strengths, as shown below. Tipili is slang for a male's genitals, and in this context means a negative augurie: "to get the shaft."

To discover a character's Tonali/Tipili, roll on the Tonali/Tipili Table. Roll once for the Tonali, once for the Tipili. This is done instead of rolling on any Luck Tables normally used.

Tonali/Tipili:

Roll twice. One roll is for the Tonali, the other is for Tipili (reroll if the same result is gained). Each Tonali result has the character's Luck modifier added to it. Each Tipili has the character's Luck modifier subtracted from it. Thus, every character receives one positive result and a negative, unless the modifier is zero. These modifiers remain static, even as the character's Luck score changes. Note that a negative modifier can result in a positive modifier for the Tipili, just as a positive modifier results in a negative modifier as a Tepuli.

Tonali/Tipili Table

Roll 1d20	Tonali (+ Luck Mod)	Tepuli (- Luck Mod)
1 or less	— Skip Tonali, roll only for Tepuli —	
2	Fort saves	Melee damage rolls
3	Missile attack rolls	Will saves
4	Critical hit rolls	Fumbles
5	Missile fire damage rolls	Skills (either for occupation or one class skill)
6	Unarmed attack rolls	Spell damage
7	Initiative	Melee attack rolls
8	Corruption rolls	Armor Class
9	Spell checks	Spear attack and damage rolls
10	Ref saves	hp (each level)
11	hp (each level)	Ref saves
12	Spear attack and damage rolls	Spell checks
13	Armor Class	Corruption rolls
14	Melee attack rolls	Initiative
15	Spell damage	Unarmed attack rolls
16	Skills (either for occupation or one class skill)	Missile fire damage rolls
17	Fumbles	Critical hit rolls
18	Will saves	Missile attack rolls
19	Melee damage rolls	Fort saves
20 or more	— Skip Tepuli, roll only for Tonali —	

Level One

Upon attaining level one, People of the Sun may test for an Innate talent. This process is described in chapter 5.

NEW CLASSES



NEW CLASSES

HALF-BLOODS

It is said that Half-Bloods are gifts of *the Plumed Dragon* who seeks to bring the mercy of the true gods into the harsh world of the Valley of the Sun, and he needs a non-human form to manage this. Half-Bloods are born to humans and appear normal, though gifted with a great intelligence. As they age, they may suddenly change into a semblance of faerie creatures of yore.

Half-Bloods have a complicated relationship with their homelands. Many escape to wander Urth, others are hidden away while set to work, often they are sold into slavery.

Hit points: Half-Bloods gain 1d8 hit points at each level.

Weapon training: Half-Bloods gain the longbow, sling, 1 handed sword, and handaxe in addition to the level zero weapons as above. They may wear armor made of cloth or animal hides and shields.

Alignment: Half-Bloods can be of any alignment. Lawful half-bloods are stoic and family-oriented while Chaotic half-Bloods seem to mock all organization. Still others are homebodies who prefer comfort, remaining quite Neutral in their affairs.

Caster level: Like clerics (DCC RPG pg. 28), a half-blood's caster level is their class level.

Magic: Half-Bloods practice idol magic gifted to them by ancestor gods using the Plumed Dragon as an intermediary. Casting a spell works the same as in DCC RPG: a half-blood makes a spell check (DCC RPG pg. 106). Which is: 1d20 + Personality modifier + caster level. Passing this check means the spell succeeds. Failure can cause disapproval.

Half-Bloods also have access to the abilities *Sacrifices*, *Turn unholy*, and *Lay on hands* as a Cleric of the Wasteland (USG page 52). Half-Bloods are able to receive the benefits of a lay on hands attempt, though many of the valley's citizens receive no benefit from it.

Infravision: Half-Bloods can see in the dark up to 30'.

Special Abilities: Half-Bloods lose Immunity to Lay on Hands and Religiosity and roll 1d7 on the abilities table on the next page, receiving one combat and one special ability.

NEW CLASSES

Half-Blood Ability Table

Roll 1d7	Combat	Roll 1d7	Special
1-3	Sword and Board (DCC pg. 52), or in this case Macahuitl and shield. This shield is a standard wooden number, not a Chimalli	1-3	Stealth, Small, and Slow (DCC pg. 60) plus 50% chance to roll again, gain nothing on another roll of 1-3
4-6	Two-weapon Fighting (DCC pg. 60)	4	Heightened Senses (DCC pg. 57)
7	Deed Die and Mighty Deed of Arms (replaces attack modifier as a dwarf, DCC pg. 52)	5	Underground Skills (DCC pg. 52)
		6	Immunity to magical sleep and paralysis
		7	Good Luck Charm (DCC pg. 60)

Half-Bloods are a confusing mix of strange features and personality traits. Feel free to roll one or more of each, create your own, or whatever you choose!

Half-Blood Features and Personality Table

Roll 1d7	Physical Feature	Trait
1	Waist-length beard	Obsessed with good food
2	Sharply pointed ears	Vain
3	Large, furry feet	Preoccupied with alcohol
4	Bushy sideburns	Lazy
5	Unusually colored hair and/or eyes	Arrogant
6	Broad-shouldered and squat	Stoic
7	Very thin	Prankish/playful

Luck: Starting at first level, Luck modifier applies to attack rolls with a specific kind of weapon as per a Warrior.

Languages: At 1st-level, a Half-Blood knows Atlán along with one other language plus one additional language for every point of Int modifier, using the elf language column on page 440 of the DCC RPG.

Action dice: A Half-Blood's action dice are used for attacks or spell checks at any level.

Half-Blood Class Table

Level	Attack	Crit Die/Table	Action Dice	Ref	Fort	Will	Cleric Spells Known by Level				
							1	2	3	4	5
1	+1	1d6/II	1d20	+1	+1	+1	2	-	-	-	-
2	+1	1d8/II	1d20	+1	+1	+1	3	-	-	-	-
3	+2	1d8/II	1d20	+1	+1	+2	3	1	-	-	-
4	+2	1d10/II	1d20	+2	+2	+2	4	2	-	-	-
5	+3	1d10/II	1d20	+2	+2	+3	4	3	-	-	-
6	+3	1d12/II	1d20+1d14	+2	+2	+4	5	4	1	-	-
7	+4	1d12/II	1d20+1d16	+3	+3	+4	6	4	2	-	-
8	+4	1d14/II	1d20+1d20	+3	+3	+5	6	5	3	1	-
9	+5	1d14/II	1d20+1d20	+3	+3	+5	7	5	4	1	-
10	+5	1d16/II	1d20+1d20	+4	+4	+6	7	6	5	2	1

NEW CLASSES

JAGUAR KNIGHTS

Various tales are told of these Were-Jaguars. Sometimes they are expert warriors whose cunning and strength morph into the literal power of a jungle cat. Others tell of deals made with gods or psionically gifted persons who have mastered the art of Psychometabolism. Whatever the reason, the Jaguar Knights are able to transform into mighty beasts that are part man and part jaguar.

Jaguar Knights are the nobility of the warrior class. They are the heroes who feed hearts to the People's gods and are treated with reverence, respect, and fear.

Hit points: 1d10 per level.

Weapons Training: Jaguar Knights are trained in the use of the macahuitl (1 handed sword) and huitzauhqui (greatclub) in addition to the weapons learnt at level zero. They may wear their people's armor and carry a light shield (chīmalli).

Alignment: As a result of meditation or their connection to the animal world, Jaguar Knights are neutral.

Stunning Strike: To feed living sacrifices to their gods, Jaguar Knights may incapacitate rather than kill. As long as the Knight is armed with traditional weapons of his people (metal-free), the Knight may exercise this option as follows:

- When a Knight's attack reduces a target to 0 hp, the Knight may instead opt to deal a knockout blow. The target recovers from this wound as if it had had its body successfully recovered (DCC pg 93).
- When dealing a backstab or other Critical Hit, roll attack and damage as usual. The Knight may render a living humanoid target unconscious rather than inflict the damage rolled. The target must make a Fortitude save equal to 8 + the damage rolled. A successful save means the target is stunned for a round, suffering -4 to attacks and moving at half speed. Failure means the target is unconscious for 1d10 rounds.

An expert at targeting vulnerabilities, a Jaguar Knight also has an increased threat range concerning Critical Hits. Starting at level 1, A Jaguar Knight is able to use their Stunning Strike Ability on a roll of 19-20, the range increasing at levels 5 and 9. This threat range allows **only** the use of stunning strike: Critical Hits that do damage are only allowed on natural rolls of 20.

Jaguar Abilities: Jaguar Knights call upon their mystical connection to their totem animal to enhance their physical abilities gaining skills, combat prowess, and to change their form into that of a jaguar a set amount of times per day.

- **Stealth:** Jaguar Knights gain the thief skills Backstab, Sneak Silently, Hide in Shadows, and Climb Sheer Surfaces.
- **Jaguar Form:** Jaguar Knights may change their form into that of a jaguar a few times per day. The warrior can maintain this form for 1d3 turns with light activity (sneaking around, moving normally) or 1d3 rounds with heavy activity (fighting, running). When in jaguar form, all equipment is dropped on the ground, clothing, armor, and fragile equipment is likely torn to pieces or shattered (50% chance). It is for this reason that many Knight refuse to carry packs or wear armor other than a specially made tlahuiztli (see Goods of Atlan, below).
- In jaguar form, the Knight gains a few advantages:
 - Stat change: Strength becomes 16, Agility becomes 18.
 - Gain an additional HD.
 - Crit die is +1d.
 - Gain a bite attack with a d20 action dice, along with two claw attacks with a d14 action dice. Damage is 1d8 for the bite, 1d4 for the claw. These attacks are considered magical.
 - Gain natural AC of 15 with no further adjustment for Agility.

Luck: Starting at first level, Luck modifier is applied to one Stealth Skill of the Knight's choice.

Languages: Jaguar Knights speak Atlan.

Action dice: Action dice may be used for attacks or skill checks.

NEW CLASSES

Jaguar Knight Class Table I

Level	Attack	Crit Die/Table	Threat Range	Action Dice	Ref	Fort	Will
1	+1	1d12/III	19-20	1d20	+1	+1	+0
2	+1	1d14/III	19-20	1d20	+1	+1	+0
3	+2	1d16/IV	19-20	1d20	+2	+1	+1
4	+2	1d20/IV	19-20	1d20	+2	+2	+1
5	+3	1d24/V	18-20	1d20	+3	+2	+1
6	+4	1d30/V	18-20	1d20+1d14	+4	+2	+2
7	+5	1d30/V	18-20	1d20+1d16	+4	+3	+2
8	+5	2d20/V	18-20	1d20+1d20	+5	+3	+2
9	+6	2d20/V	17-20	1d20+1d20	+5	+3	+3
10	+7	2d20/V	17-20	1d20+1d20	+6	+4	+3

Jaguar Knight Class Table II

Level	Stealth Skills				Jaguar form times per day
	Backstab	Sneak Silently	Hide in Shadows	Climb Sheer Surfaces	
1	+2	+1	+0	+0	1
2	+4	+3	+1	+0	1
3	+6	+5	+2	+1	1
4	+7	+7	+3	+2	2
5	+8	+8	+4	+3	2
6	+9	+9	+5	+4	2
7	+10	+10	+6	+5	3
8	+11	+11	+7	+6	3
9	+12	+12	+8	+7	3
10	+13	+13	+9	+8	4



GOODS OF ATLAN

Money

Most trade is done with barter although other forms of currency exist, some standard throughout Umerica (see the *USG* page 18). Additionally, the People of the Sun have their own methods of exchange.

Weapons and Equipment

More than scarcity, superstition limits the materials used in the construction of goods in the Valley of the Sun. Made of wood and either stone, bone, or obsidian, the People of the Sun craft and name their weapons according to the instructions given to them by their gods. Any weapon marked with a * or # has a special property described below.

Weapons of Atlan Table			
Weapon	Damage	Range	Cost (usually sp)
Javelin & Thrower	1d6+1	60/90/120	10 per item
Greatclub#	1d8+1	-	50
Handaxe#	1d6	-	40
1 hand sword#	1d7	-	90
2 hand sword#	2d5	-	100
Mace***	1d5/1d8		50
Spear	1d8	-	35
Staff	1d4	-	5
Dagger***	1d3/1d10	-	20
Sling	1d6	50/100/150	1
Polearm#	1d10	-	50
Blowgun***	1d3/1d6	20/40/60	6
Longbow & Arrows	1d6	70/140/210	40

Methods of Exchange

cp: Cacao Pods, Cotton Plaits, Charm Pieces. In this harsh world, the imported luxuries of cotton, cacao, and decorative baubles have increased value, making them the cornerstone of currency. Not all pieces are of similar quality, and it is possible for one bean or cotton twist to be worth more than another of the same size.

sp: Standardized pieces of copper. Made of thin copper and of a standard weight and size, sometimes called an “ax” because it resembles an ax head.

gp: Gold powder, usually contained within the quills of turkey feathers.

Armor of Atlan Table				
Weapon	Die Steps/AC Bonus	Check Penalty	Fumble Die	sp Cost
Brined Cloth (Ichcahuipilli)	2	-	d3	60
Light shield (Chimalli)*	+2 to AC	-	d4	10
Jaguar skin (Tlahuiztli)**	+2 to AC	-	as no armor	100

Special Properties

Obsidian blades chip and wear away during combat. This is by design, for it allows a warrior to kill opponents at the start of battle and to subdue captives once the threat is eliminated. For any weapon marked with a #, the maximum number on the weapon’s damage die will tell you how many rounds active use are possible before the obsidian or copper blades crumble (ie 6 rounds for an Itztopilli handaxe). Without the blades, the weapon inflicts subdual damage equal to its original damage die (no decrease), or lethal damage equal to a club (1d4). Thus, a one-handed Macahuitl does 1d4 lethal damage or a full 1d7 subdual). The blades can be easily replaced. All a PC needs is a pot of glue or tar and some replacement blades.

