

TWISTED MENAGERIE MANUAL



COMPATIBLE WITH
**DCC
RPG**

m. r. e.



TWISTED MENAGERIE MANUAL

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+twisted MENAGERIE MANUAL



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MONSTER BASILISK

MONSTER BASICS



Welcome to the wonders of the *Twisted Menagerie Manual*, a gruesome collection of terrors that dwell in the lands of Umerica. Here game masters will find a plethora of perils to inflict upon many a hapless adventuring party.

This book assumes you are familiar with the DCC RPG rulebook, especially Chapter 9: Monsters, starting on page 376. If you have questions on how monsters work in general, it is suggested you consult that chapter for the information.

The monsters in this tome have a similar stat block format and ability descriptions to standard DCC style creatures, with the one exception of Armor Dice. All monsters here are built using the alternative armor rules from the *Umerican Survival Guide* (pg 98). The summary of those rules are as follows:

Armor Class (AC) is generally calculated by a 10 + Reflex save and further modified by shields, racial or magical bonuses, if any. Worn armor does not (generally) modify a person's AC. Some pieces of armor may actually increase the wearer's AC as well but, this is not common. Instead armor reduces damage from successful attacks so the wearer can survive long enough to fight back or run. This is quantified as the Armor Die rating of the armor, listed as a die type.

This protection is fleeting as whenever a 1 is rolled on the Armor Die, it automatically degrades -1 die step in value on the dice chain. If this would drop it below 1d3, it is considered broken and useless.

Only special armor, designated as Impervious and marked with brackets "[]" around the die value, is immune to these degrading rules.

Since monsters are not prone to wearing armor, many just have an appropriate Armor Die assigned to them. Unless the die rating is surrounded by brackets "[]", it is assumed that the damage resistance conveyed by its natural armor can be worn down by extended combat. Given time and shelter, its natural armor die will heal and return to normal (as a GM, you may decide how long this takes if unspecified). If the die rating is in brackets (i.e. [1d4]) its natural damage resistance will never degrade.

Some particularly tough monsters have two or more dice listed as their Armor Die (i.e. Armor Die 2d6). In this case each die can degrade independently if a 1 is rolled and the total of all dice are subtracted from any damage inflicted (i.e. rolling a 1 and 4 on the 2d6 means the next armor roll is 1d5+1d6).

Steps of Armor	
Armor Steps	Dice Chain
0	0
1	1d3
2	1d4
3	1d5
4	1d6
5	1d7
6	1d8
7	1d10
8	1d12
9	1d14
10	1d16
11	1d20
12	1d24
13	1d30

MONSTER BASICS

HARVESTING ARMOR FROM MONSTERS

Many creatures with Impervious armor can have armor materials harvested from their corpses. Unless otherwise specified in the monster's description, usually half of the steps of armor it had can be harvested as normal armor steps (i.e. a beast with [1d8] would yield 3 die steps normal armor). This generally requires an occupational skill check (DC 10) and 1d30+30 minutes per armor piece harvested. A check result of 20+ may retain the Impervious quality of that armor piece, if the GM allows it.

Note that unless properly tanned, boiled, dried, or treated these pieces of armor will begin to stink within a day. This will *definitely* increase the chances of random encounters with wandering carnivorous scavengers. Also after a few days, they will inflict a -3 penalty to all Personality checks involving social situations while worn.

CONVERTING OTHER DCC STYLE MONSTERS

DCC style creatures from Goodman Games products or other 3rd party products are all fair game in the Umerica setting but they need a bit of tweaking to fit with the new armor system. There are no hard and fast rules for this but there are a few simple steps to consider that will make converting their original AC to AC/Armor Dice easier. Since these are guidelines, feel free to ignore them and assign creatures Armor Dice as you like.

Take the monster's Reflex save and add 10 to it. Now compare it to its listed AC.

- If the new number is equal to or better than its original AC, use that as its new AC. Generally it will not get an Armor Die rating as it was not heavily armored to begin with. Done!
- If the new number is less than its original AC, note the difference and move onto the next step.

Consider the nature and description of the monster. What role does armor play in its general theme and cool factor?

- If the beast is not armor-centric and particu-

larly hard to damage, each point of difference counts as a normal die steps of armor. Starting with 1d3 costing one point of difference, move up the die scale until all of the difference is spent.

- If the beast is very maneuverable but not armor-centric, take the total difference and divide it in half, round down. Now add this to the new AC and to the beast's Reflex save.
- If the beast has noted armor or invulnerability, each point of difference counts as an Impervious die steps of armor. Starting with 1d3 costing three points of difference and each additional step costing one, move up the die scale until all of the difference is spent. Robots and vehicles usually have Impervious armor, as do most elementals, devils, demons, and some golems.
- If the beast is both armor-centric and highly maneuverable, take the total difference and divide it in half, round down. Now add this to the new AC and as normal die steps of armor, starting with 1d3 costing one point of difference and moving up the die scale from there.

SOME FINAL TIPS

- Does the monster seem up to the challenge you want it to pose against the party? If not, arbitrarily increase its AC, Armor Die, or anything else to beef it up.
- Some monster have specific types of damage reduction. These abilities should be kept as is and used in conjunction with the creature's Armor Die. The order they are used would generally be immunity/reduction first and then roll the Armor Die.
- These are guidelines. There is no right or wrong way to do it. If you don't like how the monster comes out of this conversion, adjust it to taste till you do.
- Don't be afraid to add a little extra weirdness to any monsters you bring into Umerica. Why use a boring old cyclops when it could be a robo-cyclops (with a detachable floating head), a mutant five-armed cyclops (extra action dice and a grapple bonus), or even an alien cyclops (with telepathic antennae and psychic eye beam)!

MONSTER BASICS

A few conversion examples

First up, the basilisk (DCC RPG, pg 396). It has an original AC of 16 and Reflex save +1. The description notes they are “stout, six-legged lizards with tough hides” so it is armor-centric. Adding the basilisk’s Reflex save to 10 yields 11, well below its original AC 16. Since it is not noted for its nimbleness, the difference of 5 will be spent on normal armor steps. This give the basilisk the following modified stats: AC 11; Armor Die 1d7; Reflex save +1.

Next, the air elemental (DCC RPG, pg 411). It has an original AC of 16 and Reflex save +10. The description notes they are made of air so they would be highly maneuverable. Adding the air elemental’s Reflex save to 10 yields 20, which is better than its original AC so we can stop here. This give the air elemental the following modified stats: AC 20; Armor Die nil; Reflex save +10.

Consider the primeval slime (DCC RPG, pg 423). It has an original AC of 10 and Reflex save -8. The description notes “Slimes suffer half damage from slicing and piercing weapons (swords, daggers, arrows, axes, etc.), as their primordial mass quickly re-knits such wounds” so while they are kind of armor-centric, their immunities cover any need to make them Impervious. Adding the primeval slime’s Reflex save to 10 yields an abysmal 2, much lower than its original AC 10. In this special case, taking the difference of 8 divided in half and adding it to both the AC (+4) and steps of normal armor (4 steps) seems appropriate. This give the primeval slime the following modified stats: AC 6; Armor Die 1d6; Reflex save -8.

Finally, the giant scorpion (DCC RPG, pg 425). It has an original AC of 18 and Reflex save +4. The description notes “clicking, clacking, and snapping noises made by the armor-jointed, massive-clawed giant scorpion” so this is definitely armor-centric and more. Adding the giant scorpion’s Reflex save to 10 yields 14, well below its original AC 18. The difference of 4 will be spent on Impervious armor steps. This give the giant scorpion the following modified stats: AC 14; Armor Die [1d4]; Reflex save +4.

CONVERTING UMERICAN ARMOR DIE VALUES TO A DCC STYLE AC

For those hoping to use these beasts in a campaign that uses “normal” AC rules, the conversion is pretty simple. Consult the Steps of Armor chart at the beginning of the section to convert the monster’s listed Armor Die rating to die chain steps. Then add the number of steps to the monster’s listed AC. If the Armor Die rating is Impervious, in brackets [], double the number before adding it to the monster’s listed AC. This should work for the majority of the monsters in this book but feel free to adjust this to better fit the specific monster or your campaign.

A few conversion examples

First up, an autovore (pg 16). It has an AC 12 and an Armor Die of [1d5]. The 1d5 rating converts to 3 die chain steps and then is doubled for being Impervious, making it 6. Adding this to the listed AC of 12 results in a final AC of 18, done!

Next, a can crab (pg 25), Trash can sized. It has an AC of 11 and an Armor Die of 1d10. The 1d10 rating converts to 7 die chain steps. Adding this to the listed AC of 11 results in a final AC of 18. For its Duck In Shell ability, just treat a success as 1d10 points of damage reduction against the strike.

How about a dragon? The biohazard dragon (pg 64) to be exact. It has a whopping AC 23 and an Armor Die of 2d10. Since it has two dice, look up the 1d10 rating and double it (result 7x2=14). If this is just added straight to its listed AC of 23, the final AC would be a horrifying 37! Taking a look at the dragons listed in the main book (DCC RPG, pg 406), the biohazard dragon would be about average size, due to its 10 HD. Since “normal” dragon AC is based off of age, even the oldest average size dragon would only have a maximum AC rating of 34. So, how does one handle this? There are a few options:

1. Keep the AC of 37 and let the characters suffer! If the party is not high level or suitably equipped for dragonslaying, they should really consider running regardless of what the biohazard dragon’s AC is.

MONSTER BASICS

2. Add only one of its Armor Dice to its AC, making it 30, and add a new special ability giving it 1d10 points of damage resistance versus all attacks.
3. Keep its AC as 23 and forget the Armor Die conversion thing. Why? Because you are the GM and you can do whatever you want, darn it! Seriously, AC 23 is still quite nasty and it makes conversion super quick.

REGARDING ROUNDING

There are a few monsters in this book that require you to do some division for their stat blocks or abilities. Unless otherwise mentioned, please apply standard mathematic rounding rules to reach the nearest whole number.

If the number you are rounding is followed by .5, .6, .7, .8, or .9, round the number up. Example: 8.5 is rounded to 9.

If the number you are rounding is followed by .1, .2, .3, or .4, round the number down. Example: 3.3 is rounded to 3.



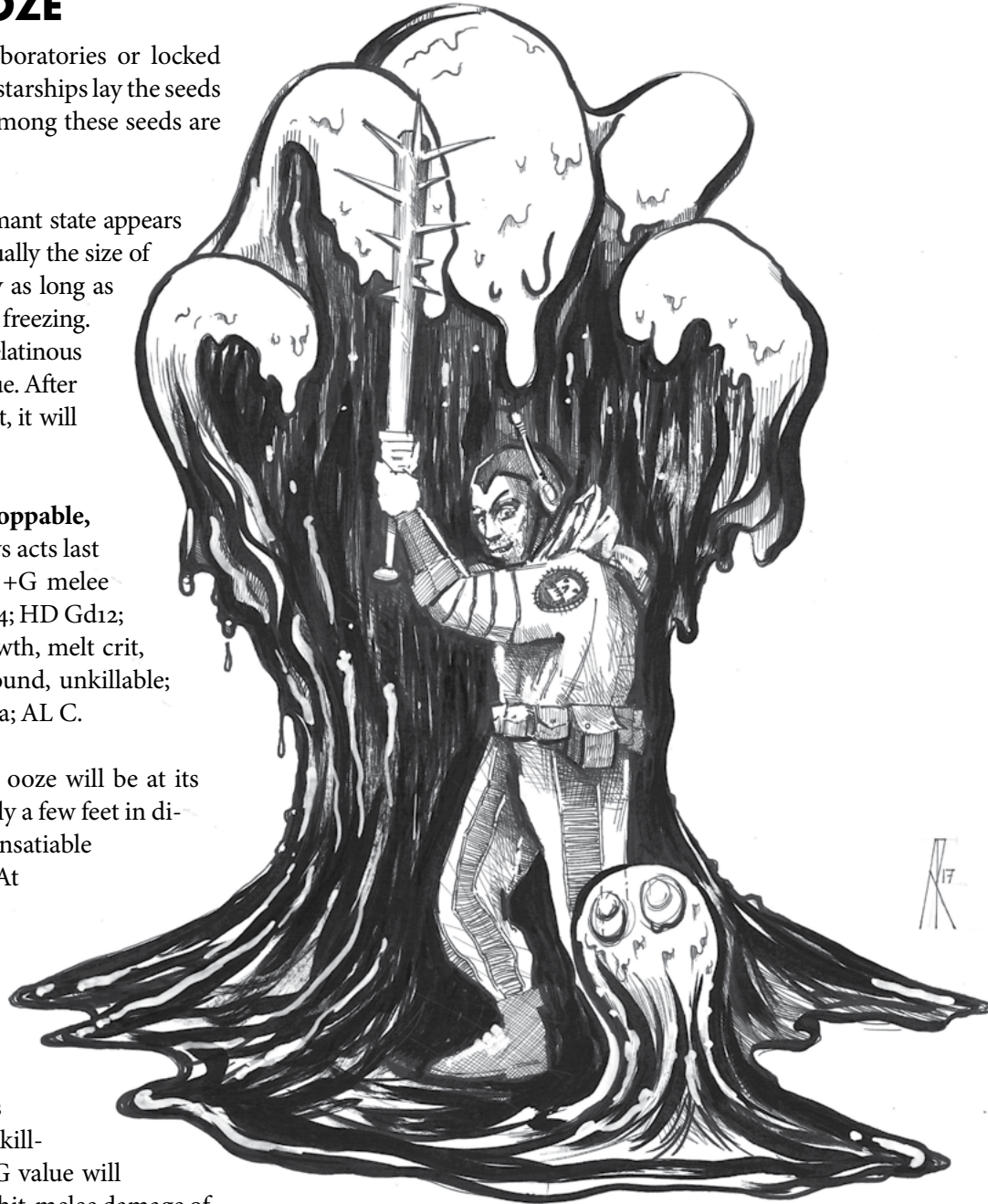
APOCALYPSE OOZE

Dwelling deep in forgotten laboratories or locked away in the remains of crashed starships lay the seeds of another Great Cataclysm. Among these seeds are the insidious apocalypse oozes.

The apocalypse ooze in its dormant state appears as fragments of pink crystal, usually the size of marbles. It will remain this way as long as it is refrigerated to well below freezing. Once it thaws it takes on a gelatinous nature and shimmering pink hue. After being exposed to direct sunlight, it will softly glow as well.

Apocalypse Ooze (an unstoppable, world ending ooze): Init always acts last in the round; Atk pseudopod +G melee (Gd3+G); AC 7; Armor Dice 1d4; HD Gd12; MV 15'; Act (G÷2)d20; SP growth, melt crit, regenerate G hit points per round, unkillable; SV Fort +(G+2), Ref +0, Will na; AL C.

Growth: Upon awakening, the ooze will be at its most vulnerable state, being only a few feet in diameter. It will be driven by an insatiable hunger and a desire to grow. At this point its size will grant it a Growth, measured as G, of 1. This means it will have +1 to hit, melee damage of 1d3+1, and 1 hit die. For every 10 HD of victims it kills and absorbs, the ooze's Growth increases by 1 (i.e. after killing 10 commoners the ooze's G value will be 2, meaning it will have +2 to hit, melee damage of 2d3+2, and 2 hit dice). The physical size of the ooze will also increase by a 5' area per point of Growth. This expanse will continue as the body count rises and has no upper limit. That is the world ending nature of this abomination. Should the ooze suffer 10 or more damage in one round, it will be reduced one



level of growth as well. (It is recommended that the GM use a die to track the ooze's current Growth in combat for easy reference.)

APOCALYPSE OOZE

Melt crit: Should an apocalypse ooze score a critical hit upon a target, instead of a normal crit resolution the target suffers 1d3 permanent Stamina and Personality damage from massive acid burns. Also, the target must roll under their Luck to prevent their armor and weapons from being damaged as well. Armor will degrade 1d3 Armor Die steps and weapons will permanently become brittle, breaking on any attack die roll of 5 or less.

Regenerate: Even without a food source, the ooze will regenerate a number of hit points each round, based on its current growth. In addition, it only suffers half damage from physical attacks, fire, heat, electricity, and energy sources. It is immune to mind affecting or psionic attacks. The only vulnerability it has is cold, which does normal damage. In addition, if the ooze takes Gx3 cold damage in a round, it will begin to freeze, suffering -1 to all actions. It will take 10 rounds for the ooze to thaw enough to shed the penalty. Should the ooze take multiple rounds of freezing damage, the penalty and the thaw time will increase cumulatively. If its hit point total is reduced to -20 hps via cold damage then it will be frozen solid and can be safely imprisoned in a refrigerated, acid proof container.

Unkillable: Should the ooze be reduced to 0 or less hit points, it will feign death and continue to regenerate if not properly contained. As well, its Growth level may never fall below 1, regardless of how much damage it takes.

Adventure Hooks

- Among the belongings of the creepy wizard thing the party just killed is an ice cold tube with a latched top. If shaken, the contents will rattle like a handful of rocks. A piece of tape covers the latch with the following words scrawled upon it: "For the Great Cleansing".
- While traveling on an old highway, the party comes across the ruins of a van that appears to be recently half melted and still steaming. From behind a small hill roughly 20 feet away they hear the screams of someone dying horribly.
- The party has been sought out by a friend from a nearby community well known for having a running ice factory. They are frantic as they beg for the party's help in dealing with a giant living sludge that has entered the settlement.



AUTOGUEST

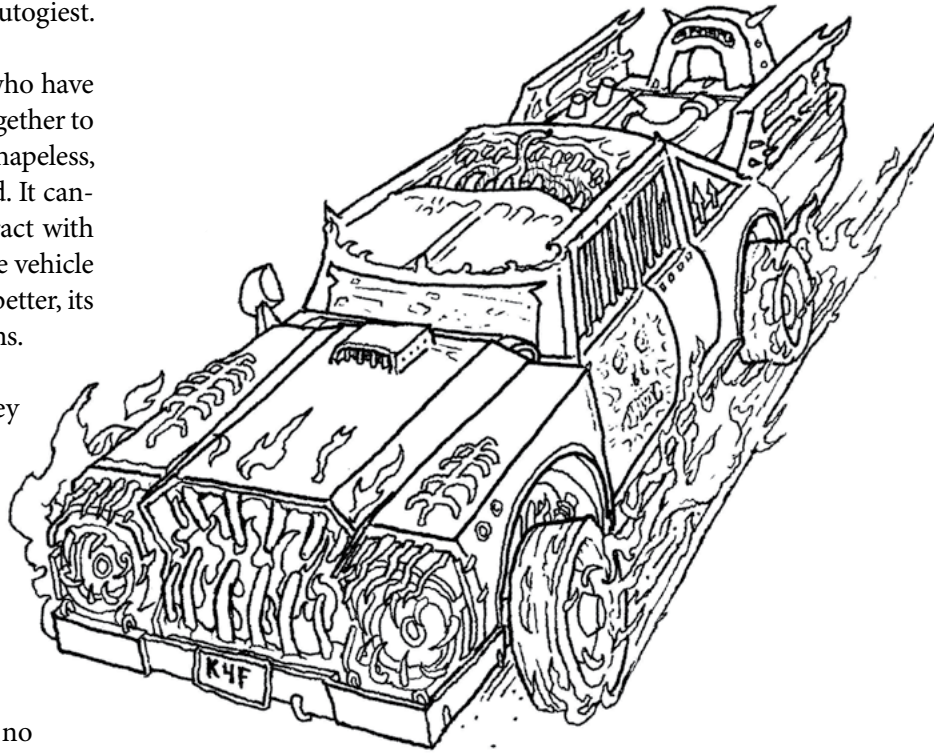
Deep in the wastelands lie a multitude of corpses wrapped in rusting caskets of twisted chrome and faux-leather upholstery. From these mass graves of crushed hopes and unquenched road rage rises a horror that all wastelanders fear, the dread autogiest.

The fiend is a conglomerate spirit of those who have died in violent car wrecks that have joined together to punish the living. By itself, the autogiest is a shapeless, glowing red mist that drifts against the wind. It cannot be harmed by mundane means or interact with anything in this form. Once it finds a suitable vehicle to inhabit, usually one of Keeper quality or better, its reign of terror as an unholy juggernaut begins.

Autogiests generally fixate on one area they prefer to repeatedly haunt. This could be a large community near where it first came into being or a stretch of highway that all of the spirits that make up the autogiest died on. If all of the spirits were killed by the same person or gang, the autogiest may stalk them wherever they roam. They will plague the area of their fixation with repeated visitations until there are no more viable vehicles to possess, there is no one left to terrorize, or they are forced out by magically means.

Apply the following modifiers to the base stat block of the vehicle that the autogiest inhabits:
+3 to Init; Atk rundown +9 melee (3d6+Ram); +4 Armor Die steps; HD 8-12 dice; Cruise and Max Speed is increased by +2; Act 2d20; Fortitude and Reflex saves are increased by +3; and it requires no fuel. It retains whatever vehicle traits it had before being possessed. In addition the fiend has the following abilities:

- as un-dead, it is immune to sleep, charm, and paralysis spells, as well as other mental effects.
- It receives a +10 to all vehicle control rolls it has to make.
- Gains the Basic Traits: Rugged & Nimble.
- Roll 1d2 times on Table Au-1: Autogiest Special Abilities. If the autogiest has 12HD, roll 1d3+1 times.