* This weapon or shield is useless in melee combat.

** This item must be specially constructed and fitted by a warpriest for a specific warrior.

***These weapons deliver damage equal to the second value listed when used in a successful backstab.



GOODS OF ATLAN

Weapon Descriptions:

Blowgun (Tlcalhuazcuahuatl): More often a child's toy for launching clay marbles at birds and little brothers, blowguns are also used by unsavory characters who fire thin wood and cotton projectiles dipped in poison.

Brined Cloth (Ichcahuipilli): Thick, quilted, cotton armor that is soaked in salt water and allowed to dry in a cool place, causing the cotton to stiffen and harden with mineral deposits. Considered a warrior's second skin and therefore sacred to Xipe Totec, whose priests ceremonially flay skin off of sacrificial victims to wear for a score of days until it rots off.

Dagger (Tecpatl): A hand-knapped blade made of flint or obsidian. Sacred to Quetzalcoatl.

Great Club (Huitzauhqui): A strange weapon that looks quite familiar to foreigners, a Huitzauhqui has precisely the build of a wooden baseball bat ringed with flint or obsidian blades. Named after Huitzilopochtli, patron of the People.

Handaxe (Itztopilli): Although in uncommon use as a tool, the axe sees more use as a melee weapon. The handle is wood and the blade can be obsidian, flint, or copper.

Jaguar skin (Tlahuiztli): A coat made of beast hide and cotton, able to turn slight blows. These are specially made by priests for accomplished warriors and are fearsome to gaze upon. While worn, grants +1d to intimidation attempts and Luck rolls. This armor is not destroyed by the Jaguar Knight's transformation, but if an Ichcahuipilli is worn underneath (a common practice) it may still be destroyed.

Javelin and Thrower (Tlacochtli and Atlatl): Tlacochtli are essentially arrows of six foot lengths, fired with the aid of an atlatl, a lever that uses leverage to increase the range and impact.

Light Shield (Chimalli): A light shield used to protect the user from ranged weapons. Made of wood (Cuauhchimalli) or maize stalks (Otlachimalli), they are too delicate to assist in hand to hand combat. When stabilizing lengths of dowel are removed, Chimalli roll up like a mat and are considered weightless when figuring a character's carrying capacity, as long as only one is carried.

Longbow and arrows (Tlahuitolli and Yaomime): Bows have not found the popularity with warriors the way the tlacochtli has, nor is it seen often among commoners like the tematlatl. Wielders of the tlahuitolli are often unique individuals who see through taboos. The bow is five feet of hardwood strung with animal-sinew.

Mace (Quauhololl): Fashioned out of a wooden handle topped with a heavy sphere that is usually rock, sometimes copper.

Pole-arm (Tepoztopilli): A pole-arm that is taller than a man, its broad wooden head edged with obsidian blades. Capable of shallow stabbing wounds, its weight and blades are more impactful when swung.

Sling (Tematlatl): A handwoven sling, often worn secretly as clothing. When worn this way they are considered weightless when figuring a character's carrying capacity, as long as only one is carried.

Spear: The peasant's weapon, one which all of the Valley is familiar: a simple length of wood with a fire-hardened tip or obsidian blade at the business end.

Sword (Macahuatl): Perhaps the most well known "Aztec" weapon, the Macahuatl looks much like a cricket bat with obsidian blades inset along the edges. It is made in a one or two handed variation and is considered symbolic of Tezcatlipoca.

MAGIC AND PSIONICS

People of the Sun are not only limited by their traditions, geographical isolation, and patron interference, they are also granted limited access to the arcane realm. Battle magic tends to work fine here, but divine spells and arcane spells of transportation, communication, and scrying are unknown by natives and can have unpredictable results when cast by outsiders.

Casting Spells

Any spell that causes an unnatural form of movement (anything from Feather Fall to Planar Step), communication (Comprehend Languages, Speak with the Dead), or scrying (ESP, Second Sight) automatically suffers a randomly rolled Volatile Magic Effect upon casting, even if the casting fails (USG page 152). This effect takes place immediately, and is rolled at random even if the same spell is cast again.

Casting Divine Spells

Deities have trouble reaching their disciples in this realm. Any disapproval is rolled twice and the worse result is applied. Additionally, the casting of any communication or scrying spells cause the same effect as above.

Innate Abilities

Perhaps as a consequence of the magical limitations, psionic abilities have flourished. People of the Sun have minor psionic powers that require no formal training and are known as **Innate Abilities**. A copy of *UX02: Mind Games* is needed to make full use of these abilities. If you are unable to acquire a copy then you may ignore Innate Abilities or use them solely to add color in roleplaying the character.

Testing for Innate Abilities

After advancing a level, a player may roll a d20. If the result is under their character's current Luck score, they gain one Innate Ability and one Focus Point. They may continue to test at every level, however there is a maximum number of Innate Abilities a character may have.

A character may have a number of Innate Abilities no greater than the sum of all ability modifiers. However, after gaining an Ability the player stops testing after their first failed check.

For example, a level one character with a 9 Luck rolls an 8, qualifying them for an Innate Ability. After gaining the next level, the player rolls an 18, failing the check and disqualifying the character for any future Innate Abilities. The player re-checks their character's stats and realizes it's just as well: their ability scores (Strength: 14, Agility: 8, Stamina: 11, Personality: 13, Intelligence: 9, Luck: 9) have modifiers that total 1 (+1-1+0+1+0+0), so they have reached the maximum available number of Innate Abilities available to this character anyway.

After rolling under their Luck, a player rolls a d12 to select an ability. If the character already possesses the ability, select a different ability by choosing the ability listed immediately before it or re-rolling.

Innate Abilities Table

Roll 1d12

Psychometabolism (Sta)

1 Vertigo

2 Maximize Vigor

3 System Detox

Psychokinesis (Per)

4 Kinetic Burst

5 Force Shield

6 Remote Hands

Clairsentience (Luck)

7 Read Aura

8 Hypercognition

9 Remote Viewing

Telepathy (Int)

10 Distraction

11 Remote Communication

12 Thought Tap

MAGIC AND PSIONICS

Innate Abilities are Tier One Psionic powers as described in *UX02: Mind Games* and work in the same way as described therein. A Psi roll is needed for the successful operation of any Innate Ability that bears a DC associated it. Psi rolls are Action Die+Discipline Attribute Mod vs. DC. On a natural 1, the power check automatically fails and the psion must roll on the Psychic Dissonance Table. Each failed power check also increases the chance of Psychic Dissonance. After each failed power check in a day, the range for suffering Psychic Dissonance increases by one. Any natural roll within that range automatically fails and requires a Psychic Dissonance Table roll. This means that a person with Innate Ability, or a Psi Innate, could potentially reach a point where normally successful rolls automatically fails because they are in the Psychic Dissonance range.

Each Innate Talent a character possesses counts as a Psion Level (PL) for the purposes of determining Focus Points. Innates require a night's rest and an hour of meditation to reset their Psychic Dissonance range to a natural 1.

Psi Innates may participate in Psi Duels, but are at a severe disadvantage due to limited access to disciplines.

Ulli

Ulli is a game played between two teams with an equal number of players who attempt to throw a psychically charged ball through a vertically hanging hoop. It is a form of a psionic duel waged by wild-talents who do not possess much psionic skill. True Psions are not allowed to play but are given positions of honor, often throwing out the first ball or blessing the players.

The goal is simple: get the ball through the hoop while only physically touching the ball with your hips and feet (or mind, of course). The number of hoop shots needed to win varies and is unknown to the players. Sometimes one goal is needed to win, sometimes several with the total different for either team. Additionally, one team is often sacrificed to the gods afterwards. Some gods prefer the losers to die, others accept only winners. Again,

this information is not shared with the players, who must continue to battle until they are declared victors... or sacrifices.

When the ball is first thrown out, all characters in the game roll initiative. The winner has the ball, but can only act at the end of the round. Initiative is re-rolled each round. If someone already has possession of the ball at the end of the prior round (after a successful steal, for example), they keep possession and act at the end of the round. If the previous round ended in a shot of some sort, then the ball is up for grabs and the winner of initiative has possession and may act at the end of the round as before. If anyone rolls a one for initiative the ball goes berserk and the GM must roll on the Ulli Dissonance Table. After the effect takes place, reroll initiative. Do not roll on the Ulli Dissonance Table if you had already done so the round prior.

Players have several options on the court: attack an opposing player in hand-to-hand combat, take control of the ball physically, physically take a shot with the ball (if they have it), or attempt to manipulate the ball with psionics. Players may not delay an action, they must act in order of initiative.

- **Attack.** Characters involved in combat cannot manipulate the ball with psionics in the same round. When a character is reduced to zero hp or otherwise rendered unconscious, they are replaced by a fresh player (if there is one) in 1d4 rounds, after the original player is successfully dragged from the field.
- **Take control of the ball physically.** Characters involved in physically controlling the ball cannot manipulate the ball with psionics in the same round. An attempt to steal the ball is made with a contested Agility check between the character in possession of the ball and the character attempting to steal it. When the ball is stolen the thief cannot shoot until the end of the next round.
- **Pass the ball to another player.** If a DC 10 Reflex save is rolled by both parties, the ball has successfully reached its target. If either roll fails, reroll initiative.
- **Physically taking a shot is possible** if a player



has control of the ball at the end of the round. This is notoriously difficult, as the hoop's hole is exactly the width of the ball. A DC20 Agility check is needed.

- Allies may assist this roll with psionics, as seen below.
- Manipulation of the ball with psionics is possible if a character is not within 5' of an opposing player and interacts in no other way that round (no attacks, taking control of the ball physically, no shots). When psionic manipulation is attempted, the ball is no longer in any character's possession (the next round's initiative will decide who catches it on the rebound).
 - Shooting the ball with psionics:
 - As in *Mind Games*, the psion makes Psionic Attack and Defense rolls as in a duel. If there is no defender the

character scores a goal if their attack roll totals 15 or more.

- In order to be a psionic defender, one must have made no attacks, steals, or shots that round. They defend by making Psionic Attack and Defense rolls to oppose the shooter. Refer to the chart on page eight of *Mind Games* to see how different psionic disciplines measure up against each other in this contest. If the defender gains the most Advantage that round, the shot is deflected and they win initiative for the next round. If the shooter has the most Advantage **and** rolls an attack higher than 15, the shot lands. Advantage has no further effects. If the offender and defender tie, roll on the Ulli Dissonance table.

MAGIC AND PSIONICS

- Assisting or hindering a shooter with psionics:
 - Manipulation may also be used to aid or oppose a player in taking a shot physically. At the cost of one Focus Point, the shooter adds or subtracts 1d3 to the shooter's effort of physically taking a shot.

For example:

Gilbert, Reid, and Sean are matching off against Atlan warriors Wind, Dog, and Butterfly in a game of Ulli. The Gamemaster secretly determines how many goals are needed for either team to score and which side, if either, will be sacrificed to the gods afterwards.

Initiative is rolled, and the order is Reid, Gilbert, Butterfly, Dog, Sean, and Wind. Since he has won initiative, Reid has possession of the ball and elects to shoot it. Since this must occur at the end of the round, Reid waits until then.

As an editor, Gilbert is a vicious creature and so elects to punch an opposing player. He rolls attack

and damage as per DCC RPG, knocking out Dog. The GM rolls a 3 on 1d4, meaning that it will take 3 rounds before Dog is replaced.

Butterfly attempts to steal the ball, and so moves within range of Reid and they roll opposed Agility checks. Reid wins, maintaining possession.

Wind decides to use psionics to hinder Reid's shot. Reid is given a 1d3 penalty to roll when he attempts it.

Aware of Wind's tactic, Sean uses psionics to take the shot instead. He rolls his Psionic Duel Attack Roll and gets a total of 18.

Poor Reid never gets to take his shot as a result, but his decision to shoot at least tied up Wind's action, as he used psionics to hinder it.

Everyone rolls new initiative to see who rebounds the ball, and a new round begins.

Ulli Dissonance Table

The Ulli is made from the brain of a psion wrapped in multiple strips of tree-rubber to form a ball. From time to time, the dead psion regains some control over itself and lashes out at the players gathered in the Ulli court. Roll on this table whenever a player rolls a one for initiative or a psionic defender ties with a player who attempts to shoot the ball psionically.

Roll 1d7

- 1 The Ulli takes a shot at a random side of the court, scoring on a roll of 10 or better on a d20.
- 2 Eight pounds of rubber and skull ricochet around the court, doing 1d5 damage to anyone failing a DC 13 Ref Save.
- 3 A psionic explosion gifts each player with an additional Focus Point, but also must suffer the result of a roll of 5-8 on the Subjugation Table belonging to one of their disciplines (chosen by the GM).
- 4 All players lock minds. Each player gains an additional Focus Point.
- 5 In a rapid series of exchanges, each player physically shoots the ball in order of initiative at +1d. The shots are nearly instantaneous, making a huge score possible.
- 6 Chaotic energy radiates from the player in possession of the ball. They roll on the Generic Spell Misfire Chart, DCC page 120.
- 7 The psion's brain implants a part of itself in the brain of the prior possessor of the ball (whoever had it **last** round). The character refreshes Focus Points and may immediately test for a new Innate Ability, but still may not possess a number of Innate Abilities greater than the sum of all ability modifiers. If they are not eligible for another Innate Ability, they may still roll for a new one, using the new result in place of an old one. If no one possessed the ball last round (such as during the first round of play), then use result 6 instead.