Once its vehicular body is defeated it will escape from the vehicle in its mist form and retreat to a hidden, lonely place to gather strength. It must rest for 4d30 days before it has the strength to possess another vehicle. In its mist form it can be turned as a 2HD creature. It can be permanently killed by an exorcism spell or similar magical means.

Example autogiest

Keeper Large Car Autogiest: Init +5; Atk rundown +9 melee (3d6+Ram); AC 11; Armor Die: [1d8]; HD 9d10; MV 45' in melee combat, otherwise Speed Level cruise 6/ max 8; Act 2d20; SP un-dead, +10 to control checks, random special power (unstoppable); SV Fort +6, Ref +5, Will +10
Basic Traits: Rugged, Nimble.

AUTOGUEST

Table Au-1: Autogiest Special Abilities

Roll 1d10

- 1 Terrifying appearance. Simply glimpsing the twisted vehicular form of the autogiest fills the viewer with dread, Will save (DC 3+autogiest's HD) to resist. A frightened creature runs away for one hour; if cornered, it can fight only at a -4 attack penalty.
- 2 Vengeful engine wail. The autogiest revs its engine into a piercing cacophony of bone-chilling pain. Every living creature within 50' automatically takes 1d4 sonic damage and is potentially deafened for 1d4 hours (DC 12 Fort save to resist). Animals will automatically run away from the autogiest and fragile substances have a 45% chance of shattering.
- 3 Animate minions: for up to one hour per day, it can animate up to 1.5x its HD in other vehicles that will mindlessly serve their new master. Minion vehicles will have 1d14 action dice and are treated as un-dead.
- 4 Unstoppable: The autogiest regenerates 1d3hp every round, even after being reduced to 0 or negative hp. Only dousing the wreck with holy water or fire will stop the regeneration.
- 5 Eerie hunter: For up to a turn at a time, the autogiest can become utterly silent, unobtrusive, and leave no tracks. This gives it a sneak bonus of +10.
- 6 Blazing high beams: The autogiest can instantly increase the brightness of its headlights to such a degree that anyone looking at its front end may go blind (DC 3+HD Ref save to resist) and anyone bathed by the light for more than two rounds will take 1d3 points of burning damage per round. Extended exposure to this light can cause flammable materials to ignite.
- 7 Relentless: Once the vehicle the autogiest has possessed is destroyed, it will attempt to possess another vehicle in only 4d30 minutes instead of days. It can do this up to 3d3 times before it must slumber for a year to regain its strength.
- 8 Hungry: As an action, the autogiest can attempt to scoop up a fleeing victim into its interior with its doors as it passes them by. The victim must make a Ref save (DC 13) to avoid this. Once inside, the victim will lose 1 Sta per round as the autogiest consumes their essence. This will continue until the victim is dead or the vehicle is destroyed. For each point of Stamina consumed it heals 1d5 points of damage.
- 9 Ghostly presence: The autogiest is not completely solid and can phase through up to 30' of solid walls/objects at a time. All physical attacks have a 25% chance of passing harmlessly through the autogiest.
- 10 Infectious: Any person killed by the autogiest will automatically raise as a zombie one turn after their demise. These zombies are not controlled by the autogiest but they will attempt to aid it in combat.

Adventure Hooks

- As you travel down the road you see a lone road ganger in a heavily damaged vehicle frantically waving you down. He begs you to help him because IT is chasing him. He offers up a large plastic tub of valuable goods but the look in his eyes tells you it is not enough to face what is coming...
- As you enter a settlement, they are decorating and in a very festive mood. Apparently it is coming up on the first anniversary of a great victory over an assault of haunted vehicles that a wandering priestess and her friends vanquished. All of the merrymaking is covering up the strange sounds now coming from the neighbouring junkyard...
- Through your binoculars you see that just down the way is a junkyard full of plunder ripe for the picking. The only disquieting thing is you see the area around the junkyard is full of corpses in varying states of decay. The fresher ones show signs that they have been repeatedly run over...

AUTOVORE

Hailing from the fiendish plane of Chrome, Brutality, and Pain, these abominations are an unholy fusion of a large predatory beast and a heavy vehicle, such as an SUV or pick-up truck. Its headlamp eyes blaze with an unquenchable hunger for normal vehicles to devour.

Once it sees an opportunity to pounce on its prey, it will attack savagely and attempt to eat the vehicle as fast as possible. Humans and other meat-folk will generally be ignored unless they attack the autovore. Robots and cyborgs may be targeted once all vehicles in the area have been consumed.

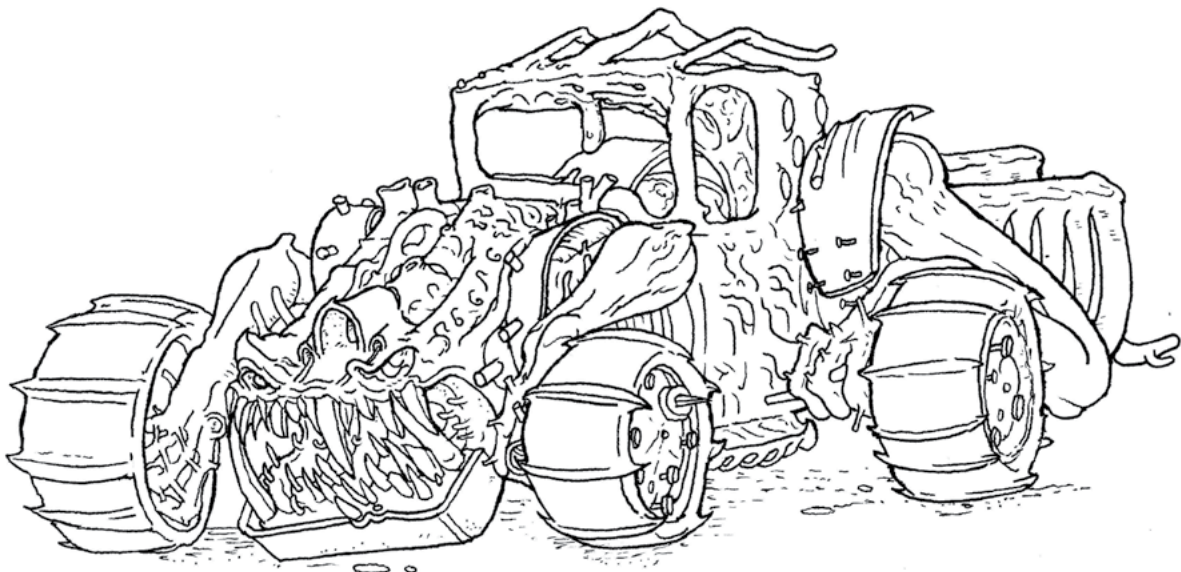
Autovore (cannibal car creature): Init +1; Atk rundown +6 melee (2d8+Ram bonus), bite +6 melee (3d5+3), tire slam +6 (3d3+2); AC 12; Armor Die: [1d5]; HD 7d12; MV 40' in melee combat, otherwise Speed Level cruise 4/ max 6; Act 1d20+1d16; SP vehicle camouflage, track exhaust, EMP pulse, voracious regeneration, lazy; SV Fort +4, Ref +2, Will NA; AL C.

Vehicle camouflage: When traveling at speed, they are difficult to distinguish from a regular vehicle (Intelligence check DC 15). Spotting that their grill and hood form a giant maw or that their tires are attached to thick, weirdly jointed limbs instead of axles and suspension arms is quite obvious, when it is at a stand still or moving slowly.

Track exhaust: An autovore can smell the exhaust fumes of a running motor from up to 5 miles away. It uses this sense to locate and rundown other prey vehicles, gaining a +8 to tracking checks. Once it is on the trail of a running vehicle, it will stalk it for up to four days before it will give up the chase.

EMP pulse: Should the autovore find it cannot overtake its prey or cannot keep up with multiple vehicles it will charge and release a powerful electromagnetic pulse. It can only do this once per hour and requires 2 rounds to charge up before release, costing it an action die each round. On release, all motor vehicles within 100 feet of the autovore must make a Fortitude save (DC 11) or suffer an engine stall for 1d3 rounds. If the save is critically failed, the engine will require major electrical repair before it will function again. Other electronic devices have a 50% chance of failing for 1d3 rounds as well. Should the roll be less than 6%, the device will be permanently damaged and in need of repair.

Voracious regeneration: The alien metabolism of the autovore allows it to quickly convert consumed car matter to repair itself. For every 15 points of damage (round down) it inflicts upon a vehicle with its bite, it will heal 1d3 hit points at the end of the round. Once it has regained the maximum hit points allowed by



AUTOVORE

its Hit Dice, it will continue to gorge itself until all vehicles in the nearby vicinity are consumed. If the autovore senses no danger in the area, it will then search for a place to sleep and digest.

Lazy: When not on the hunt, there is a 60% chance of the autovore being deeply asleep in a cave or the remnants of a garage. If approached stealthily, there is only a 1-in-6 chance that the autovore will awaken. Any attacks made upon a sleeping autovore gain +2 dice steps to the attack roll and a +1 die step to damage.

Adventure Hooks

- Hours after the party has settled down for the evening, the night air is filled with the screeching sounds of metal being rended apart. Those on watch can see that the rusted remains of a

car not 100 feet from their own vehicle is being torn asunder and devoured by some sort of car monster. It will not be long before it will consume the wreck and move on to the party's transport.

- From their hilltop vantage point, the party can see an abandoned gas station in the valley below. Sitting beside the building looks to be a vehicle that might be in working condition. As they approach, they hear a sound like an idling motor and a snore come from the vicinity of the gas station.
- Rumors abound on the edge of the Vast Wastes that a wily wizard has somehow tamed an otherworldly car-beast and is using it to increase the territory of his gang. This does not bode well for the motor caravan your party has been paid to guard as it travels in the wastes...



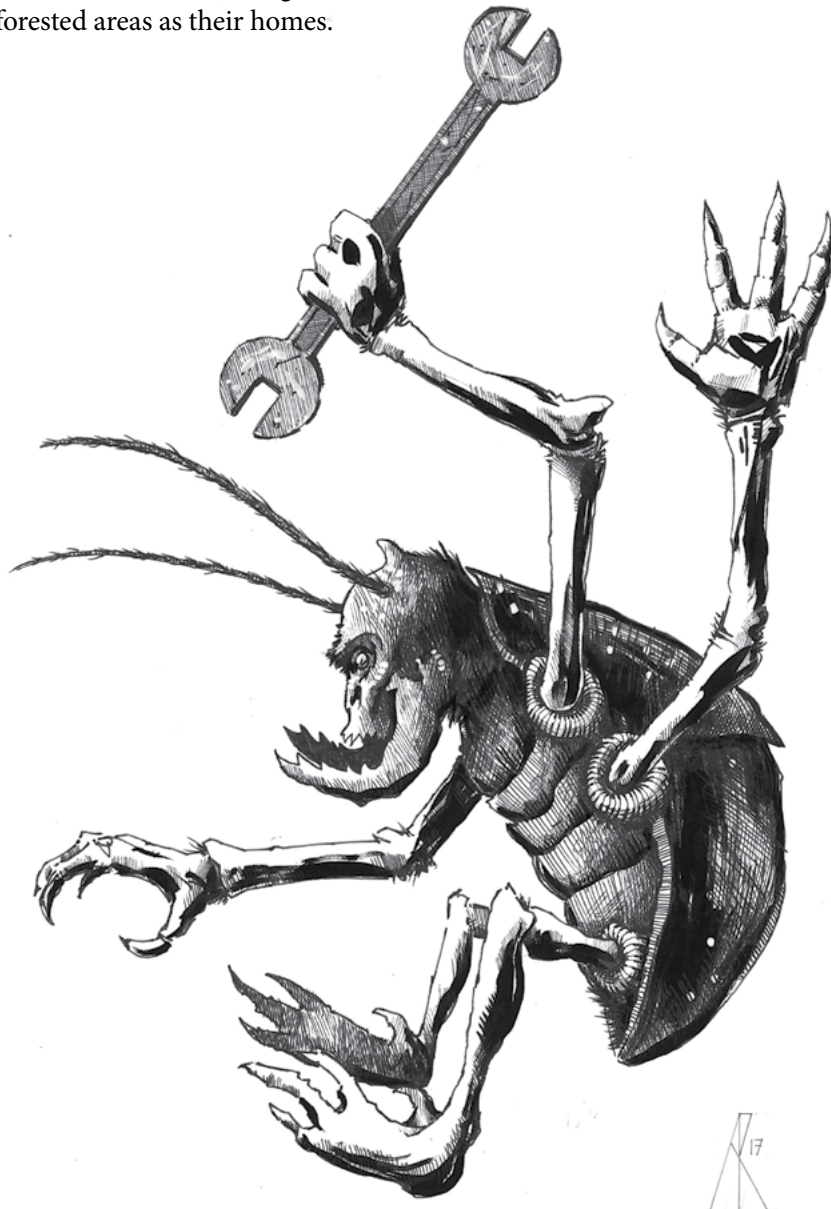
B

BEETLE APES • BLAST SHADES • BOWEL TYRANT

BEETLE APES

These humanoid beetles share many traits with advanced simians such as; prehensile feet, hunched stance, simple tool use, and primitive logic skills. In combat, they often employ heavy clubs and crudely crafted shields. Preferring an isolated life, these intelligent insectoids prefer to live in the wilds, using ruins or caves in heavily forested areas as their homes.

If first encountered outside of combat, a Personality check (DC15) can be made to attempt peaceful communication. While they cannot speak, a beetle ape can communicate simple concepts with sign language. Using Personality checks, a peaceful group could trade sweets with the beetle apes for locally foraged goods or simple information.



BEETLE APES

Beetle apes (simian insect hybrids): Init +2; Atk bite +2 melee (1d6+3) or club +3 melee (dmg 1d4+3) or thrown stone +3 missile fire (dmg 1d4); AC 14*; Armor Die [1d3]; HD 2d8; MV 20' or climb 30'; Act 1d20; SP track sweets by scent, many varieties; SV Fort +6, Ref +3, Will +1; AL L.

*assumes the Beetle Ape is employing a shield.

Track sweets by scent: Although omnivores by nature, they prefer botanical based foods. Beetle apes are quite partial to fresh fruit and pre-cataclysm sweets, being able to detect them unerringly at a range of 40'. This exceptional sense of smell can be used to track foes carrying such items, giving +4 to the tracking rolls.

Many varieties: There are many strange varieties of beetle apes, roll 1d3 times on the table below to determine the nature of the beetle apes in each encounter:

Adventure Hooks

- The caravan the party has been hired to guard has some nocturnal visitors attempting to pilfer goods from a truck laden with a large cache of pre-cataclysm breakfast cereal.
- A wandering wizard hires the party to escort him into the wilds to trade baked goods with some locals for rare mystical herbs. The delicious smell of the baked goods are sure to attract some attention...
- Blazing a trail through the brush, the party comes upon the large ruins of a factory of some sort. The visible outer wall is covered in faded but still garishly colored figures all feasting on sweets of some sort. Movement can be heard around the side of the building as something is trying to get into the building.

Beetle Apes Types

Roll 1d14, reroll duplicate results

- 1 Aquatic - The beetle ape can hold its breath for 10 minutes at a time and swim at a speed of 30'.
- 2 Armored - The beetle ape's carapace is unusually dense, giving it an AC of 15 and Armor Die [1d5].
- 3 Bombard - The beetle ape can fire a boiling-hot toxic spray from their rear end. The spray attacks all targets within a 20' cone from its rear facing, Ref save (DC 10) to avoid, and causes 1d6 points of burning damage on a hit.
- 4 Burrowing - The beetle ape can quickly burrow at a rate of 15'.
- 5 Flying - The beetle ape can fly at a speed of 30'.
- 6 Glittering - The beetle ape gains +2 AC in direct sunlight due to the glare beaming off of their carapace.
- 7 Glow - When the beetle ape bites, it exudes a glowing, sticky, acidic residue that causes an additional 1d4 damage. The glow is faint but does not fade for 1d3 days and cannot be washed off.
- 8 Herculean - All Strength checks and melee damage gain a +2 bonus to the rolls.
- 9 Horned - The beetle ape's horns are enormous. When charging, it attacks at +5 for 2d6+4 damage.
- 10 Spear using - The beetle apes gain proficiency in crafting and using spears made from found materials. These spears attack at +3 melee (1d6+3) or thrown +2 missile (1d6+3) range 20/40/60.
- 11 Spitting - The beetle ape spits a sticky, caustic glob as it closes for melee. The spit attacks at +3, has a range of 60', and causes 1d6 points of acid damage on a hit.
- 12 Spiny - The beetle ape's carapace is coated in short, sharp spines. Anyone in melee with the beetle automatically takes 1 point of damage per round from the sharp spikes.
- 13 Springing - The beetle ape's legs are immense and allow it to jump distances of up to 60' at a time. This may be used to charge, giving a +1 die step to hit and damage on the charge attack.
- 14 Trapper - The beetle apes have developed basic trapping skills and have set simple traps throughout their territory (DC 11 to spot). Each traveler must roll under their Luck each turn to avoid getting caught by one, Ref save (DC 9) to avoid being entangled, falling in a pit, or otherwise hampered but not damaged.

BLAST SHADES

Often mistaken for harmless “nuclear shadows” from the Great Cataclysm when holding still, these angry spirits are born from unfulfilled desires shattered by an early death at the hands of an atomic level explosion. The embittered soul reanimates the scorched shadow remnants of their body to torment those who are still alive.

Blast shades (un-dead atomic explosion victims):

Init +5; Atk touch +1 melee (1d3+burn); AC 15; Armor Die nil; HD 1d10; MV 45'; Act 2d16; SP un-dead traits, paper thin, semi-incorporeal, death explosion; SV Fort +2, Ref +5, Will na; AL C.

Burn: Any target successfully struck by a blast shade must make a Reflex save (DC 12) or the shade grabs ahold of the target and inflicts an additional 1d4 burning damage. The burning damage will continue each round until the target can escape from the shade's grip (Strength check DC 12).

Paper thin: As blast shades are so thin they are nearly two dimensional, they are exceedingly stealthy when hugging walls and other surfaces as they move. When using this tactic they gain a +8 to all stealth checks. They can also slip under doors or through other cracks easily, making them difficult to contain or escape from.

Semi-incorporeal: Due to its shadow-like nature, all physical attacks against a blast shade only deal half damage. In addition, all heat or fire based attacks are ignored. These shades will use their fire immunity to gain advantage in combat by attempting to lure and herd foes into burning areas.

Death explosion: When a blast shade is destroyed it will ragefully explode, causing 1d4 damage to all within melee range of it. Any flammables caught in the blast have a 1-in-6 chance of catching fire.

Should the ashen remains of a destroyed blast shade be carefully gathered (requiring at least 1d3+1 turns per shade), the particulate can be used to make explosives that are twice as powerful as normal (causes double damage). Utilizing a blast shade's remains in an explosive device will increase its creation DC by +5. The remains of one blast shade will yield enough ash to enhance the creation of 2d3 grenades or one larger bomb.

Adventure Hooks

- As the party explores the ruins of a large city that was nearly leveled by a massive pre-cataclysm explosion, they get the sense of movement out of the corners of their eyes but all they see are the shadowy remains of the bomb victims...
- While investigating an ancient military installation, the party comes across a group of burned corpses only a few weeks dead. One is leaning upon the door to a sealed research room with its hand on the lock of the door latch.
- A local warlord hires the party to collect some special materials for a new batch of weapons he is having built. He provides a guide that will fill in the party on the details of what they are collecting once they reach the ruins of a nearby city...



BOWEL TYRANT

BOWEL TYRANT

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

Bowel tyrant: Init -2; Atk bite +1 melee (1 dam + special); AC 8; Armor Die nil; HD 1d5; MV 10'; Act 1d20; SP infectious domination; SV Fort -2, Ref -2, Will +10; AL L.

Bowel slave: Init +2; Atk fists +2 melee (1d4+2 dam) or by weapon +2 to Atk and Dam; AC 12; Armor Die [1d3]; HD 2d6; MV 40'; Act 1d20; SP immune to pain, ignore Crit penalties, regenerates 1 hp per turn; SV Fort +4, Ref +2, Will na; AL L.

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

Bowel tyrant goals

Roll 1d7

- | | |
|---|--------------------------------------------------------------------------------------------------------------------------------------|
| 1 | To gather parts for and eventually build an interdimensional anchor for another race to connect to. |
| 2 | To wait, prepare, and plan for the eventual assassination of a sleeping godlike being hiding nearby. |
| 3 | To breed an assault force for when the Masters arrive at the planet. |
| 4 | To help the rebels defeat the local rulers so a tyrant dominated puppet can take control. |
| 5 | To infiltrate enough road gang members of different allegiances to consolidate all of the gangs into one force ruled by the tyrants. |
| 6 | To collect data on the local activities and experiments of the Cyberhive. |
| 7 | To further the aims of a local cybersorcerer that they have allied with. |



BOWEL TYRANT

Bowel Slaves

Anyone who relieves themselves in an area with a hidden bowel tyrant will be targeted unless they roll under their current Luck score. If targeted, they must make a Fortitude save (DC18) or be infected. If the save is made, the tyrant cannot position itself to enter the target and there is a 33% chance of the tyrant being detected by the target.