THE KINGDOM OF THE JUN



MARCEL

THE KINGDOM OF THE SUN

THE KINGDOM OF THE SUN

The Valley of Mexico was home to one of the most populous and polluted cities in the 21st century. Surrounded by mountains and volcanoes, this enclosed valley is adept at trapping air and water as it lacks openings for outflow. The resulting pollution famously killed birds in midflight and exterminated all wild fish and amphibious life by the mid-21st century.

In the time of the Mexica, or Aztecs, the area was home to five lakes upon which the great Mexican city Tenochtitlan was built. After extermination at the hands of the Spanish, the Spaniards drained the lakes and built their cities with Mexican rubble, stripping nearby forests of wood and beginning the ecological disaster to come. Global warming and sea-level rise have devoured half of the Yucatan peninsula and caused a rise in the water table, doing much to return the former Mexico City to its Mesoamerican appearance as a city surrounded by water. The five great lakes have returned in the form of the great Lake Nochistongo, its water shallow and foul. Outlying ruins of Mexico City lie preserved on the north and west fringes of the lake, mistakenly named “Laciudad” by the People of the Sun based on signs uncovered near the site.

The reptilian Zopelotes and many refugee tribes dwell in the ruins of this fallen city, and the Zopelote Capital City “Seis Banderas” stands in the lake on the ruins of an ancient amusement park. To the south of this great lake, the People of the Sun make their home in Atlan (“the place of water” also called Cocoxquiatlan, or “the place of diseased water” by outsiders) in the raised terrain of the foothills of the active Ajusco volcano.

Atlan is built on a large lava plain at the foot of the great Tepetl Ajusco. The city is centered around

a religious district that features many temples in addition to the immense pyramid of Huehuetotl and a ceremonial ball court. The lack of arable land requires the use of special techniques to grow crops. Terraces are carved in the mountain, and artificial islands called chinampas make up a series of canals between Atlan and Lake Nochistongo that supplies a surplus of beans, squash, chilis, and maize.

The Valley is hot. Annual temperatures average 89–96 degrees Fahrenheit. Precipitation occurs in the summer months, and focuses mostly on the southern half of the valley, precisely where Atlan sits. The temperature is somewhat cooler for three of the winter months, with temperatures spiking in spring before the rains.

Atlan’s wealth is due to being a tribute empire. As they wait for their crops to grow, the People of the Sun launch regular raids from their home into territories owned by weaker tribes. From these towns, they exact tributes of food, clothing, luxuries, and human sacrifices at a fixed rate per year. If the town is unwilling to pay, the warriors of Atlan will burn their temples and take all they can carry. When they return next year, they know their tribute will be paid.

Polluted Environments:

The Kingdom of the Sun is isolated from their neighbors to the north by mountains and a harsh, unforgiving desert. To the south is a dense, hot, terrible jungle. Sometimes an adventurer will break through and somehow find their way into the valley, only to choke to death on the environmental toxins or fall prey to carnivorous plants before ever seeing signs of the People.

Exposure to the pollutants of the valley can lead to more than just sickness. Without the protection of the Gods of the Sun, men are subject to mutations as seen on the table below.

Corrupted Environments

Amount of Exposure	Fort DC	Effects of Failure
Light (faint air pollution, some minor skin contact)	DC 7	Insomnia (no healing or memorizing spells)
Moderate (severe air pollution, major skin contact)	DC 11	1d4 Stamina damage
Major (consumed, raw product inhaled)	DC 11	1d6 Stamina Damage

At the Gamemaster’s discretion, polluted environments may also cause mutations. The Fort DC to resist the mutation is 11 and must be rolled. For moderate or major pollutions, the roll is at -1d or -2d respectively.

THE KINGDOM OF THE SUN

New Mutants

Once enough mutations are gained to outnumber a character's base Fortitude save, that character has a chance that their DNA will completely unravel. Once this happens, the character explodes in a gooey mess. The character is then allowed a Recover Body Check (DCC RPG pg. 93). If successful, the character rises as a New Mutant.

When a character becomes a Mutant in this way, consider the following guidelines:

- Keep existing mutations and do not roll for new mutations at level one.
- A New Mutant gains the **Attack, Crit Die, Action Die, Reflex, Fortitude**, and **Willpower Saves** as shown in the *Umerican Survival Guide* table C10, page 72, starting at their current level (a level 5 Warrior adjusts his character sheet to match a level 5 Mutant's abilities).
- New Mutants gain their **Survival Die** and other abilities as a level one Mutant.
- The total of levels for their old class and Mutant can never go beyond 10.
- Existing weapon and armor training is lost, replaced with the Mutant's.

Survival

The food, water, and even air is so polluted here that native life needs the support of the Gods of the Sun to even draw breath. Outsiders must rely on their own protective technology and magics, or else suffer from injury and mutation.

Anyone exposed to the environment without protective magics must make a Luck check or suffer from 1d4 points of damage per day, along with symptoms of nausea and minor digestive issues (as the condition of the same name in the *Umerica Survival Guide*). When damage is sustained in this way, the character also checks for mutations (See "Gaining Mutations, *Umerica Survival Guide*").

Hunger and Thirst: The Valley of the Sun is not a land of plenty. Characters who live here may find themselves without food or water, making them more subject to disease and influence until they get their fill.

Depending on their size, a character needs 1-3 pounds of food per day to maintain health. Starvation is a slow killer, but a great motivator. Thirst is a faster killer, and any character that goes a day without a gallon of clean water begins to suffer (characters wearing more than 2d of armor require twice as much to drink).

The rules for starvation and dehydration are covered on page 101 of the *Umerican Survival Guide*, and below is a chart that describes additional effects of starvation or thirst. Any effect suffered stays in place even as new effects are gained and removing these penalties requires a day's worth of food and water for each level of effect gained. If a character is starving or thirsting, they are unable to effectively rest. They do not recover hp, spells, or ability loss during sleep.

Starvation and Dehydration

Days without Food/Water	Result
3/1	Regular Stamina damage. Sufferers may not take a second move action in a round, and spellcasters are unable to maintain spells that require concentration.
4-5/2	Movement halved, subject is <i>Dazed</i> .
6-7/3	DC 10 Will save required before a save, spell, combat, or skill roll may be attempted.
8+/4+	Subject behaves as if <i>Stunned</i> .

It is said that denizens of the valley can "smell thirst," and it is true that once someone is on their last leg they are often targeted by shady employers with unfair offers or hungry beasts with teeth like rows of daggers. Once a character has gained two levels of effects, increase the likelihood of wandering monsters and random encounters by at least one die per effect. This allows the PCs to go down in a blaze of glory, rather than starving in the wilds.

THE KINGDOM OF THE SUN

Carnivorous Fauna

Man eating plants are everywhere in the Valley of the Sun, lying in wait. There is nothing sentient vegetation loves more than springing to life when potential prey is distracted by another battle! To simulate this, a Luck check is made by a randomly selected player. This Luck check is -1d for every day spent without water and/or food. This roll is to be made at the beginning and end of each day, and at the beginning of a combat encounter when noise may attract unwanted attention. When the check is failed, carnivorous plants emerge from hiding!

The angry flora of Umerica is varied. Carnivorous plants all begin with the following stats and special abilities shown below. *See table on the following page.*

Carnivorous Plant: Init -2; Atk branch whip +1 melee (1d4); AC 12; HD 2d4; MV None; Act 1d20; SP Tangled Terrain, Surprise, Mindless, Clumsy, Plant defence mechanisms; SV Fort +4, Ref SP, Will +2; AL N

Tangled Terrain: Any character moving through an area inhabited by carnivorous plants has their movement halved.

Surprise: Camouflage ensures that a plant always gains a surprise round, initiative may begin on the second round.

Mindless: Sleep, fear, and mind effects don't work on plants. Plants may also not attempt skill checks other than basic movement or follow complex commands.

Clumsy: Carnivorous plants automatically fail all Reflex saves.

Plant Defense Mechanisms: Roll 1d3 to determine how many additional powers this plant has. Plants gain an additional HD and +1 to their attack for each Defense Mechanism gained.

Example:

Octlipus: Init -2; Atk Spines +6 Melee (1d6+1); AC 13; HD 7d4; MV 30'; Act 1d20, 1d20; SP Tangled Terrain, Surprise, Mindless, Clumsy, Spines, Vampiric drain, Intoxicating scent, Mobility, Taxis; SV Fort +4, Ref SP, Will +2; AL N

Named for both the alcoholic wine of the agave and its resemblance to the multi-armed octopus, Octlipi are aggressive plants that spend most of their time basking in the sun of the wild deserts outside of Atlan. They look very much like an exceptionally tall blue agave, with a wide base to their leaves where they gather and ferment sap to tempt creatures into approaching. When engaged in combat the Octlipus swings its leaves wildly to create an alcoholic mist, causing prey to give into drunkenness so that the plant may bleed them dry with their many spines, which function like vampire teeth.

THE KINGDOM OF THE SUN

Carnivorous Plant Table

Roll Plant Defense Mechanism

- 1 **Lost opportunity:** No mechanism gained this roll
- 2 **Disgusting scent:** The smell of this creature is a combination of rancid meat and burned plastic. Opponents within 20' receive a -1 to attack and damage rolls and must make a Will save contested by the plant's HD or move out of this range, foregoing attacks or spells for that round.
- 3 **Vine grab:** Once per round, in addition to any attacks, opponents within 5' must make a contested Ref save versus the plant's HD or else fall prone.
- 4 **Spines:** Gain +1 bonus to AC and damage inflicted with melee attacks, automatically rolling this damage on anyone foolish enough to touch them in any way, including grappling (no attack roll needed).
- 5 **Exploding seed pods:** This plant tosses explosives as a Fireball with a roll of 27-31 (DCC RPG pg. 216), but with a third of the range.
- 6 **Gulp:** This plant has a large feeding aperture that closes in on its prey, attempting to devour them alive! When the plant succeeds in an attack during the surprise round, they may devour one man-sized or smaller target. The next round, the creature is doused in digestive juices which has the same effect as the "Corrosive Milk" result but with no Ref save. The character is only freed when the plant is slain. Trapped characters may attack the plant within. Hitting succeeds automatically, but damage is halved.
- 7 **Intelligent:** This plant has basic animal cunning. It loses the Mindless effect and gains an intelligence of 3 and the ability to daze a target within 5'. This target may attempt a Will Save contested by the plants HD or else be unable to do anything but move at half speed for 1d4 rounds.
- 8 **Vampiric drain:** Attacks deal a Stamina point of damage for each successful hit. Armor can not soak this damage.
- 9 **Clubbing branches:** This plant gains an additional attack (d16). Further, both attacks now deal 1d8 subdual damage.
- 10 **Taxis:** Gain additional 1d20 action die that can be used for attacks. Also gain +1d to all damage dealt.
- 11 **Poison touch:** This plant waves its poisoned branches in their victim's face, rendering them Blinded (DCC RPG pg. 78) unless they succeed in a Fort save contested by the plant's HD.
- 12 **Intoxicating scent:** All within 5' must make a DC 10 Fort save each round or until save is failed. After a failed save, the character is at -1d for all attack, magic and skill tests except for those relying on brute strength (the penalty is to hit, but not to damage for example).
- 13 **Barkskin:** The round after this plant suffers loss of hp, its cell walls toughen and the plant gains 2 armor steps. This resets after a round passes where no damage is taken.
- 14 **Adhesive secretion:** Rather than attack, this plant may spit a wad of goo with a range of 30'. If it hits, the target is considered Helpless (DCC RPG pg. 78) and cannot move until the target spends a round to succeed on a DC 12 Strength check to break free.
- 15 **Opioid spores:** One target within 5' must make a Will save contested by the plant's HD or fall asleep for 1d6 rounds.
- 16 **Corrosive milk:** Successful attacks on this plant cause the wound to spew corrosive sap. Characters within 5' must roll a Ref save contested by the plant's HD. Failure means that the character is coated in acid. Damage is 1d6 and cannot be soaked by armor. Additionally, the victim's armor degrades by one die and the next round there is a 50% chance of suffering another d6 of damage. This test is made every succeeding round until the player rolls favorably.
- 17 **Cause thirst:** Desperate for water, this plant is able to leech hydration from living creatures with a touch. After a successful attack from this plant, the target must make a DC 10 Stamina Save or suffer the effects of not having water for one day.
- 18 **Mobility:** Gain a movement rate. Roll 1d3 and multiply that result by 15 to see how many feet per round this plant may move.
- 19 **Mutualism:** This plant is the home of a swarm of angry insects that avenge themselves on any aggressors! See *Insect Swarm*, DCC RPG pg. 419.
- 20 **Reroll and gain one additional mechanism**

PATRONS AND RELIGION

The People of the Sun believe in daily offerings of blood and pain to their gods as payment for continued life. They sacrifice a captured warrior or volunteer at complex ceremonies that occur monthly, and use knives or plant spines to draw blood from their tongue, earlobes, or genitals and sprinkle the resulting “Wine of Life” as a daily offering, sometimes even hourly! The flaw in these beliefs is that the gods they worship are not actually gods at all, but the selfish spirit of a Robo-Lich and his corrupted patron entourage.