- **Stage 1 infection** - The victim will experience bloating and minor diarrhea for a period of 1d4+1 days, similar to eating a bit of food that was on the verge of going bad. During this time the victim will suffer 1 point of temporary Stamina loss each day. At this point, a *lay on hands* of 3 dice or more (or technological equivalent) can cause the bowel tyrant to be stunned and expelled during the next bowel movement, curing the infection.
- **Stage 2 infection** - The victim will feel much better, quickly recovering all previous Stamina loss and actually gain a permanent +1d3 to their Stamina attribute. All saves versus toxins or spoiled food are made at a plus one die step to the save. At this point, the victim will be under the influence of the tyrant but not fully controlled. A *lay on hands* of 4 dice or more (or technological equivalent) can cause the bowel tyrant to be stunned and expelled during the next bowel movement. The after effects of the expulsion are a permanent loss of 1d4 Stamina and minor diarrhea for a period of 1d4+1 days as the infection clears up.
- **Stage 3 infection** - Two to three weeks after the initial infection, the conversion to a bowel slave is complete; the tyrant is in full control of the victim. It has complete access to its memories and generally allows the victim to live out its life normally, only adjusting their behavior when necessary to fulfill their greater plans. The victim enjoys further increased health and its feces will contain spores that will grow into mature bowel tyrants in 30 days, putting anyone who uses the same place to relieve themselves at risk of infection unless a thorough cleaning job is done with strong detergents. Only extremely powerful magics or advanced tech could save the victim now.

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

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

Adventure Hooks

- As the party shares a campsite with a merchant caravan, several of the caravan workers can be heard complaining about intestinal issues since they ate some "spicy mystery stew" a day or so ago. The caravan master also seems oddly determined to hire the party on as guards...
- The previously peaceful settlement that the party has come to is now in a state conflict. The populous seems to be divided into two groups that are on the brink of violence. What could have caused such a sudden rift between them?
- The party is bewildered when the raiding party they saw approaching their position simply passes by without even glancing at them. The large, hovering object one of their trucks was towing certainly looked valuable though...





CAKE HORROR • CAN CRABS • CLOWN SERVANTS OF BUDDY O'BURGER • CONSTRICTOR, MUTANT • CORPSENADO • CRYO-LURKER • CYBER GHOUL • CYBER SAUCER SIMIAN

CAKE HORROR

The appearance of this beast is an unholy, somewhat comical, cross between a man-sized predatory cat and a huge golden snack cake. The hide of the cake horror is adorned with intricate frosting stripes, the pattern being unique to each creature. As to its origins, most learned folk tend to agree it must have been the results of a perverse experiment of some kind. Nothing like this could have ever happened naturally...

These solitary carnivores are quite lazy and prefer to scavenge when possible but will attack savagely if intruders come too close to its den or it is starving. The only prey it will go out of its way to hunt down and kill is another of its own kind.

Cake horror (snack cake beast): Init +0; Atk bite +3 melee (1d6+1) or claw +3 melee (1d4+1); AC 10; Armor Die 1d3; HD 4d8+4; MV 30'; Act 1d20; SP uses tactics, cream filling gore spray, regenerates, stealth +6; SV Fort +2, Ref +0, Will +2; AL N.

Cream filling gore spray: Each time a cake horror is struck in combat, its cream filling will spray copiously from the wound. Everyone within melee range of the beast must make a Reflex save (DC 7+damage done by the strike) or be coated by cream filling gore. The cream filling has the following insidious properties:

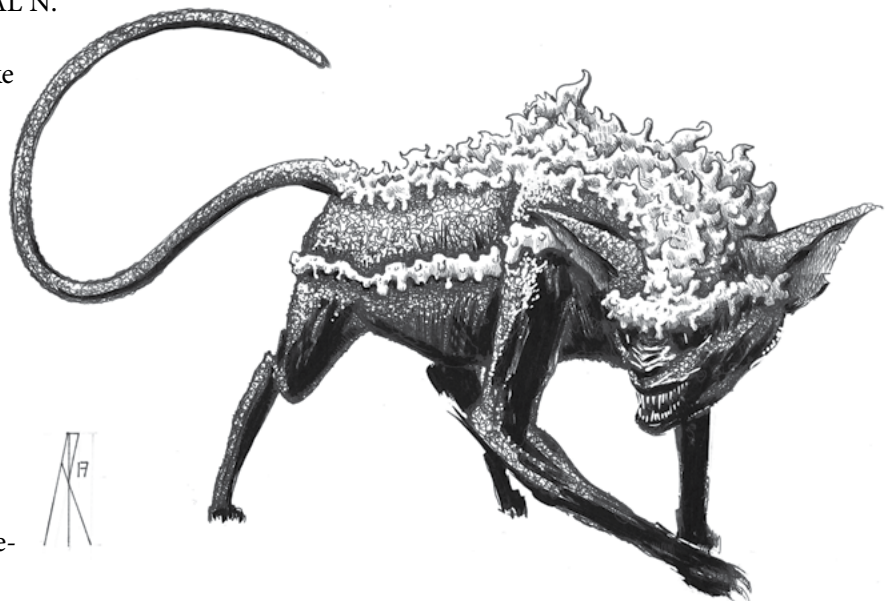
- Any fleshy areas coated in cream filling will immediately smell (and taste) extremely delicious. In addition, the coated area will be-

come numb to all pain. These effects will continue for 1d3 days or until the coated flesh is thoroughly cleaned with strong soap or detergent.

- Once an opponent has been coated, everyone within 20 feet of a coated person will need to make a Willpower save (DC 8) each round to avoid becoming obsessed with eating the cream filling coated flesh. Those coated with the cream filling gain a +1 die step on the Willpower save to avoid eating their own flesh. Victims who fail the save may make another save to regain their senses each round.

If safely harvested from a cake horror corpse, the cream filling's properties will remain potent for 1d3 weeks. The spongy, sweet flesh of the cake horror will never spoil or rot but will become stale in 4d4 days.

Uses tactics: During combat, a cake horror will use odd tactics. It will make frenzied attacks (2d16 action



CAKE HORROR

dice to attack but -2 to AC) until it has taken at least 8 hp of total damage. Then it will immediately switch to fighting defensively (+3 AC but -3 to attack), waiting for its attackers to fall upon each other...

Regenerates: Once injured, a cake horror will begin regenerating 1 hit point per round until fully healed. It is very aware of its healing abilities and will retreat from combat if it has suffered more than 75% of its total hp in damage. If the retreat is successful, it will try to hide a short way away from its attackers to heal and watch for an opening to attack from surprise.

Adventure Hooks

- The fresh flesh and cream filling of a cake horror is highly prized by a cartel of exotic gastronomes that dwell in the Citadel of Scrap. They will pay a handsome price for it and often post
- any intel they find about the location of one to all hunters in the area. Should an ingenious hunter capture a live specimen and deliver it to the cartel, they could probably name their price.
- As the party enters the outskirts of a well known trading post village, they know right away something is very wrong. As they begin to search they find most of the citizenry recently dead by mutual cannibalism. A tantalizingly sweet smell wafts throughout the now dead community.
- As they travel, the party runs across a raider riding a bicycle, frantically pedaling away from a pack of slaving animals. As the raider approaches the party's location, they can smell a tantalizingly sweet aroma precedes the rider.



CAN CRABS



CAN CRABS

Similar to the robber crabs present in the pre-cataclysmic days, can crabs make their homes in the ever present trash heaps that exist in nearly every ruined city. They also display some hermit crab-like tendencies as they pick aluminium cans to inhabit and carry with them, safely housing their lower bodies. Those that live to outgrow the normal and family sized food cans search for coffee cans or paint cans for their mobile housing. Rumors have it that even larger specimens have been seen using 33 and 50 gallon sized aluminium trash cans.

Hide in trash: Due to their innate connection with trash heaps, they can easily attempt to hide in or near them to avoid detection (gaining a +4 bonus to do so). If they are hungry enough or have sufficient numbers, they will even use this ability to launch an ambush.

Disease attack: Their claws are permanently corroded with rotting food particles and every successful

strike with them requires the victim to make a Fortitude save (DC 11) or the wound will become infected. This deals 1 point of Stamina damage every day until the proper antibiotic or enchantments can be applied to the wound. Also, the victim may make another Fortitude save (DC 18) once per week to fight off the infection naturally. Once the infection is treated or overcome, the attribute damage will begin to heal normally.

Duck in shell: Once per round, a can crab can attempt a Reflex save equal to their foe's attack roll on a d24 to duck into their can shell as the attack hits. If successful, their Armor Die roll is doubled against the attack's damage. This ability cannot be used if they are encumbered or entangled in any way.

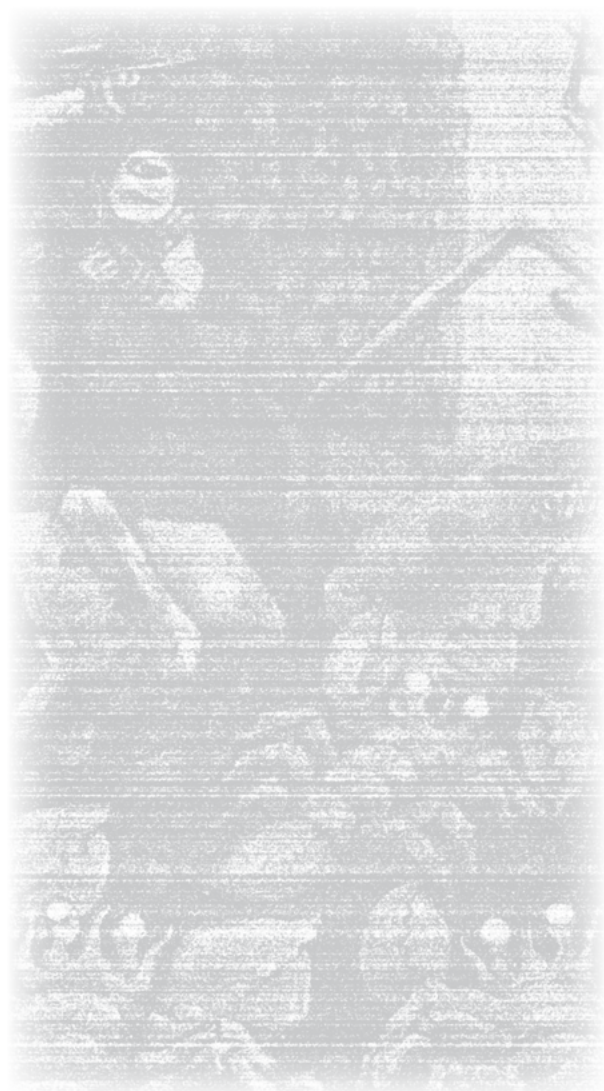
Open containers: In their hunt for the perfect can, all can crabs have developed the knack for opening up sealed cans and containers made of aluminum or plastic. This takes them 1d3 minutes per can and once opened, any organic contents are immediately contaminated by their claws.