Ernesto Hernan was a corrupt real estate mogul from the 21st century who was obsessed with the bloody history of his ancestors, the Aztecs. He believed only in strength, and so wasted his inheritance on the pursuit of ultimate power. At first, this meant body modifications. He replaced his blood with smart nano-blood, augmented his mind with computers, and replaced his organs with machines. Having hit the limits of the technology of his era, he then turned to the study of dark magic. Using human sacrifices and arcane manuscripts, he assembled a mystic, city-wide net in Mexico City to capture the energy from the departing souls of the deceased. This net delivered a steady income of energy: at the time the annual death rate in Mexico City was around 9.5 per 1,000 persons. Then came the apocalypse. The resulting energy of the Earth’s near-destruction delivered an estimated 8-9 million souls to this network in an instant, overloading Ernesto’s mortal form. He had fractions of a second to react. In that time, his network hastily redirected the energy to people that he knew in life that he thought he may control: fellow transhumanists, wizards, a homicidal drug kingpin, and even his childhood imaginary friend have been given new life as Gods of the Sun.

Despite his sharing of this power, Ernesto’s mortal form was shattered. It is said that this is why his warriors seek out technology to be sacrificed at his temples: he is building a new form. Ernesto now masquerades as Huehuateotl, a formless being from which all creation springs. It is through his favors that mankind can survive in the valley at

all, despite the smog and poisoned water. Assisting him is a collection of other patrons masquerading as Aztec gods. Most important among these gods is Huitzilopochtli: a murderous drug kingpin in life who now believes himself to be the returning god of the Aztecs. In addition, many patrons from the DCC RPG exist in the Valley of the Sun using appropriate disguises as Mesoamerican gods. Whether these patrons are already known to us is unclear: perhaps Bobugbubilz may be the spirit worshipped here as the rain god Tlaloc; Xipe Totec may be Yddgrl the World Root; Ithha perhaps is Ehecatl, and Tezcatlipoca — the god of mystery and auguries — may be Sezrekan. It is unclear. The answer may depend on how much creative energy is available to GMs or whether future supplements are printed. Regardless, to patrons operating in the valley it is like getting free money: Huehuateotl does all of the work to promote the pantheon while the others reap the benefits of extra followers. It is unclear how Huehuateotl keeps the influence of true gods away from his people, but so far he has remained successful with the exception of Half-Bloods who bring true idol magic to bear in the Valley of the Sun through their connection to the deity Quetzalcoatl.

The Practice of Worship

Every living subject owes their gods payment in the form of sacrifices of blood and technology. Blood is a simple enough thing. The People exist in a constant state of war, capturing enemies for sacrifice on their stones and in gladiator-like rituals. Technology sacrifices are perhaps more unusual. Whenever a warrior of the People encounters an object beyond a Stone Age complexity they are duty bound to bring it to the nearest temple for ritual sacrifice. Flashier pieces are hauled to their capital city and presented to the emperor personally, though it is rumored that these pieces are never destroyed. In exchange for the debt and constant sacrifice of the People, the Gods of the Sun have direct dealings in securing the welfare of their people. The Gods personally monitor the rain, sun, and soil of the people’s maize crops to ensure a surplus of food. Though it may not be the most thrilling use of magical power, consider the strain of survival in Umerica: there may be no one else in the world who has a guaranteed meal each day.

PATRONS AND RELIGION

The four main gods in Atlan are Huitzilopochtli, Tezcatlipoca, Xipe Totec, and Quetzalcoatl (in that order). Commoners seek to appease all four, regardless of how they feel. For example, a priest of Tezcatlipoca will occasionally sacrifice a hummingbird to Quetzalcoatl, despite the fact that the two gods are rivals. Below are some ideas for daily sacrifices to the gods. The GM may ascribe an in-game effect to these actions, or they are used solely as a roleplaying element to show supplication to the gods. For an Atlan adventuring with a band of petrolheads, the in-game effect may merely be bewilderment!

Daily Sacrifices	
Patron	Result
Huitzilopochtli	Bleeding oneself enough to stain a long ribbon of paper, then burning the ribbon.
Tezcatlipoca	Acquiring an item of value and secretly burying it.
Xipe Totec	Making a batter that includes honey and blood, then creating a man-shaped cake that must be partially eaten by someone other than the supplicant.
Quetzalcoatl	Sacrificing a beautiful creature (birds, butterflies, purebred dogs, etc) and either burying or burning it.
Generic	• Bloodletting from a sensitive (or highly visible) part of the body. • Burning chilis or spices in a fire and inhaling the painful smoke. • Dousing oneself in cold water and standing in inclement weather. • Fasting or eating of ritualistic food (including raw lizards or human flesh). • Self-strangulation until loss of consciousness. • Using ash or paint, the supplicant blackens their entire body. • Servitude by becoming another character's slave for 24 hours, after which a bad master may suffer revenge!

Sacrifices

A favorite gladiatorial sacrifice among the People is The Stone, wherein a sacrifice has an ankle securely tied to a large stone pillar a few feet high. They are given a macahuil (1-handed sword) made with feathers instead of blades and a shield that is too light to be helpful in combat. The offering then must survive waves of enemy warriors who engage the sacrifice one on one. Generally a sacrifice must best 3 or 7 warriors to be set free, but a tale is told of a man who bested 21 warriors. When he was allowed to go free, he chose instead to die on the altar to prove his bravery beyond doubt.

The feathered sword functions as a club (1d4 damage), and the elevation of standing on the pillar means that the victim rolls attacks and crits at +1d. Additionally, the attacking warriors are more interested in displaying prowess than actually slaying the victim outright. Instead of standard attacks, then, the attacker may roll on the chart below to see what action they are able to attempt this round. The sacrifice may make use of any strategy or ability they prefer.

Gladiator Show-off Chart	
Roll	Effect
1	Stamina Damage: A successful attack does 1 Stamina damage and impresses the crowd with gory spectacle.
2	Head Strike: A particularly effective and risky maneuver, a successful attack means that the victim is at -1d to attack for 1d3 rounds but gains a free attack as the attacker over extends their reach.
3	Agility Damage: A surgical strike at a tendon does 1 Agility damage.
4	Attempted Crit: The attacker rolls twice. There is only an effect if a 19 or 20 is rolled, in which case the attacker scores a critical hit.
5	Coup count: The attacker makes a grapple attempt. Success means that the attacker touches the victim instead of attacking, proving their skill and fearlessness.
6	Embarrass: The attacker fakes an attack and the victim reacts. Roll contested Reflex saves. If the victim loses they move to the bottom of initiative and the attacker gets a free attack.
7	Trip: The attacker makes a grapple attempt. Success means that the victim falls prone.
8	Bloodlet: A successful attack causes 1d4 damage and forces the victim to roll a Fumble as they slip on their own viscera.

NEW PATRON: HUITZILOPOCHTLI

LORD OF THE SOUTH, GOD OF WAR, NEW PATRON HUITZILOPOCHTLI

Martín Andino was a drug kingpin famous for daring escapes and bloody revenge at the end of the 21st century. When the apocalypse came, he was in his second straight decade of solitary confinement.

Huehuateotl sensed this spirit and gave it a form patterned after Huitzilopochtli of the Mexica. Huitzilopochtli has no memory of his life as Martín Andino, save for a taste for violence and dictatorship.

Huitzilopochtli is patron of barbarians, leading his troops to victory by inciting blood-lust and pride. He is quick to anger but easily sated, it is his will that corrals battle-lust so that his soldiers may take captives whose hearts feed the gods.

It is also his will that keeps the People of the Sun alive. While it is true that the Green One's rain and the Flayed Lord's fertility are needed to feed the People of the Sun, it is Huitzilopochtli the Hummingbird Warrior whose operates as Huehuateotl's enforcer, compelling these gods to lavish these powers upon the earth, and his sun that shines down upon them.



HUITZILOPOCHTLI

Invoke Patron check results:

- 1 Spell fails and is lost. additionally, roll 1d6 modified by Luck: (3 or less) corruption + patron taint; (4-5) corruption; (6+) patron taint.
- 2-11 Failure. Depending on the results of patron bond casting, the wizard may still be able to cast again later.
- 12-13 The caster receives a critical success on their next intimidation check.
- 14-17 Four hummingbirds or one eagle arrive to attend to the needs of the caster. The bird(s) are able to communicate with the caster telepathically and remain for 3 turns. If directed towards an enemy, the hummingbirds can distract one opponent, causing a -2 to attacks, casting rolls, and Ref saves. The eagle is able to attack, having the stats shown below.
- Eagle:** Init +2; Atk beak +3 melee (1d4) or swoop +5 (1d6); AC 14; HD: 1d6; MV fly 80'; Act 1d20; SP: A swoop attack is essentially a charge, and so requires the eagle to move at least half his speed before attacking and suffer a -2 penalty to AC until his next turn; SV Fort +3, Ref +4, Will +2; AL N.
- 18-19 The blades of a caster's or one ally's non-metal weapon splinters and infects the wounds of opponents. For the duration of the combat, all damage inflicted by the weapon so empowered is unable to be healed by any means. This effect also works against non-living opponents such as undead who are unable to repair the wounds by means of negative energy or vampiric drain. Obsidian weapons continue to degrade as usual, and may lose the capacity to strike with a necessary stone edge.
- 20-23 Huitzilopochtli calls for blood. For 1d4+1 rounds, the caster treats successful attacks as critical hits, even if they do not possess the skill or the target is aware.
- 24-27 The wizard can target living creatures within 5' who possess a number of HD equal to or less than the caster's level. Each target must make a Will save vs. DC 20 or cower in absolute surrender to the caster. The opponent becomes the caster's "favored son" and neither will harm or allow harm to the other for 24 hours. The caster may give his captive as a sacrifice to the gods during this time, however. The captive will not follow orders or attack the caster's enemies: he will simply sit or follow the caster in complete supplication as if bound.
- 28-29 The War God bestows a blessing. For 4+CL rounds, the caster and three nearest allies receive a +4 to all attacks, spell checks, and damage rolls. Living enemies that are struck during this duration must make a DC 10 Will save or flee as if turned.
- 30-31 The War God bestows a blessing. For 2d4+CL rounds, the caster and all PC allies receive a +5 to all attacks, spell checks, and damage rolls. Living enemies that are struck during this duration must make a DC 10 Will save or flee as if turned.
- 32+ The caster's body becomes host to the Sun God's might. For 1d4+4 rounds, the caster's body is consumed in solar flares that imitate the form of a 12' tall warrior in full feathered wardress, gaining the stats shown below. At the end of this duration, the caster is immediately dead and his body must be recovered as per DCC RPG pg. 93.

Sun God Avatar: Init +6; Atk Fire Serpent +12 melee (dmg 2d8+2d6 fire damage, DC 10 Ref save or catch fire); AC 20; HD 10d12; MV 60' or fly 60'; Act 2d20; SP Reflect Missiles. Magic missiles and any missile attack that targets the caster and fails is reflected back at the attacker. Mundane missiles allow a Ref save to dodge, DC is the original attack roll; Hindsight. Force an enemy within 10' to reroll any one attack, damage, or save roll. Useable once a round, spells (+8 spell check): *word of command*, *flaming hands*, *scare*, *demon traits*; SV Fort +12, Ref +12, Will +10; AL N.

NEW PATRON: HUITZILOPOCHTLI

Patron taint: Huitzilopochtli

Huitzilopochtli the Hummingbird Warrior is a brutal god, bullying others with his might and demanding that blood be constantly spilled in his name. He is also one of the few gods who actually cares for the People of the Sun, working to keep them safe and fed. Though protective of his charges, he will demand their hearts be torn out in his name if no battle is available to take captives. Most servants of the Hummingbird Warrior develop in his image: resulting to physical violence at every opportunity, and protective of friends... until their death becomes necessary.

When patron taint is indicated, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling any more.

- 1 Each day, the character must consume a pint of blood or else lose access to his patron. If gained a second time, the blood must come from a human being. The third time this is gained, 4 pints of human blood is required (almost half the amount of a typical human body)! Consuming the required blood allows the caster to regain access to their spells immediately.
- 2 The caster resorts to physical violence at every opportunity. When first acquired, this taint allows the caster to intimidate at a +1d bonus. However, intimidation becomes the only method of diplomacy ever used by the character. When acquired a second time, the caster must make a DC 10 Will save or else physically assault anyone who disagrees with him, using fists as words to settle debate. Gained thrice, the caster automatically resorts to physical violence in lieu of discussion and requires a DC 10 Will save in order to stop the assault.
- 3 The caster begins to dress in ornate costumes of feathers and gold, wearing an immense wicker and feather idol on his back as he wades into battle, daring enemies to approach. The first time this is gained the difference is mostly cosmetic, though the caster tends to draw attention to himself. The second time, the caster begins to make an obvious target of himself. Whenever the GM wonders which PC the enemy will target, there is at least a 50% chance it will be the caster. The third time this taint is gained, any enemies that can target the caster likely will, though they will not abandon a current foe or do anything stupid to get to him.
- 4 The caster becomes obsessed with sacrificing captives to the Hummingbird Warrior upon the offering stone, rather than on the battlefield. When first gained, the caster rejects the use of all ranged weapons (except in the case of javelins gained from other patron spells). Gained a second time, the caster also rejects the use of any damaging magic spell unless the target is within 30'. Gained a third time, the caster always loses their first turn calling for the surrender of his enemies, and then must pass a DC 5 Will save each round or else lose one action (move or attack, usually) in order to again request surrender. Captives so taken (if any) will heal the PC and up to 4 companions the value of their HD when sacrificed ritualistically.
- 5 The caster gains a birdlike demeanor. At first this means that the caster arrays himself in feathers and whistles musically. Gained a second time, the behavior intensifies: the caster begins parrotting the words of others, perching rather than sitting, and tending to stare unblinkingly. The third time, the transformation is astonishing: the caster begins to eat mostly that which a bird would (depending on the bird, this could be rodents, berries, or sugar water), and screeching in battle. Further, his bones become hollow so he suffers only half damage from falling and permanently loses 1 hp for every level he has due to his delicate nature.

NEW PATRON: HUITZILOPOCHTLI

- 6 The caster's life force is rooted with his people. When gained once, this taint grants the caster a +1 to casting rolls when they are in lands controlled by the People of the Sun. Being in other lands bestows a -1 penalty to casting. When gained again, the bonus/penalty is 1d, then 2d if gained a third time. Travelling with a war party of at least a hundred Atlán warriors counts as being in land controlled by the People of the Sun.

Spellburn: Huitzilopochtli

Blood is what the Hummingbird Warrior wants. Blood and hearts and heads rolling from shoulders. When a caster utilizes spellburn, roll 1d4 on the table below when a request is made. These ideas should hopefully give you room to expand in your own campaign.

- 1 The caster is required to bleed themselves deeply. Choose tongue, ears, nose, or lips. Target this area with a sharp object and release blood onto the ground (expressed as standard attribute loss). This area is now permanently scarred as a tribute to your god.
- 2 Flower and song (xóchitl in cuícatl) is needed now. In addition to attribute burn, Huitzilopochtli demands to hear the caster recite an original poem (as the god has modern sensibilities, rapping also works should the caster attempt that). The verse must consist of at least nine lines, and may be about anything as long as earnest effort is applied. If it is judged that the caster really “went for it,” consider not applying the attribute damage, and award the Spellburn for free. Even psychopath sun gods appreciate fine performances.
- 3 The hearts of the caster's enemies are required. The caster may cast the spell with a +10 bonus this round, but must tear out the heart of a humanoid for their god. The caster has one day to make this sacrifice, however each hour that passes before the sacrifice demands another heart. If the caster is unable to provide the heart(s), they themselves are slain and the body may be recovered as usual.
- 4 The murderous god wants your stuff. A hole opens in the earth, and the caster must throw all his worldly goods into it. Afterward, the caster receives +10 to their casting plus one for every attribute point burned. If the caster refuses, 10 points of attribute damage are drained from the caster with no benefit and the caster is unable to act for 1d3 rounds. If the caster thus loses an item of great importance or might in the exchange, consider allowing them to rediscover the item in an area where it has clearly sat for several decades.

NEW PATRON: HUITZILOPOCHTLI

Patron Spells: Huitzilopochtli

ARMAMENT OF THE WAR GOD

Level: 1 **Range:** Self, varies **Duration:** 1 turn per caster level **Casting time:** 1 round **Save:** Varies

General: A story is told of the Hummingbird Warrior springing from his mother's womb in full battle array to defend her honor. Using this spell, the caster is able to immediately transform into a seasoned warrior, wielding mundane or divine weapons with the skill of a seasoned veteran.

Manifestation: Roll 1d3: 1) A cloud of divine hummingbirds swoop down on the caster, painting his exposed flesh with blacks and greens, and replacing his equipment with a magnificent war kit, finally settling on his head to transform into an elaborate feather headdress. 2) The caster ages in reverse, becoming a baby dressed in the gear of the warrior who ages quickly back. 3) A serpent crawls from the ground and the caster quickly stomps upon and devours it, instantly gaining the accoutrements of a fully arrayed Eagle Warrior.

1 Spell lost and failed. Caster suffers patron taint.

2-11 Spell lost and failed.

12-13 The caster's equipment disappears and is immediately replaced with a macahuitl (choice of one or two-handed sword) and shield along with an atlatl and quiver of four tlacochtli along with a sling and a dozen bullets. His clothing is replaced with black ichcahuipilli armor. The war kit remains for the duration or until dismissed, whereupon it is immediately replaced with the warrior's original gear.

14-17 The caster is gifted with a magnificent war kit that heartens his allies. The sight of this beautiful array allows all allies within sight to immediately reroll their initiative, keeping their preferred roll for their next active round.

Additionally, the caster's equipment disappears and is replaced with an assortment of magical +1 weaponry: a macahuitl (choice of one or two-handed sword) and shield along with an atlatl and quiver of four tlacochtli along with a sling and a dozen bullets. His clothing is replaced with ichcahuipilli armor. The war kit remains for the duration or until dismissed, whereupon it is immediately replaced with the warrior's original gear.

18-19 The caster's equipment disappears and is replaced with an assortment of magical +2 weaponry: a macahuitl (choice of one or two-handed sword) and shield along with an atlatl and quiver of four tlacochtli along with a sling and a dozen bullets. His clothing is replaced with ichcahuipilli armor. The war kit remains for the duration or until dismissed, whereupon it is immediately replaced with the warrior's original gear.

The sight of this beautiful array allows all allies within sight to immediately reroll their initiative, keeping their preferred roll for their next active round. Additionally, all enemies within 20' must immediately reroll their initiative, keeping the worse roll.

20-23 The caster's equipment disappears and is replaced with an assortment of magical +2 weaponry: a macahuitl (choice of one or two-handed sword) and shield along with an atlatl and quiver of four tlacochtli along with a sling and a dozen bullets. His clothing is replaced with ichcahuipilli armor. The war kit remains for the duration or until dismissed, whereupon it is immediately replaced with the warrior's original gear.

NEW PATRON: HUITZILOPOCHTLI

The sight of this beautiful array allows all allies within sight to immediately reroll their initiative, keeping their preferred roll for their next active round. Additionally, all enemies within 20' must immediately reroll their initiative, keeping the lowest roll.

- 24-27 The caster becomes a minor avatar of the War God: dressed in gold and feathers, his flesh painted in black, green, and blue. He is armed with a polished obsidian mirror as a shield and a flaming snake as a scepter. The war kit remains for the duration or until dismissed, whereupon it is immediately replaced with the warrior's original gear.

Flame Snake: +2 Long sword

Power: Flame venom. Inflicts additional 1d6 damage and ignites targets on fire (Ref save to avoid; DC = 1d10+5).

Obsidian Mirror: +2 Shield

Power: Reflect Missiles. Magic missiles and any missile attack that targets the caster and fails is reflected back at the attacker. Mundane missiles allow a Ref save to dodge, DC is the original attack roll. The sight of this beautiful array allows all allies within sight to immediately reroll their initiative, keeping their preferred roll for their next active round. All enemies within 20' must immediately reroll their initiative, keeping the lowest roll.

- 28-29 The sight of this beautiful array allows all allies within sight to immediately reroll their initiative, keeping their preferred roll for their next active round. Additionally, all enemies within 20' must immediately reroll their initiative, keeping the lowest roll.

Additionally, the caster becomes a minor avatar of the War God: dressed in gold and feathers, his flesh painted in black, green, and blue. He is armed with a polished obsidian mirror as a shield and a flaming snake as a scepter. The war kit remains for the duration or until dismissed, whereupon it is immediately replaced with the warrior's original gear.

Flame Snake: +3 Long sword

Power 1: Flame venom. Inflicts additional 1d6 damage and ignites targets on fire (Ref save to avoid; DC = 1d10+5)

Power 2: Vorpal. On a critical hit, beheads the target.

Obsidian Mirror: +3 Shield

Power 1: Reflect Missiles. Magic missiles and any missile attack that targets the caster and fails is reflected back at the attacker. Mundane missiles allow a Ref save to dodge, DC is the original attack roll.

Power 2: Hindsight. Force an enemy within 10' to reroll any one attack, damage, or save roll. Useable once a round.

- 30-31 The sight of this beautiful array allows all allies within sight to immediately reroll their initiative, keeping their preferred roll for their next active round. Additionally, all enemies within 20' must immediately reroll their initiative, keeping the worse roll.

Additionally, the caster becomes a minor avatar of the War God: dressed in gold and feathers, his flesh painted in black, green, and blue. He is armed with a polished obsidian mirror as a shield and a flaming snake as a scepter.

Additionally, the caster gains Infravision, Infernal Speech, and takes half damage from fire and mundane weapons. This effect remains for one hour.

NEW PATRON: HUITZILOPOCHTLI

Flame Snake: +4 Long sword

Banes: Chaotic Demons, Fey, Elementals (Berserker fury when facing bane; DC 10 Intelligence check or wielder gains +4 Strength and Stamina for 2d6 rounds, then is exhausted at -4 Strength and Stamina for 1d6 turns thereafter)

Power 1: Flame venom. Inflicts additional 1d6 damage and ignites targets on fire (Ref save to avoid; DC = 1d10+5)

Power 2: Vorpal. On a critical hit, beheads the target.

Obsidian Mirror: +4 Shield

Power 1: Reflect Missiles. Magic missiles and any missile attack that targets the caster and fails is reflected back at the attacker. Mundane missiles allow a Ref save to dodge, DC is the original attack roll.

Power 2: Hindsight. Force an enemy within 20' to reroll any one attack, damage, or save roll. Useable once a round.

32+ The sight of this beautiful array allows all allies within sight to immediately reroll their initiative, keeping their preferred roll for their next active round. Additionally, all enemies within 20' must immediately reroll their initiative, keeping this new roll.

Additionally, the caster becomes a minor avatar of the War God: dressed in gold and feathers, his flesh painted in black, green, and blue. He is armed with a polished obsidian mirror as a shield and a flaming snake as a scepter.

The caster gains Infravision, Infernal Speech, takes half damage from fire and mundane weapons, and summons 4 2HD Bonelords.

Flame Snake: +5 Long sword

Banes: Chaotic Demons, Fey, Elementals (Berserker fury when facing bane; DC 10 Intelligence check or wielder gains +4 Strength and Stamina for 2d6 rounds, then is exhausted at -4 Strength and Stamina for 1d6 turns thereafter)

Power 1: Flame venom. Inflicts additional 1d6 damage and ignites targets on fire (Ref save to avoid; DC = 1d10+5)

Power 2: Vorpal. On a critical hit, beheads the target.

Obsidian Mirror: +5 Shield

Power 1: Reflect Missiles. Magic missiles and any missile attack that targets the caster and fails is reflected back at the attacker. Mundane missiles allow a Ref save to dodge, DC is the original attack roll.

Power 2: Hindsight. Force an enemy within 20' to reroll any one attack, damage, or save roll. Useable once a round.

Bonelords (4): Init +2; Atk Spear +2 melee (1d8); AC12; HD 2d6; hp: 7; MV 30'; Act 1d20; SP un-dead, half damage from piercing and slashing weapons, rise again; SV Fort +0, Ref +0, Will +0; AL N.

When slain, the Bonelord's body crumbles but the skull stays upright as if borne on an invisible body. The head has a one time use magical effect that compels its slayer (if mortal) to make a DC 12 Will save or else follow the skull into the Underworld.

NEW PATRON: HUITZILOPOCHTLI

PROTECTION FROM COWARD'S AIM

Level: 2 **Range:** Self or a defined radius **Duration:** Until Armor Die is exhausted
Casting time: 1 round **Save:** None

General: The war god detests cowards who kill their enemies at range with arrows, stones, or spells (to say nothing of bullets and laser blasts). He vastly prefers that his fighters close ranks and spill the blood of their enemies with blade or fist, flooding the ground with the sweet bloodwine of battle or taking hostages for later sacrifice.

Restriction: Roll 1d3: 1) A shield, resplendent in quetzal feathers, phases in and out of existence to block the assault. 2) The image of a sun is projected as a halo around the caster and long rays reach out to burn incoming attacks. 3) The missiles targeting the caster are transformed into hummingbirds who simply fly away.

- | | |
|-------|--|
| 1 | Spell lost and failed. Caster suffers patron taint. |
| 2-11 | Spell lost and failed. |
| 12-13 | The caster gains an armor die of 1d4 vs. missile attacks for 4 turns. |
| 14-17 | The caster and one ally within 5' gains an armor die of 1d4 vs. missile attacks for 4 turns. |
| 18-19 | The caster and one ally within 5' gains an armor die of 1d6 vs. missile attacks. |
| 20-23 | The caster and all allies within 5' gains an armor die of 1d8 vs. missile attacks. |
| 24-27 | The caster and all allies within a 10' radius gains an armor die of 1d10 vs. missile attacks. |
| 28-29 | The caster and all allies within a 10' radius gains an armor die of 1d12 vs. missile attacks. |
| 30-31 | The caster and all allies within a 20' radius gains an armor die of 1d12 vs. missile attacks. Further, any magical ranged attacks are treated as if the target had succeeded their save. |
| 32+ | The caster and all allies within a 20' radius gain immunity to mundane missiles. Further, any magical ranged attacks are treated as if the target had succeeded their save. If the caster was the target of the magic attack, they may choose to move the attack to any adjacent square. |

NEW PATRON: HUITZILOPOCHTLI

LIGHT OF THE WAR GOD

Level: 3 **Range:** Varies **Duration:** Varies **Casting time:** 1 round **Save:** Varies

General: The War God is also the Sun God, and he is impossible for mortals to gaze upon.

Restriction: An aura as bright as the sun emanates from the caster: encouraging allies and disheartening enemies.