CAN CRABS

	Soup Can	Coffee Can	Trash Can
Init	+1	+0	-1
Atk	claw +1 melee (1d3+disease)	claw +2 melee (1d5+disease)	claw +7 melee (2d5+disease)
AC	12	11	11
Armor Die	1d4	1d6	1d10
HD	1d6	2d6	8d6
MV	15'	20'	25'
Act	1d20	1d20	2d20
SP	hide in trash, disease attack, duck in shell, open containers	hide in trash, disease attack, duck in shell, open containers	hide in trash, disease attack, duck in shell, open containers
SV	Fort +3 Ref +2 Will +1	Fort +4 Ref +1 Will +2	Fort +7 Ref +1 Will +3
AL	N	N	N

Adventure Hooks

- While investigating a ruined city, the party encounters an alleyway clogged with windswept trash that has an alarming amount of humanoid bones and discarded equipment scattered near the foot of the heap...
- While quenching your thirst at a village's water merchant after a long, dry trek screams suddenly echo out from part of the village that is out of view. There is a hand painted sign leading to that area that reads: "Garbage Heap".
- As your party chases a tasty-looking beast through the dead streets of an abandoned town you lose it momentarily. Shortly afterwards, someone spots it sitting quietly on the top of a pile of trash, staring at the party and panting. It no longer seems afraid for some reason. Perhaps the fact that the edges of the pile are beginning to stir has something to do with it...



CLOWN SERVANTS OF BUDDY O'BURGER

These are the “blessed” servants of Buddy O'Burger, the Clown God of Feasting, Customer Service, and Cannibalism. They all have permanently taken on the clown-like features of their divine master.

CLOWNUG

Even in the weird world of post apocalyptic Umerica many people have an instinctual disquiet about clowns. Clownugs are one of the reasons why this is true. While at first glance, these creatures appear just like “normal” clowns, their prodigious jaws filled with shark-like teeth quickly dispel any sense of safety. When encountered outside of an O'Burger restaurant or temple their goal is usually to harvest “unworthy” people for processing or to deal with a threat to their faith. Within an O'Burger restaurant it is very difficult to distinguish them from a person dressed up in a clown outfit (Intelligence check, DC 15).

When harvesting, they generally strike with their disproportionately large hands to subdue their prey as it is best to keep the captured livestock intact so as to insure the freshness of each day's sacred meat

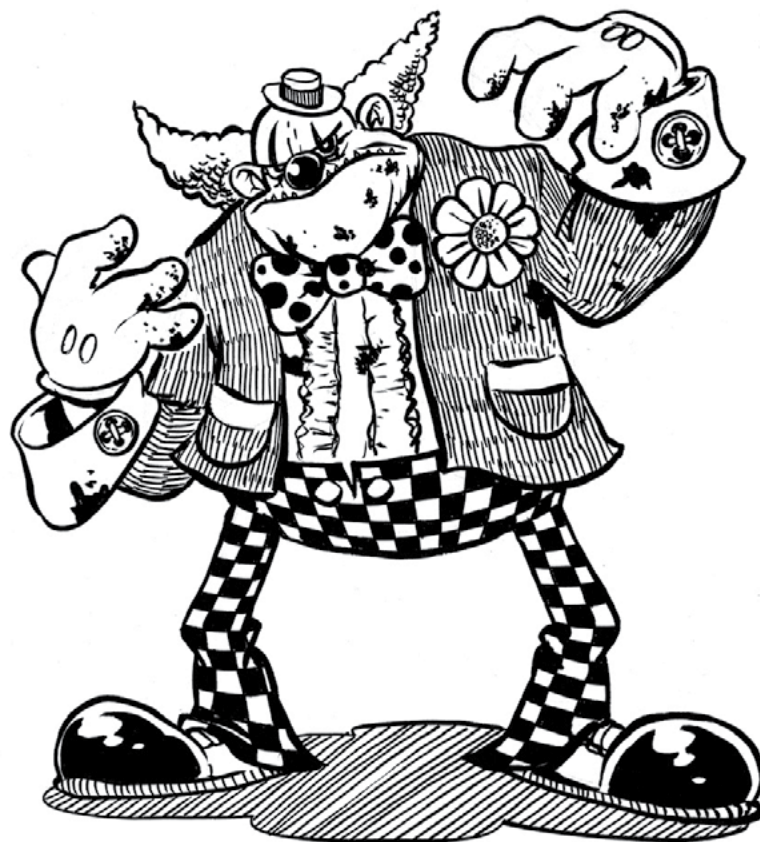
delivery. If they experience any significant threat, they will indulge their ravenous appetites upon the resistance. Anyone caught will be placed in dumpster-like containers and wheeled into the vehicles or teleportation gates by which the clownugs arrived.

FEED!: Once a clownug has slain a foe, There is a 50% chance it will immediately distend its jaws and begin to rapidly feed upon it in a horrendous display of gore. Anyone witnessing this must make a Willpower save (DC 10) or flee in terror for 2d10 rounds. The feasting will take 1 round per HD the creature had. Upon finishing its meal, the clownug will then receive +2 to all attacks and damage plus an additional 1d20 action die for a number of rounds equal to the number of HD it consumed.

Master cleaners: Once they have completed their mission, the clownugs will do an exceptional job of cleaning up after themselves. This makes investigating the captures and murders they commit very difficult (Intelligence check, DC 15). Also, any “beloved” community members witnessing a clownug's true nature must make a Willpower save (DC15) or they will only see a normal person in a clown suit instead of a monster.

	Clownug	Clownauts	Ecclowniast
Init	+2	-2	+2
Atk	bite +4 melee (1d7+3), fist +3 melee (1d4+3, subdual or lethal), or by weapon +2	bite +13 melee (2d8+6), fist +13 melee (2d6+6), or hurled object +6 missile fire (1d8+6, range 100')	bite +13 melee (2d8+6), fist +13 melee (2d6+6), or hurled object +6 missile fire (1d8+6, range 100')
AC	12	15	15
Armor Die	[1d3]	[1d4]	[1d4]
HD	2d10	8d10	8d10
MV	45'	60'	60'
Act	1d20	1d24	1d24
SP	FEED!, master cleaners, protect the flock	giants crit, swallow	giants crit, swallow
SV	Fort +4 Ref +2 Will +0	Fort +10 Ref +5 Will +3	Fort +5 Ref +2 Will +4
AL	L	L	N

CLOWNUG - CLOWNAUTS



Protect the flock: Unless directly ordered by a superior or the sanctity of the restaurant is threatened, a clownnug will not attack a member of a community that Buddy O'Burger has deemed "beloved". In fact, members of a "beloved" community can count on any clownnugs in the area to assist them in case of an attack or other emergencies. The cult of Buddy O'Burger does not deal lightly regarding threats against his "beloved" folk.

CLOWNAUTS

While the clownnugs are the majority of the Cult of Buddy O'Burger's might, they pale in comparison to the outlandish juggernaut guardians that dwell in the High Burger Temple. Should an O'Burger establishment or a "beloved" community be threatened with total annihilation it is possible that Buddy O'Burger will deem it necessary to unleash one or more of these giants to deal with the impertinent situation.

Giant's Crit: As other giant types, clownnauts cause critical hits on any natural attack roll of 20-24 that also exceeds the target's AC and use the Giant's Crit table.

Swallow: Once a clownnaut has critically hit a human sized living foe with a fist attack, There is a 50% chance it will forgo rolling on the Giant Crit table and immediately pop them into it huge, toothy maw to consume them. The victim gets a Reflex save (DC 15) to avoid their grisly fate. If the save is failed, they immediately take damage from a bite attack and are swallowed. A successful save indicates the victim has escaped from the clownnaut's grip. Anyone witnessing this must make a Willpower save (DC 12) or flee in terror for 2d10 rounds. The clownnaut will then receive +2 to all attacks and damage as a morale bonus for a number of rounds equal to the number of HD it has consumed. Additional noshing will extend the duration of this effect but not increase the bonus.

Should the swallowed victim survive its consumption, it is now trapped in the clownnauts stomach where it takes damage each round thereafter equal to 1d8 acid and 1d8 constriction. A trapped victim can try to cut its way out with a small sharp weapon (such as a dagger) by inflicting 15 points of damage against AC 16. If a victim does manage to cut its way

CLOWNAUTS - ECCLOWNIAST



free, the clownaut must make a Fortitude save (DC 25) or spend the next 4d4 rounds clutching the exit wound and bellowing until they recover.

ECCLOWNIAST

These are the clownite spiritual leaders of the Cult of Buddy O'Burger. They are rare and are only encountered if a prominent restaurant location is threatened or if charged by Buddy to complete a task. Similar to a clownug, they appear as clowns with shark-like jaws but are dressed in opulent priestly robes of painfully garish coloration. They speak in a smooth, deep voice that is always calm and cheerful.

Ecclowniasts never travel alone and will usually have 2d4 human cult members and 1d4 clownugs in their troop. If the current mission is expected to encounter heavy resistance, the troop may be two to three times this size. Should extensive travel be required, they will employ a colorfully decorated Keeper quality van as transport that is enchanted to hold a nigh-infinite number of faithful O'Burgerites.

Unless met with direct violence, an ecclowniast will attempt to settle any dispute peacefully with soothing conversation and offerings of freshly conjured food. Once it is obvious there is no other recourse, an ecclowniast will then gleefully engage in the slaughter of its foes. If its foes are among the favored peoples of Buddy, it will do its best to lead its cohort to subdue instead of kill.

Turn inedible: By the empowerment of Buddy O'Burger, an ecclowniast may attempt to turn (as a cleric) any being that is deemed inedible, that is not made of delicious meat. This is made with a turning roll of 1d20+4 and affecting the inedible targets as per the result of the roll.

Spellcaster: ecclowniasts may also cast the following spells as a clerical caster (Casting roll: 1d20+4):

- *Blessing* (DCC RPG, pg 255).
- *Food of the gods* (DCC RPG, pg 262).
- *The crave* (USG, pg 201).
- *Healing feast* (USG, pg 202).
- *Meat harvest* (USG, pg 202).
- *Fryerball* - as the wizard spell *fireball* (DCC RPG, pg 216) with the manifestation of explosions of boiling oil and french fry shrapnel.

Inspire: A group of O'Burgerites led by an ecclowniast gain +1 to Willpower saves and melee attacks while in its presence. They will also take suicidal actions to protect the ecclowniast, if it is threatened.