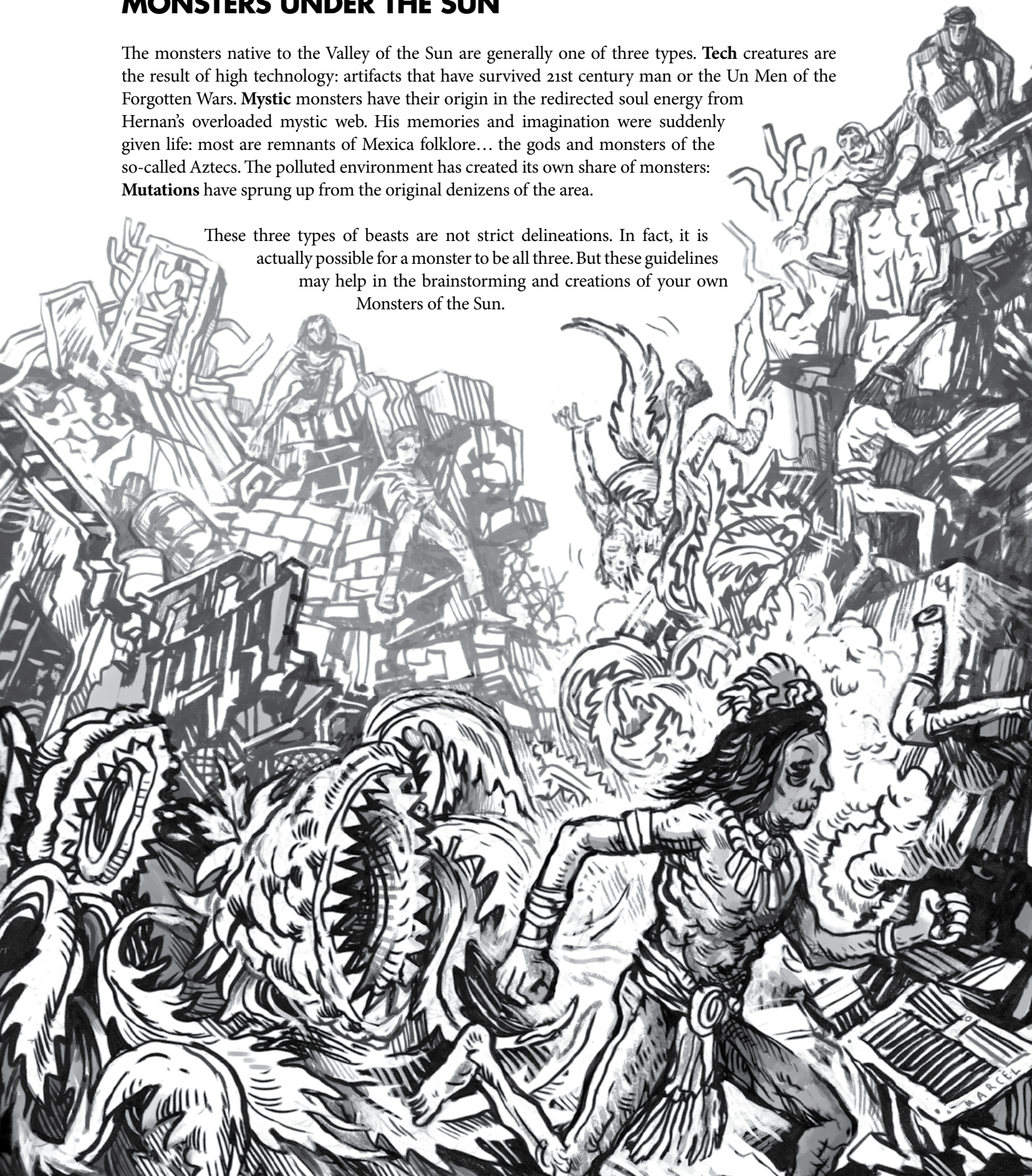
- | | |
|-------|--|
| 1 | Spell lost and failed. Caster suffers patron taint. |
| 2-11 | Spell lost and failed. |
| 12-13 | A bright light projects from the caster. Enemies within 10' of the caster must Will save versus a DC 15 or else run from the caster at maximum speed or cower for 1d10 rounds. |
| 14-17 | A bright light projects from the caster. Enemies within 20' of the caster are blinded (-2 to all attack rolls, -2 to AC) for one round and must make a Will save equal to the spell check or else run from the caster at maximum speed or cower for 1d10 rounds. |
| 18-19 | A bright light projects from the caster. Enemies within 20' of the caster are blinded (-2 to all attack rolls, -2 to AC) for 1d3 rounds and take 1d6 fire damage. |
| 20-23 | A bright light projects from the caster. Enemies within 20' of the caster are blinded (-2 to all attack rolls, -2 to AC) for 1d4 rounds and take 1d6 fire damage. The caster and allies within 20' receive +1 to attack, damage, skill check, and spell check rolls for 1 round. |
| 24-27 | A bright light projects from the caster. Enemies within 20' of the caster are blinded (-2 to all attack rolls, -2 to AC) for 1d5 rounds and take 2d6 fire damage. The caster and allies within 20' receive +2 to attack, damage, skill check, and spell check rolls for 1d3 rounds. |
| 28-29 | A bright light projects from the caster. Enemies within 30' of the caster are blinded (-2 to all attack rolls, -2 to AC) for 1d6 rounds and take 2d6 fire damage. The caster and allies within 20' receive +1d to attack, damage, skill check, and spell check rolls for 1d4 rounds. |
| 30-31 | A bright light projects from the caster. Enemies within 30' of the caster are blinded (-2 to all attack rolls, -2 to AC) for 1d8 rounds and take 4d6 fire damage. The caster and allies within 20' receive +1d to attack, damage, skill check, and spell check rolls for 1d5 rounds. |
| 32+ | A bright light projects from the caster. Enemies within 30' of the caster are blinded (-2 to all attack rolls, -2 to AC) for 1d10 rounds and take 5d6 fire damage. The caster and allies within 20' receive +4 to attack, damage, skill check, and spell check rolls for 1d5 rounds. |

MONSTERS UNDER THE SUN

MONSTERS UNDER THE SUN

The monsters native to the Valley of the Sun are generally one of three types. **Tech** creatures are the result of high technology: artifacts that have survived 21st century man or the Un Men of the Forgotten Wars. **Mystic** monsters have their origin in the redirected soul energy from Hernan's overloaded mystic web. His memories and imagination were suddenly given life: most are remnants of Mexica folklore... the gods and monsters of the so-called Aztecs. The polluted environment has created its own share of monsters: **Mutations** have sprung up from the original denizens of the area.

These three types of beasts are not strict delineations. In fact, it is actually possible for a monster to be all three. But these guidelines may help in the brainstorming and creations of your own Monsters of the Sun.



MONSTERS UNDER THE SUN

Armor Goblin (Tzipitio): Init +2; Atk Quauhololl (mace) +2 melee (1d5+2) or Tlacochtli (javelin) +2 ranged (1d6); AC 11; Armor Die: 1d10f; HD 1d8+2; MV 30'; Act 1d20; SP infravision 60', Scavenged Armor; SV Fort +1, Ref +1, Will -1; AL C

The Tzipitio are goblins with disorganized minds. Learning long ago that their hands were not fit to be craftsmen, they instead became strong-arm robbers. They stand at around five and a half feet, are leanly muscular, and have yellowed skin and dark hair. They wear as much armor as possible, piecing together mismatched suits of whatever they can find. Each individual Tzipitio tends to wear a signature item that is the centerpiece of their clothing. Often this is a large buckle, hat, or boots. Each Tzipitio takes this item as their name and cares for the item deeply. They also have a hard time keeping still and often adopt small habits to harness this energy such as whittling, tying knots or the like. They are easily distractible and quick to anger.

Scavenged Armor: A Tzipitio assembles its armor from whatever bits and pieces are available, and they wear as much as they can find. After they are slain, a warrior may find pieces to add to their defenses. After defeating a Tzipitio, you may check to see if any of its armor survives in the following way: First, make a Luck check. Success finds an intact piece of armor. Roll 1d6 on the table below to discover what armor is scavenged.

Armor Scavenge Table

Roll 1d6	Armor Type
1	Sporting protective gear
2-3	Occupational / Hobbyist protective gear
4-5	Makeshift armors
6	Gain an additional roll on this table and reroll

After determining the Armor Type, refer to the corresponding entry on the *USG*. Each type has a subcategory (For example: has the subcategories Hockey, Football, Baseball, Baseball Catcher, Auto Racing, and Motocross) and under each specific subcategory entry is info about the specific pieces of armor available (for example: hockey has helmet/mask, torso, leg guards, shoulder pads, arm guards, and hip guards as the specific armor pieces). Count up the different available pieces and roll on that type of die to see what they find. For example, there are six different specific hockey armor pieces, so roll a d6. If it comes up 3 the warrior finds leg guards. The die rolled will vary between armor types.



MONSTERS UNDER THE SUN

Blood Golem (Ezzo Atlacatl): Blood Golems vary by HD.

1-2 HD Init +2; Atk slam +2 melee (1d6 plus 1d2 temp Dex damage); AC 9; Armor Die: d7, 2 Ablative; HD 1d8+1 or 2d8+2; MV 30'; Act 1d20; SP Weapon bind, Immune to backstabs, critical hits, and mind effects, half damage from physical attacks; SV Fort +1, Ref -1, Will +2; AL L.

4 HD Init +1; Atk slam +5 melee (1d6+5 plus 1d2 temp dex damage); AC 10; Armor Die: d12, 4 Ablative; HD 4d8+4; MV 30'; Act 1d20; SP Weapon bind, Immune to backstabs, critical hits, and mind effects, half damage from physical attacks; SV Fort +1, Ref +0, Will +3; AL L.

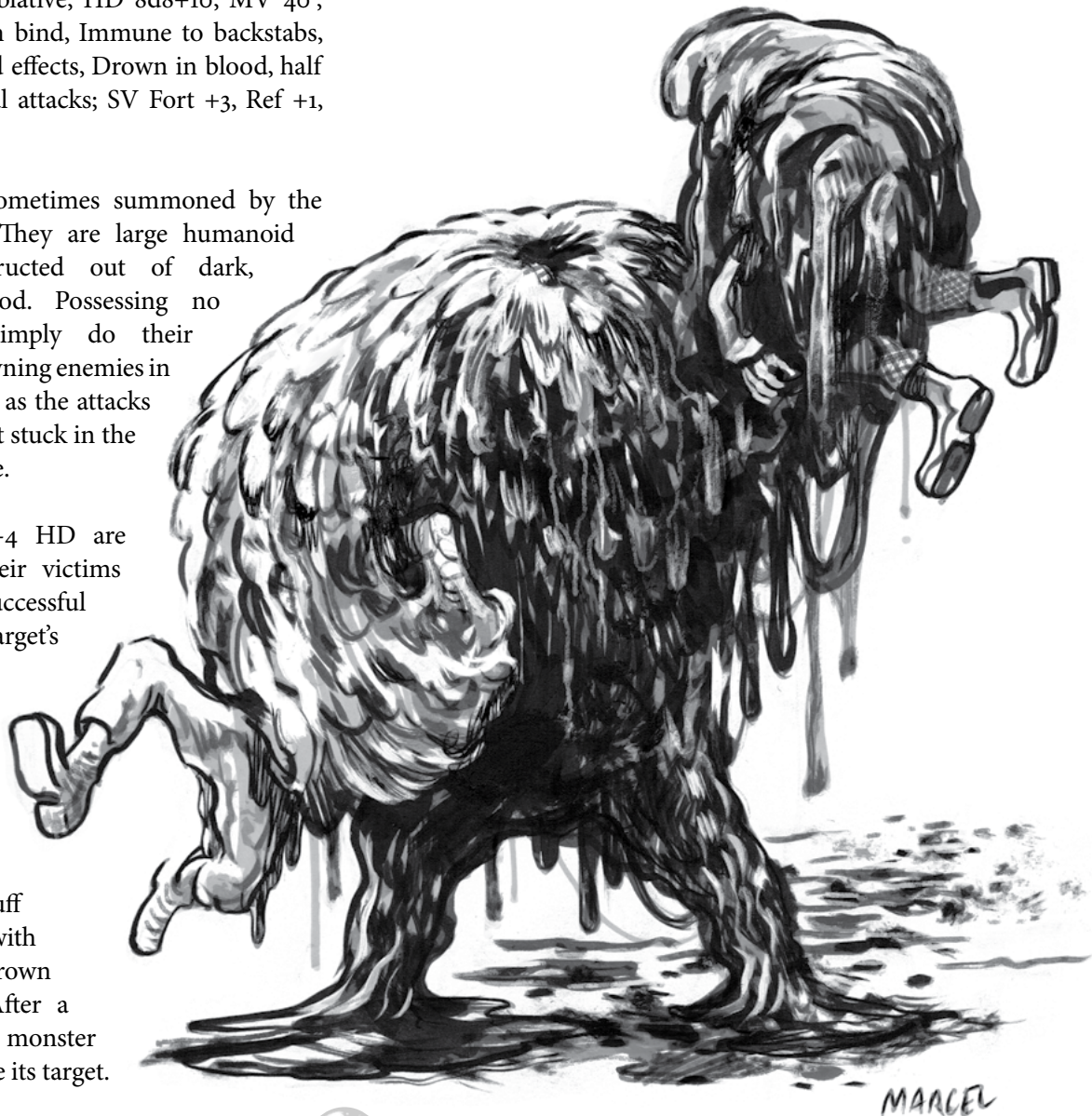
8 HD Init +1; Atk slam +10 melee (2d6+10); AC 11; Armor Die: d16, 6 Ablative; HD 8d8+10; MV 40'; Act 3d20; SP Weapon bind, Immune to backstabs, critical hits, and mind effects, Drown in blood, half damage from physical attacks; SV Fort +3, Ref +1, Will +6; AL L.

Blood Golems are sometimes summoned by the Priests of the Sun. They are large humanoid abominations constructed out of dark, semi-coagulated blood. Possessing no intelligence, they simply do their master's bidding, drowning enemies in their bloody embrace as the attacks of their teammates get stuck in the creature's clotting gore.