Burger mace: All ecclowniasts carry an ornate mace with a bronze burger head. Should they deliver a critical strike with it upon an edible target, the victim must make a Willpower save (DC 12) or instantly be transformed into a man-sized pile of value menu items. Normally this results in death but if

the food is left uneaten and a *dispel magic* or *remove curse* spell is successfully cast within one turn, the victim can make a Fortitude save (DC 10) to return to normal. Should any of the food be consumed prior to the restoration attempt the victim will suffer an amount of permanent Stamina damage in equal proportion to how much of the food was eaten. If not directly threatened in combat, the ecclowniast will immediately use its FEED! ability (as a clownug) to consume the victim. All other servants of Buddy in the local area will also join in the feasting, if they are not otherwise engaged in combat.

Should an ecclowniast be defeated and its burger mace scavenged, the mace will service the heretic wielder as a high quality melee weapon but its magical crit ability will not function. Instead, once per day the wielder can touch it to the fresh corpse of an edible foe and cast *food of the gods* (DCC RPG, pg 262) with a casting action die of 3d6+3. A successful cast will result in the corpse transforming into an amount of value meal items equal to the spell results. Also, any O'Burgerite seeing the burger mace in heretical hands will be filled with rage and gain +2 to hit and damage against the dissident wielder.

Adventure Hooks

- The small community that the party is currently resting up in receives some unwelcome visitors in the form of a garishly painted truck load of hulking clowns armed with big nets. They quickly begin capturing nearby folk and depositing them in big bins. Now will the party help or bug out?
- Shortly after entering the Citadel of Scrap, the party is offered a protection job with a big payout. Just as they arrive to meet the client in their hotel room, several thuggish looking clowns round the corner, obviously heading towards the same door...
- A local raider warlord's son has recently run away to join the O'Burger cult. The warlord is offering a big reward to anyone who can find him and bring him home. It just so happens that the party is sure they saw the vehicle that the raider boy supposedly swiped traveling to the southeast just yesterday...





CONSTRUCTOR, MUTANT

All constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d4 points of damage. The DC to break the grapple is listed by constrictor.

FABRICONDA (a.k.a. rag boa)

These aberrant constrictors have an obsessive fondness for fabric. They will gather any scraps of textiles they can find to line their nests. After they molt their old skin, the newly revealed flesh secretes an adhesive resin and some instinctual behavior causes them to writhe in gathered textiles as their scales harden. The cloth permanently bonds with the hardening scales giving it a camouflaged appearance and adds to its protective qualities. When lying still there is a 70% chance that they will be mistaken for a bundle of rags. This increases to 90% if the area is strewn with textiles, such as the clothing section of a department store or a laundromat.

Normally, fabriconda do not hunt humanoids as prey but can become enamored by their clothing, which can lead to a confrontation. In these instances, the person can avoid combat by removing their clothing and surrendering it to the fabriconda.

TOXICONDA (a.k.a. deathwater boa)

These dingy colored large snakes are usually found swimming in swamps and rivers that are contaminated with hazardous waste materials left over from the Great Cataclysm. They aggressively defend their territory against all intruders and prefer to ambush their prey in the water. When stalking through the water, they gain a +6 to be undetected. If the water is several feet deep, a victim successfully grappled by the toxiconda must make a Reflex save (DC 8) each round to avoid beginning to drown (USG, pg 101).

Also, the toxiconda constantly secretes a poisonous slime from its scales and victims grappled by it must also make a Fortitude save (DC 12) each round or suffer 1 point of temporary Stamina damage. If the grappled victim survives the encounter they must make a final Fortitude save (DC 10) or suffer a -1 penalty to all actions for 1d3 days due to the poisoning. Should a victim become grappled again by a toxiconda while suffering from a previous poisoning and fail another Fortitude save, the effects accumulate to an additional -1 penalty for 1d3 more days.



VINEACONDA

	Fabriconda	Toxiconda	Vineaconda
Init	+0	+2	+3
Atk	bite +3 melee (1d3 + constrict)	bite +4 melee (1d3 + constrict & poison)	bite +5 melee (1d4 + constrict & blood drain)
AC	12	13	15
Armor Die	1d5	1d3	1d4
HD	3d8	4d8	5d8
MV	20' or swim 10'	20' or swim 20'	25' or climb 15'
Act	1d20	1d20	1d20
SP	camouflage, constriction (DC 10)	water stealth, constriction (DC 9) plus poison	camouflage, ambush, constriction (DC 13) plus blood drain
SV	Fort +5 Ref +2 Will +2	Fort +3 Ref +3 Will +1	Fort +4 Ref +4 Will +3
AL	N	N	N

VINEACONDA (a.k.a. thirsty thorn boa)

Unlike most other constrictors, the vineaconda is a botanical creature, appearing to be a serpent/vine hybrid with thorny scales. It lives in heavily forested regions and is adept at climbing trees. It has no problem with hunting man-sized or larger prey and prefers to attack from surprise by dropping down from tree limbs, gaining a +1 die step bonus to the attack. Due to its natural coloration it is difficult to spot lurking vineaconda, requiring an Intelligence check (DC 14) to avoid being ambushed.

As a vineaconda constricts its grappled victim, its thorns pierce the victim's skin so it can feed off of their blood. This inflicts 1d6 damage per round instead of the normal 1d4. Additionally, if a 6 is rolled on the constriction damage the vineaconda will heal 1d3 hit points of damage from the blood absorbed. Once a vineaconda has imbibed an amount of constriction blood damage equal to its max hit points it will release its victim and attempt to flee into the nearest tree.

Adventure Hooks

- While wandering down an old road, the party spots a pre-cataclysm laundry services van tipped on its side. The vehicle looks in decent condition and the back doors have opened, spilling out baskets of now soiled clothes. Only keen eyes would spot that something lurks within the laundry...



- Recently, a local settlement's water supply has become fouled due to some contaminated barrels that have found their way into the supply's upstream reservoir. The group sent there to clean thing up have not returned and the community would like to pay the party to investigate.
- The party comes across the remains of a small abandoned settlement next to a green forest. There are signs by the woods claiming it is full of vampires. The forest looks to be thriving. At the edges there are signs of game and possibly fruit bearing trees. The place seems perfect to settle by and vampires are just myths, right?

CORPSENADO (Un-death devil)

Only the ancient Astrolichs truly understand how to summon and control one of these titanic abominations from the plane of Eternal Unrest. Even among the most learned and wicked, many who attempt to harness the howling rage of the corpsenado lose mastery over them and join the hungry thralls within the funnel adding their wailing voices to the shrieking of the winds.

The corpsenado is a rage-filled sentient funnel cloud that hemorrhages anti-life energy and whose goal is to scour the life from the surface of whatever plane of existence it inhabits. Seen from afar (the best way to view such a horror) they appear as a purplish tornado with arcs of sickly-green lightning flashing from within. Upon closer inspection onlookers can make out the shapes of hundreds of animated corpses flailing within the twisting funnel cloud while, peering from the center of the whirlwind, are a pair of baleful glowing red eyespots.

Corpsenado (un-dead funnel cloud): Init +5; Atk wind buffet +9 melee (1d4+4) or throw debris +5 missile (1d3+3) ; AC 14; Armor Die 1d12; HD 10d8+10; MV 90'; Act 4d20; SP un-dead traits, eyes of hate, spawn zombies, vortex, vulnerable heart; SV Fort +12, Ref -5, Will +5; AL C.

Eyes of hate: The glowing red eyes of the un-death devil focus its anti-life animus and are capable of emitting a beam of raw hate. As an action, the sentience within may project its hatred into the mind of another target. The target must succeed at a DC 18 Willpower save or be forced to join in the anti-life crusade for 2d5 rounds adjusted by the targets Personality modifier. The "Chosen of the Hate's" rage is directed at sentient life first but, should there be no such targets in sight, they have no compunctions halting them from slaying animals, insects, or even plant-life.

Spawn zombies: During combat the corpsenado can, as an action, fling zombies out to a range of 150 feet. These zombies take no appreciable damage from being thrown and are able to attack at the end of the



round that they were spawned. There is no limit to the number of zombies a corpsenado can spawn. To determine the number and type of zombies cast from the hellish whirlwind roll 1d7: 1) 2d4 zombies (as per DCC RPG); 2) 3d3 petrol zombies; 3) 2d5 rave zombies; 4) 1d4 melting zombies; 5) 2d3 blink zombies; 6) 1d3 silver zombies; or 7) 2 chrono zombies.

Vortex: Victims within 50' of the hate-filled vortex must succeed in a Strength check (DC 15) or be torn from their footing and drawn into the funnel. Each round, victims caught in the un-death devil must succeed at a DC 12 Fortitude save else take 1d4 damage from flying debris as well as making a Luck check to avoid being attacked by one of the chrono zombies that move freely by riding the temporal-dimensional winds. All actions taken within the funnel are performed at -2 die steps. Escaping from the vortex is difficult (DC 20) and requires inventiveness on the part of the victim (i.e. launching themselves off a large object within the funnel, shooting a grapple line arrow out and into a nearby structure, using magic, a mighty deed, etc). Anyone that dies within the funnel will raise as a zombie within 1d4 rounds.

CORPSENADO

Vulnerable heart: At the center of the whirlwind is a foul, black heart (AC 12; hp 20) that beats in time to the shrieks of the damned. It may be targeted with ranged attacks but successful attacks require the attacker to also score with a precision shot mighty deed (6+) or succeed with a Luck check (vs. half) to avoid striking the fleshy whirling mass of un-dead that surrounds the heart. Additionally, a person caught within the funnel can attempt to maneuver towards the center, via a successful DC 15 Strength check (to physically swim to the center) or Intelligence check (to plot and ride the wind currents in). Once at the heart, successive rounds require a DC 13 Reflex save to be able to remain in the center and be able to attack the inky heart of the corpsenado. If the heart is reduced to 0 hit points, the funnel will dissipate and return to its home plane.

Adventure Hooks

- The wizard of the wastes, Jawmil Perm, has fled his home after unleashing some strange horror from beyond. The party approaches the now abandoned tower with plans of looting, but it sure is getting windy.
- A breach has opened to the plane of Eternal Rest and has released a corpsenado. Worse, unless sealed it will continue to release another each day as the sun sets. Unless the party can seal the rift, the world is doomed.
- The necromancers of the Space Needle desire the heart of a corpsenado and are willing to trade well for it. This requires a delicate touch though, with only subdual damage being done to the heart until it is forced into dormancy and placed into a specially prepared canister for travel. Of course, the canister is a bit fragile.



CRYO-LURKER

CRYO-LURKER (devolved cold sleepers)

The ancient practice of cryogenics left untold numbers of individuals (or their heads) encapsulated and frozen. Some were soldiers kept on ice for times of war, others were travelers whose journey ended in the lost luggage bin, and there were those sleeping until the promise of a new future to revive them. That future never came, but the incursions from the plane of Eternal Unrest have reanimated their frozen and mutated forms, fulfilling their desires by way of un-death.