Blood Golems of 1-4 HD are unable to drown their victims in blood, but each successful attack lowers their target's Dexterity by 1d2 as blood clots and hardens on the character. This ability "damage" is reset the instant the character is able to wash the stuff off. Blood Golems with 8 HD are able to drown enemies in blood. After a successful attack, the monster will attempt to grapple its target.

If the target loses the grapple, they must make an immediate DC 16 Stamina check. Failure means the target is drowning and loses 1d6 points of Stamina per round. After failing a Stamina save, the target may only escape with a successful grapple.

When an Ezzo Atlacatl is attacked by a physical object (sword, baseball bat or bullet for example), the damage received is half of that rolled by the attacker. Furthermore, if it is a melee attack, the character must make a Strength check opposed by a roll of the monster's HD or else the weapon binds to the sticky surface of the creature's hide. The check may be repeated each round.



MONSTERS UNDER THE SUN

Bonelord (Omiteuctli): Init +0; Atk claw +0 melee (1d3); AC 10; HD 1d6; MV 30'; Act 1d20; SP Un-dead, Half damage from piercing and slashing weapons, Rise again DC 14 Will save or else fade into the Underworld); SV Fort +0, Ref +0, Will +0; AL C.

The undead are incredibly common in the Valley of the Sun, coming out to walk the streets at night in even the most public of places. Among the undead are the bonelords, thought to be the corpses of those slaughtered in the 21st century. Far from mindless, bonelords are cold, calculating murderers who seek to grant damnation to as many mortals as they may gaze upon.

When slain, the bonelord's body crumbles but the skull will Rise Again, held aloft as if borne on an invisible body. The head has a one time use magical effect that compels its slayer to make a DC 14 Will save or else follow the skull to the Underworld where the PC becomes a spirit, and the original bonelord is born again.



MONSTERS UNDER THE SUN

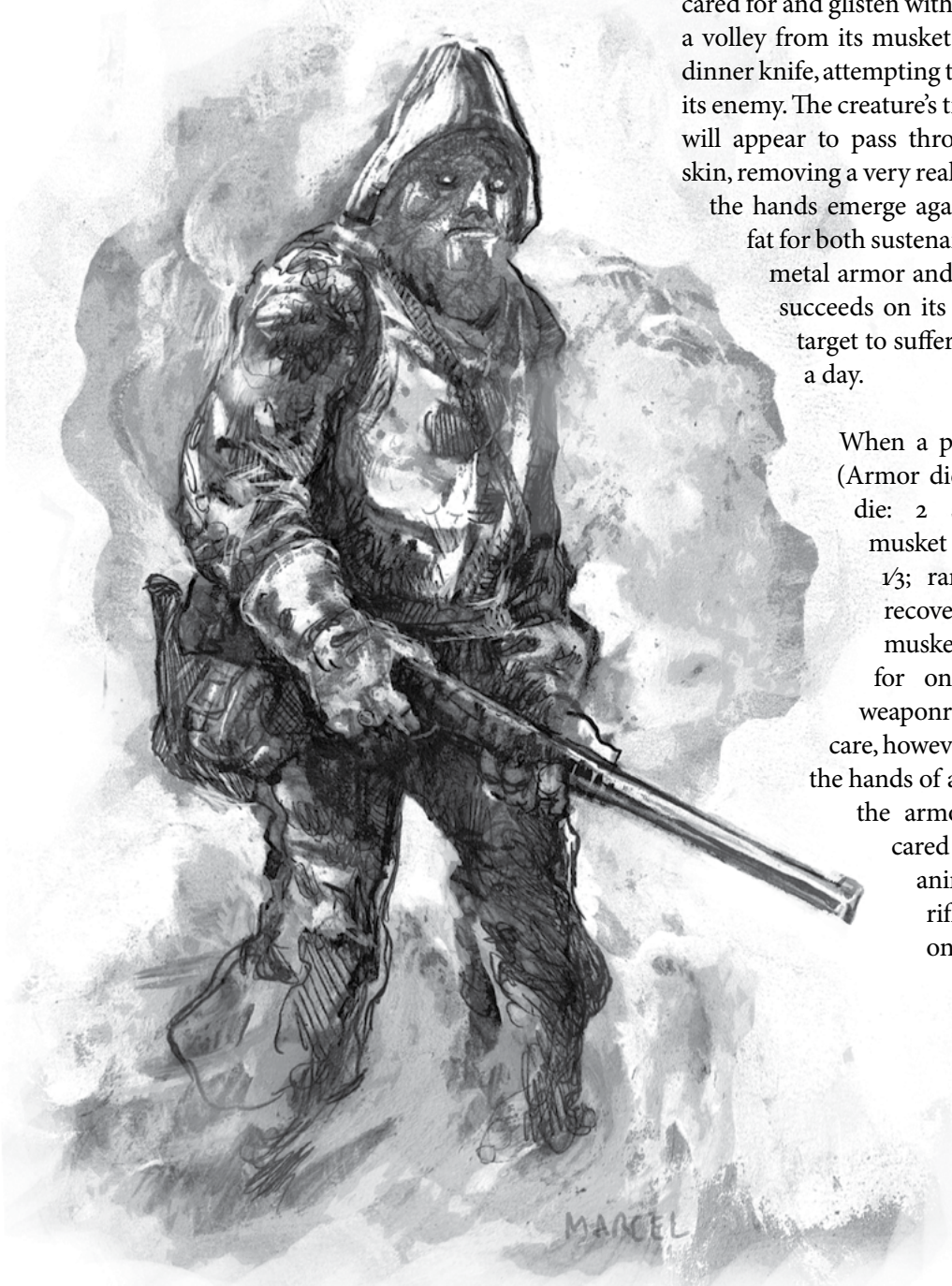
Famished Beheader (Pistaku): Init +0; Atk Touch +6 (1d3 Stamina damage + a day of starvation) or musket +3 ranged (1d10); AC 10; HD: 2d12; MV hover 40'; Act 1d20; SP Undead, Immune to normal weapons; SV Fort +2, Ref +4, Will +6; AL C.

Men such as Pedro de Alvarado were famous for wide-scale torture and murder of the Indians of America. Some cannibalized their enemies: using

the fat from corpses to bind wounds or oil their rusting metal armor and weapons. A pistaku is the spirit of a conquistador who was exceedingly cruel to the indigenous peoples of South America and Mexico.

A pistaku resembles a white, translucent Spanish conquistador armed with an actual steel breastplate, helmet, and rifle. These weapons are immaculately cared for and glisten with oil. pistaku will usually fire a volley from its musket before plunging in with a dinner knife, attempting to hack away the fatty bits of its enemy. The creature's translucent blade and hands will appear to pass through a victim's armor and skin, removing a very real chunk of living flesh when the hands emerge again. Pistaku harvest human fat for both sustenance and to waterproof their metal armor and rifles. Whenever a pistaku succeeds on its touch attack, it causes the target to suffer as if they haven't eaten for a day.

When a pistaku dies, his breastplate (Armor die: 4 steps), helmet (Armor die: 2 steps), and blackpowder musket (damage: 1d10; rate of fire: 1/3; range: 80/160/240) may be recoverable. For some reason, the musket always has enough ammo for only 5 shots. This ancient weaponry requires a great deal of care, however, and begins to degrade in the hands of a mortal. For each day that the armor or rifle is not lavishly cared for and scrubbed with animal fat, the armor die and rifle's damage die degrades by one until it rusts completely.



MONSTERS UNDER THE SUN

Filth Eater (Tlahēlcuāni): Init +4; Atk swarming bite +1 melee (1 damage plus DC 13 Fort save or sick), attack may target all enemies within a 20' square rolling separate attacks for each; AC 13; HD 3d8; MV hover 40'; Act special; SP Half damage from non-area attacks, Sickening bite, Immune to mind-altering effects as well as poison and environmental toxins; SV Fort +0, Ref +10, Will +0; AL N.

A 'Filth Eater' is actually a colonial organism: several small, baglike creatures that live joined together in a tight spiral, looking like a stalk of large bellflowers. In the Valley, it is not unusual to see schools of airborne bacteria the size of a sandwich bag as they float about and feed on environmental toxins. Tlahēlcuāni act as a filter, sucking up these large bacteria as whales

used to devour krill. When bothered by adventurers, individual Tlahēlcuāni release their hold on each other and swarm, delivering many small bites with their tubelike mouths.

These bites are not much of a threat, but their filthy mouths carry a sickening disease that reduces a character's Strength score by 1d2 per bite if a DC 13 Fort save is failed.

A common tactic of highwaymen is to lure prey into an area where Tlahēlcuāni live or to load them into jars and throw them in order to soften up targets.



MONSTERS UNDER THE SUN



Giant Rubber Grasshopper (Olchapoli): Init +2; Atk chitinous spike slam +6 melee (1d10+4, Critical hit on a roll of 16-20) or boiling breath (3/day in a 15' cube directly in front of monster's mouth, causing 2d8 damage (DC 15 Ref save for half)); AC 17; Armor Die: d16f; HD 4d8+8; MV jump 50'; Act 1d20; SP Flexible exoskeleton, Ovipositor, Immune to environmental toxins, ½ damage from fire and heat; SV Fort +3, Ref +7, Will -3; AL N.

These giant, rubbery grasshoppers rule their polluted ecosystems, eating everything they can get their mandibles on. Olchapoli are large insects around 20 feet long, with a rubbery exoskeleton pierced with sharp, chitinous spikes. This flexible exoskeleton makes them immune to blunt force trauma and any force attacks. Their ability to metabolize most toxins means that their blood is a conflagrant mix of churning poisons. Their body temperature is quite high, and they take half damage from heat-based attacks.

Used to ambush techniques, olchapoli fight by hopping from 50 feet away to skewer their prey with their spiky carapace. It is not unheard of for a cloud of olchapoli to descend on an adventuring group and pulp the entire lot. After smashing their opponent, they may hop away and return on the third round. If they have successfully slain their foe, they will instead lay eggs in the corpse. Laying eggs takes 3 rounds, during which time the olchapoli will defend itself with its boiling chemical breath. After laying its eggs, the creature will leave combat. The now host's body can be recovered as usual, but when resuscitated will be quite protective of the larvae they are now carrying. The host will seek to avoid combat unless cornered and in 2d6 days 2d8 Olchapoli larvae will eat their way out doing damage equal to 1d4 X number of larvae. It is possible then that the host survives this ordeal, gaining some permanent scarring and one of the most hideous stories to tell at a cocktail party.

MONSTERS UNDER THE SUN

Hairy Skull (Cucuy): Init:+1; Atk: 1d20 melee great club +3 (1d8+1); AC: 10; Armor Die: d3; HD: 4d8+4; MV: 30'; SP: Boogeyman bag, Children is tasty, Horrid appearance (DCC RPG page 413), Infravision 60'; SV: Fort: 4 Ref: 0 Will: 2; AL: C

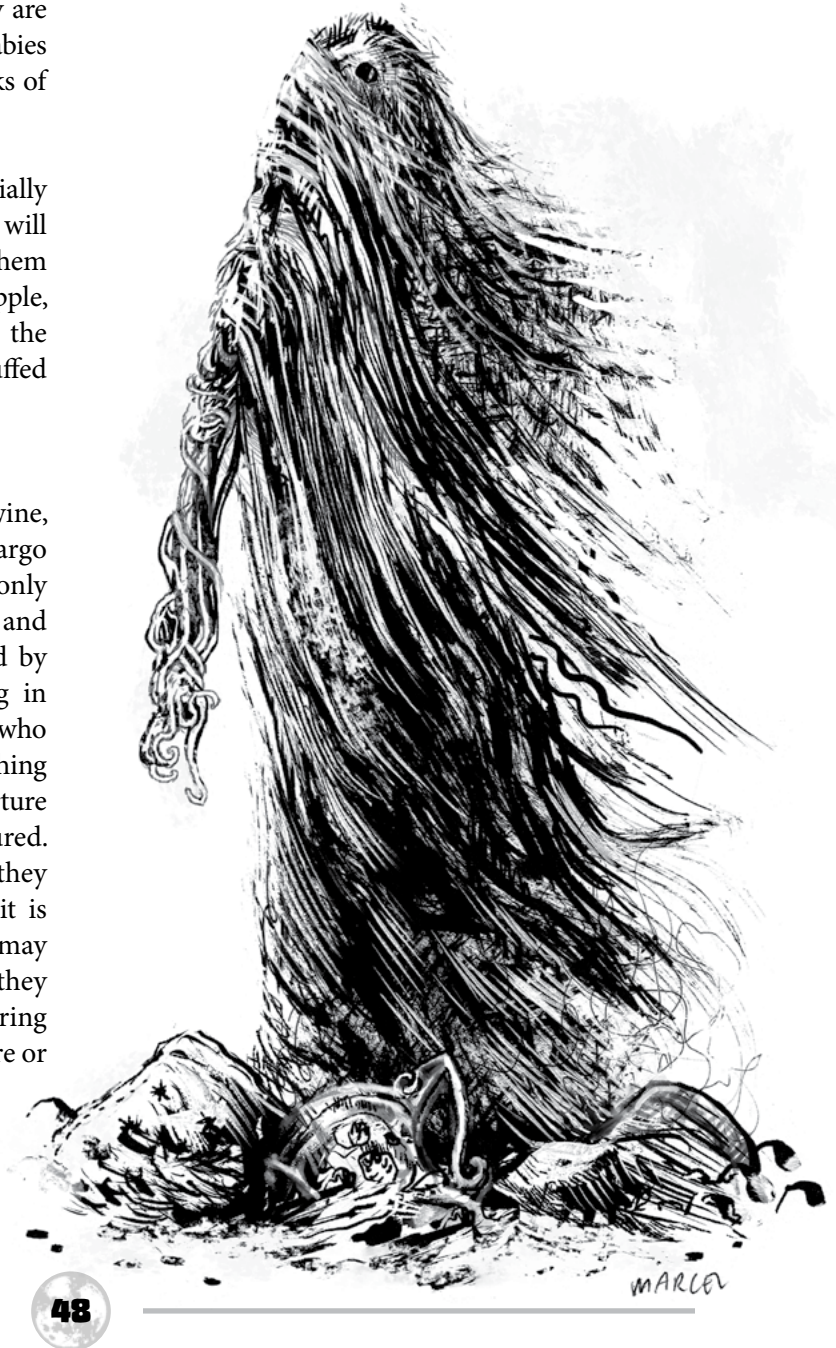
A Cucuy's features are not usually seen, as they are often obscured by the billowing sheets and flowing robes that they wrap themselves in to hide their true form. Under the robes, they appear as a tall human-like figure but with limbs resembling woody vines with a strawlike covering of hair. Their faces are said to lack definition, resembling an unskilled carving of a face or a coconut with its three holes. They are known kidnappers, sometimes snatching babies from their cradles and replacing them with sacks of excrement or dead animals as a cruel joke.

A Cucuy loves to eat children and will initially attack children or child-like warriors first. They will attempt to grapple the target and then force them into a Boogeyman Bag. After a successful grapple, the victim rolls a Strength check opposed by the cucuy's HD. If the cucuy wins, the victim is stuffed in the bag and must be rescued.

Cucuys each carry a **Boogeyman Bag**:

Looking like a dirty sack of woven twine, Boogeyman Bags can hold as much cargo as a mule with no resulting weight. The only limitation is the narrow mouth of the bag and the fact that objects can only be retrieved by entering the bag, not merely by reaching in (the only exception are living creatures, who have a 50% chance to be recovered by reaching in). A Cucuy uses these bags to torture kidnapped children before they are devoured. A child or little person may fit inside. If they are attempting to retrieve a stored item, it is found on a successful Luck check which may be repeated once a round. While inside they are confronted by nightmarish visions, requiring a DC 12 Will Save for each round of exposure or else emerge forever terrified of darkness and confined spaces, often unable to sleep. In game terms, someone so disturbed will never willingly enter the bag again

and must make a DC 10 Will Save every time they attempt to enter a dark or confined space or else refuse for a round at which time they may try again. While in such a place, their efforts are at a -2 penalty until they are able to leave. Additionally, the warrior must sleep with a light from now on, or else a DC 10 save is needed to recover hp and/or spells from the rest. Each newly found bag is 50% likely to contain a child. There is a further 50% chance that this child is now insane.



MONSTERS UNDER THE SUN



Itzpapalotl (Clawed Butterfly): Init +2; Atk DNA extractor +6 melee (1d3 Stamina damage); AC 17; HD 1d8+2; MV 30'; Act 2d16; SP immune to mind altering effects, infravision; SV Fort 0, Ref +6, Will +2; AL N.

Descendants of the Un Men drones, Clawed Butterflies are robotic gliders with a wingspan of roughly three feet with an apparatus that resembles a core drill bit at the head. When spotted, they tend to float lazily overhead before swooping down and gnawing off a piece of their victim before flying off to safety, something like an airborne barracuda. Though a Clawed Butterfly tends not to return for a second attack, a swarm of these creatures are able to easily devour an entire adventuring party... mouthful by mouthful.

Monstrous Caiman (Cipactli): Init -3; Atk bite Main Mouth +5 melee (2d8 + 5 + Chew), Additional mouths +2 (1d8+2); AC 8; Armor Die: d30; HD 8d10; MV 20', 50' swim; Act 1d20; SP Additional mouths, Always hungry, Amphibious, Camouflage (+10 to Hide in water), Chew; SV Fort +2, Ref -2, Will -2; AL C

Thought to be one unique creature rather than a race of monster, Cipactli is said to have created the world when Tezcatlipoca distracted the beast by feeding it his foot so that he and Quetzalcoatl could tear it apart, using its body as the earth and its head as they sky.

Somehow, a smaller version of Cipactli survives as a sea monster that is part crocodile, fish, snake, and toad. Always eating, the creature's gnarled hide is lined with ravenous mouths at every joint on its body. As a consequence, it is able to perform a bite attack for every target within 5'. The action die is a d20, dealing 1d8 damage.

After the main mouth (the one at the beast's head) successfully bites an opponent, it may chew them each successive round for a 2d8 + 5 points of damage. The victim may escape by making a DC 15 Reflex save.

Cipactli is always ravenous. If an easy food source is offered to it, it must make a DC 10 Will Save or else its main head is distracted by the food source.



MONSTERS UNDER THE SUN

Night Axe (Ceyo Itztopilli): Init -4; Atk bump +3 (1 damage + Reflex save equal to the attack roll or fall prone), bite +3 melee (1d6); AC 6; HD 3d6; MV 20'; Act 1d20; SP undead, Half damage from normal weapons, Exposed Heart; SV Fort +4, Ref -4, Will +2; AL C.

A Night Axe is usually the focus of quests for knowledge and meaning. It appears as a headless human with a bloody vertical split from the body's neck to its nethers. The creature walks on all fours with this side up while the split in the torso opens and closes with the sound of an axe. It is easily enough slain, but if instead a warrior plucks its heart from beyond the clacking mouth of the ribcage, it can offer up predictions for the warrior's destiny. Nothing amuses the night axe more than to continually bump opponents, daring them to grab its heart.

To grab the heart, the PC must make a contested roll: the grabber's Reflex versus the Night Axes HD. If the grabber rolls lowest they suffer 12 damage and lose the hand they were reaching with (using tools instead of a limb automatically fails). If they succeed,



they grip the heart and the Night Axe immediately withers and dies. Once the heart is seized, the warrior can read their fate. This means that the GM may answer any question that the warrior may have about their future, or gains the 30 result for Second Sight (DCC RPG, pg. 267) without having to cast the spell or suffer any additional effects.



MONSTERS UNDER THE SUN

Scaled Man (Xincayotli): Init +2; Atk claw +2 melee (1d8+2) or drain power +2 missile fire (30' range, drains 2d6 charges of a power cell or battery); AC 12; Armor Die: d10; HD 1d8+2; MV walk or climb 30'; Act 1d20; SP infravision 60', Anti-technology sphere 10', Drain power, Acidic blood; SV Fort +2, Ref +2, Will +2; AL N.

Xincayotli, also known as Alumi-men to outsiders, are living batteries that siphon power from unattended technology. Resembling a misshapen cross between man and lizard, these bipeds are covered in corroded aluminum scales and their extremely long limbs end in wicked claws.

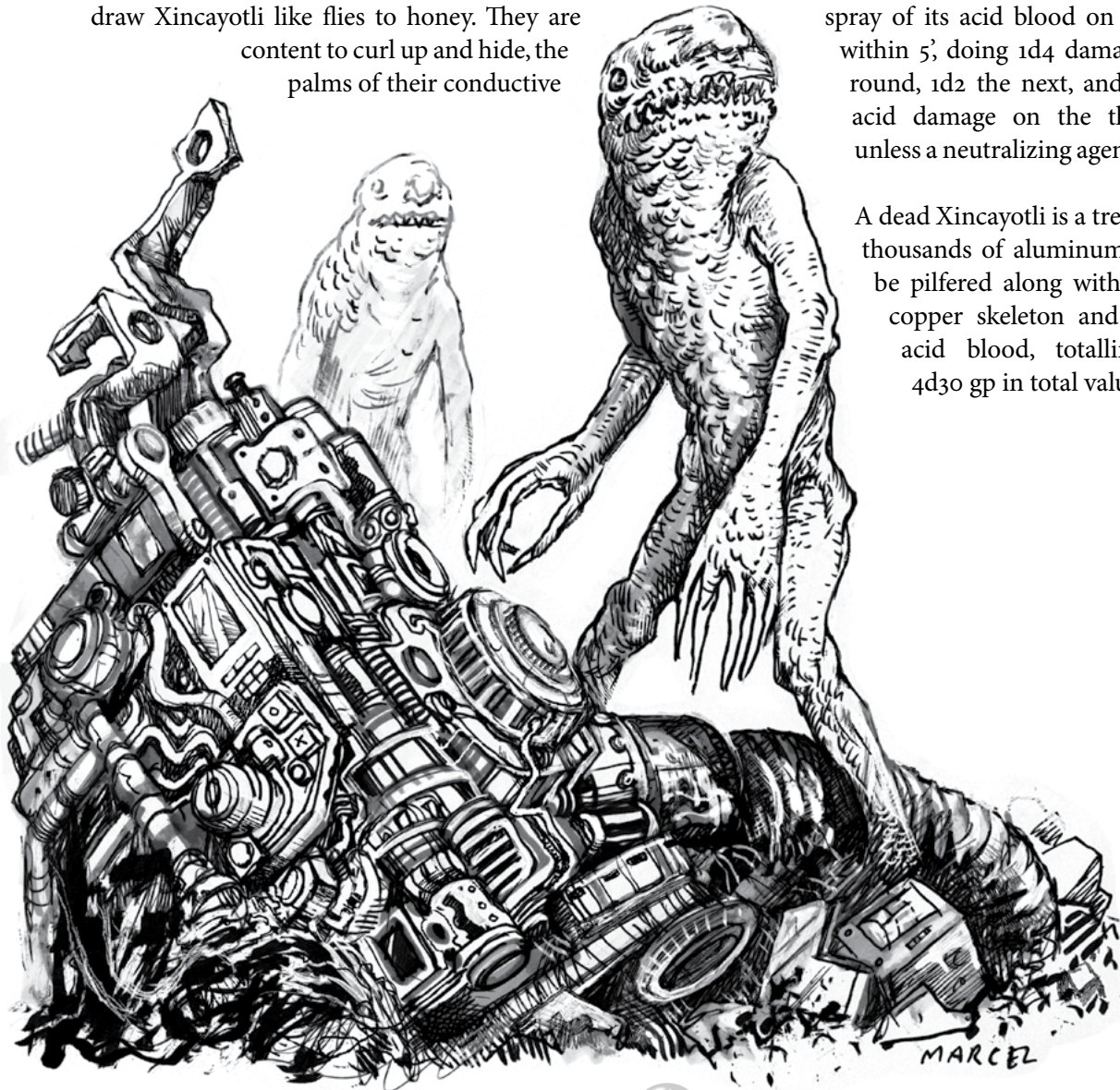
Power plants and large stockpiles of power cells draw Xincayotli like flies to honey. They are content to curl up and hide, the palms of their conductive

hands and feet siphoning power from the source. Entire families will enter a type of hibernation like this, breaking away only to molt or consume metals important to their growth (copper, aluminum, and iron) with their beaked mouths. Left like this, some xincayotli can grow quite large if given ample metals to eat. Encountered in this way, they are often overlooked (50% chance), and even if noticed people often have no idea what they are seeing!

In combat, Xincayotli use their anti-technology fields (which they can turn on and off at will) to turn off any technology that runs on a power source. Radios, laser rifles, and quartz watches become no more than dead weight when they are within 10'. As living

batteries, killing a Xincayotli results in a spray of its acid blood on any targets within 5', doing 1d4 damage the first round, 1d2 the next, and 1 point of acid damage on the third round unless a neutralizing agent is applied.

A dead Xincayotli is a treasure trove: thousands of aluminum scales can be pilfered along with the beast's copper skeleton and gallons of acid blood, totalling around 4d30 gp in total value.



MONSTERS UNDER THE SUN

Spiny Water Thing (Ahuitzotl): Init -1; Atk grapple +1d or bite -1 melee (1d3); AC 11; HD 2d6; MV 40' swim, 30' on land; Act 1d20; SP Amphibian, Drowning Grapple; SV Fort +1, Ref +1, Will -2; AL N.

An Ahuitzotl looks like a small dog with human hands at the end of all four legs and an additional hand on its tail. Its waterproof fur often appears spiked, which gives its name. The ahuitzotl is feared due to its taste for human flesh, especially nails, eyes, and teeth. It is said to live in or near the water and to use the hand on the end of its tail to snatch its prey, dragging the person into the depths to drown them. Victims of the Ahuitzotl, religious beliefs state, are destined for the paradise of the water god Tlaloc.

An Ahuitzotl rarely fights fairly, preferring to drown victims. Powerful swimmers, an Ahuitzotl rolls triple its HD when attempting to grapple while in water. If it succeeds, the target is pulled underwater and must succeed in a DC 16 Stamina check. When the first check fails, the target begins drowning and loses 1d6 points of Stamina per round.

Ahuitzotl are hungry and not particularly violent. They often allow travellers to pass in exchange for a number of finger and toenails (their favorite snack). Pulling a nail inflicts 1d2 Stamina damage per digit.

A **xolotl** is an Ahuitzotl that looks more salamander than dog, with three pairs of flowing gill stalks waving behind their heads. Xolotl are more intelligent and good-natured than their kin, observing the People of the Sun from the safety of the shores of Lake Nochistongo. A Xolotl gains *Chain Lightning*, able to bounce a single lightning bolt between up to four targets. The first target must be within 50', and each subsequent target must be within 30' of the prior target. The bolt may not hit a target twice. The first target takes 4d6 damage, the second target 3d6 damage, the third target 2d6 damage, and the final target takes 1d6 damage.



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