There are as many types of cryo-lurkers as there are snowflakes but, while most types are unique (or at least exceedingly rare), the most common are presented here.

Fire susceptibility: All damage from heat and fire-based attacks against cryo-lurkers is rolled at +1d.

BRUTE (unthinking engine of frozen destruction)

Their blue/gray forms are still clad in the tatters of ancient military fatigues; brutes are mindless fighters. They move, they destroy, they continue to move. Using no weapons but their ice-infused fists, brutes



	Brute	Buckethead	Cryoslime	Frost-burned
Init	+0	+10	-5	+4
Atk	fist +4 melee (1d8)	bite -4 melee (1d3)	lash +6 melee (1d5)	fist +4 melee (1d8), bite +6 melee (1d3), rot +4 ranged (varies)
AC	13	13	15	12
Armor Die	1d6	1d3	1d4	1d6
HD	2d12	4d8	5d8	5d6
MV	30'	20' or swim 20'	25' or climb 15'	40'
Act	1d20	1d20	1d20	3d20
SP	un-dead traits, freezing grasp, fire susceptibility, immune to cold	un-dead traits, brainfreeze, fire susceptibility, immune to cold, telepathy	un-dead traits, 1/2 dmg from slicing and piercing weapons, fire susceptibility, immune to cold, protoplasmic breakdown	un-dead traits, burning frost, fire susceptibility, immune to cold, mutable, rot
SV	Fort +2 Ref +3 Will +4	Fort +2 Ref -10 Will +10	Fort +8 Ref -4 Will +0	Fort +4 Ref +2 Will +0
AL	N	N	N	N

CRYO-LURKER

seek to destroy all life as they encounter it, randomly lashing out at any living thing.

Freezing grasp: If, in one round, a brute manages to score two hits on a single victim it latches onto them, pulling them against its sub-zero body. Victims so held must make a Fortitude save vs. DC 12 or take an additional 2d5 hit points of damage. On subsequent rounds the victim may attempt a DC 15 Strength check to break free, or continue to be held and take damage.

BUCKETHEAD (coldly logical severed heads)

Unable to afford the full cryogenic treatment, the buckethead was still a very determined person in their past life. Their determination and force of will is what keeps them going, even now. A severed head carried in a receptacle (often merely a steel bucket) the buckethead is far from defenseless. Generally found in the company of 1d3 frost-burned who do their bidding and carry them from place to place, these creatures not only hate the living, they hate the “whole”. With the aid of their mentally controlled servants, bucketheads slay and decapitate their foes.

Brainfreeze: As an action in combat, the buckethead may lash out with its chill mental fury. The target must make a DC 14 Willpower save or be paralyzed for 1d3 rounds and take 1d4 hit points of damage as capillaries around their brain freeze and shatter. On a critically failed Willpower save the victim additionally suffers 1d4 damage to their Intelligence. Victims whose Intelligence reaches zero die and rise the next round as frost-burned.

Telepathy: Bucketheads communicate telepathically and are able to project their words into the minds of other creatures. As an action they may attempt to control their target, dominating them via telepathic



instructions. Targets must succeed at a DC 12 Willpower save or take 1d3 personality damage and be under the buckethead's control for an equal number of rounds.

CRYO-SLIME (frozen flesh-slushy)

When the physical form of the cryogenically frozen cannot stand the strains of the change, it collapses into a 10'x10' puddle of frozen, malevolent ooze. The coloration of cryo-slime varies from chill white to frostbitten black, but it always glistens and shimmers with ill-contained hatred of anything warm-blooded. Capable of slipping through the tiniest of cracks and seeping through any porous material, these slimes are relentless in their slow pursuit, only abandoning the trail if things become too warm. In combat, cryo-slime attacks by forming individual pseudopods and lashing out at targets within 10 feet.

CRYO-LURKER



Protoplasmic breakdown: The cryo-slime is coated in icy, digestive secretions. Contact with the slime causes a 1d4 Stamina loss as the slime digests flesh and drains body heat. The bodies of victims drained to 0 Stamina lose cohesion, melting into a puddle and awakening as a cryo slime in two rounds.

FROST-BURNED (rotted black ice)

Barely clad in the remnants of ancient environment suits, the flesh of the frost-burned is smooth and black, frostbitten due to malfunctioning cryo-containment vessels. Near mindless, these frozen undead are easily controlled mentally and are often seen in the service of bucketheads or even more traditional necromancers in the remote north.

Rarely seen on their own, frost-burned are generally found in small groups held in servitude to a mas-

ter. However, there are whispered rumors of hordes of these creatures lurking in undiscovered sub-sub basements and even in the hordes of dragons.

Burning frost: So cold are these undead corpses that mere contact with them has a prolonged and lingering effect. Upon being touched, grabbed, or struck – even if there is no other damage dealt – the lingering cold of the frost-burned does 1 hit point of damage to the target for 1d4 rounds.

Mutable: So heavily damaged is the flesh of the frost-burned that it impacts them on the cellular level. These creatures are capable of pressing their flesh together, merging into gestalt creatures made up of several individuals and controlled by a single mind. Merging combines all hit points and adds +2 to Fortitude and +2 to Reflex saves per combined individual.

Rot: Frost-burned are able to tear off chunks of their dead, frozen flesh to hurl at their enemies. For every point

of damage they do themselves tearing off the horrid projectile the impact to a victim does 1d6.

Adventure Hooks

- Unseasonably cold weather, brought upon by the machinations of a weather witch, have made the local region hospitable to cryo-lurkers. A buckethead and his frost-burned minions stalk the streets of a local village by night, looking for victims.
- Winter has frozen the lakes north of the Floating Iron Isles, and over the course of the season, a cryo-slime has stalked those crossing the ice, adding its victims to its bulk. Now is the thaw, and a massive 30'x30' 18HD slime is emerging from beneath the ice, intent on feeding one last time before slumbering beneath the icy lake waters while awaiting the next

CRYO-LURKER

freeze. If it escapes it will continue to grow and pose an even greater threat next year. Locals, terrified by the threat, offer the characters great rewards to destroy the beast.

- In an out of the way tavern, a lone buckethead rests on the bar top, reduced to a mere curiosity. A rite of passage within the tavern's regulars is to pour a drink into the creature's mouth and drink the chilled, icy concoction as it drips from the monster's severed neck. The buckethead has grown tired of this ill-treatment and begins reaching out to take over the minds of those in the bar. Not a good place to have stopped to relax and unwind.



CYBER GHOUL (world wide wight)

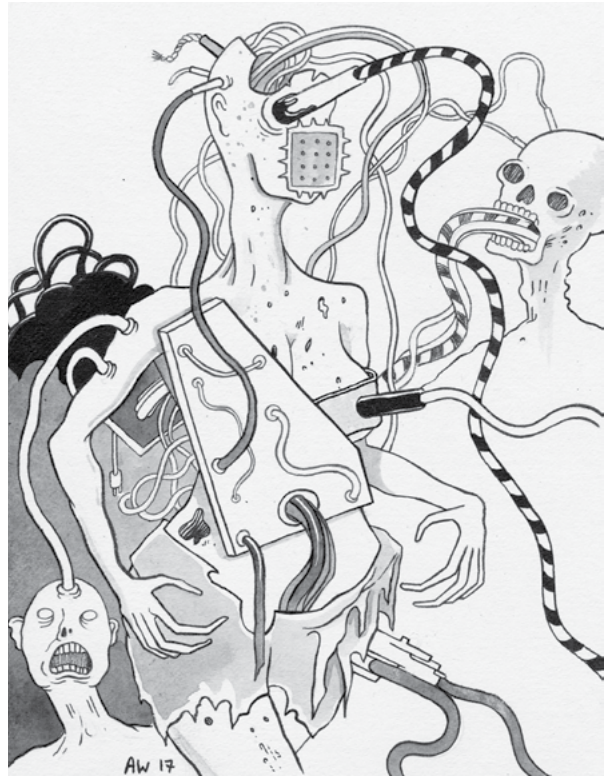
After the great Search Engine War, the victorious search algorithm sent its web crawlers out to explore the last great frontier, the living brain. As the crawlers entered human minds and drained them of information, the search engine learned to keep the host bodies alive, fueling them by feeding off of other living targets – incidentally allowing the algorithm to spread.

Easily recognized by their twitching, shuddering gait and the wires that protrude from their flesh, cyber ghouls are far from common un-dead. Unlike traditional un-dead which are fueled by dark necromantic energies from vile dimensions and unholy powers, cyber ghouls are more correctly the “un-living”. While their host bodies may be technically dead, stolen thoughts and electrical impulses keep their muscles moving and their thoughts coursing through diseased minds.

Pack creatures, cyber ghouls prefer to go after the elderly due to their reduced speed as well as their rich life experiences. Any intelligent creature may be transformed by the cyber ghouls and instances of larger ghouls of up to 10d5 HD are known to exist.

Cyber Ghoul (un-living intellectual lamprey): Init +1; Atk bite +1 melee (1d3+Knowledge drain) or claw +2 melee (1d6) ; AC 12; Armor Die 1d5; HD 2d5; MV 30'; Act 1d20; SP un-dead traits, hybrid feeding, intelligence drain, infravision 200'; SV Fort +1, Ref +0, Will +0; AL N.

Hybrid feeding: While cyber ghouls crave the flesh and vital energies of living beings they are able to subsist for lengthy periods of time in near dormancy so long as they have access to a supply of electrical current. By implanting wires directly into their muscles and brains, the cyber ghouls can continue to power the most basic functions of life allowing them to remain in a form of half-aware, un-living stasis for as long as the current remains uninterrupted. Should the flow end, they are forced to awaken and seek true sustenance. Failure to feed within a week after dormancy results in the death of the cyber ghoul.



Knowledge drain: As part of their bite attack, cyber ghouls pull the memories from their victims. Each bite permanently drains 1 point of Intelligence and for every 5 points of lost Intelligence the victim also loses 1 level of experience. Victims drained to 0 Intelligence or below 0-level are infected with the World Crawler AI and transform into cyber ghouls.

Adventure Hooks

- The party cracks open a long buried ruin, releasing the pack of cyber ghouls that have lain in dormancy since hooking themselves into the fission reactor housed in the sub-levels below.
- An institute of learning has been targeted by a pack of cyber ghouls moving unnoticed in the dark alleyways. The number of recent disappearances is worrying the townsfolk, even if the wise graybeards don't care.
- Coming across what first appears to be the lair for a large pack of cyber ghouls the party is confronted by ghoul master GAWBYCAID, the emergent search algorithm and its horde of hungry cyber ghouls.

CYBER SAUCER SIMIAN

CYBER SAUCER SIMIAN

These rageful aliens are filled with hate towards their creators and former masters, the Gray Directorate. Recently they have become aware of the Directorate's interest in Urth and have sent scouts to root out their intent and attempt to annihilate them.

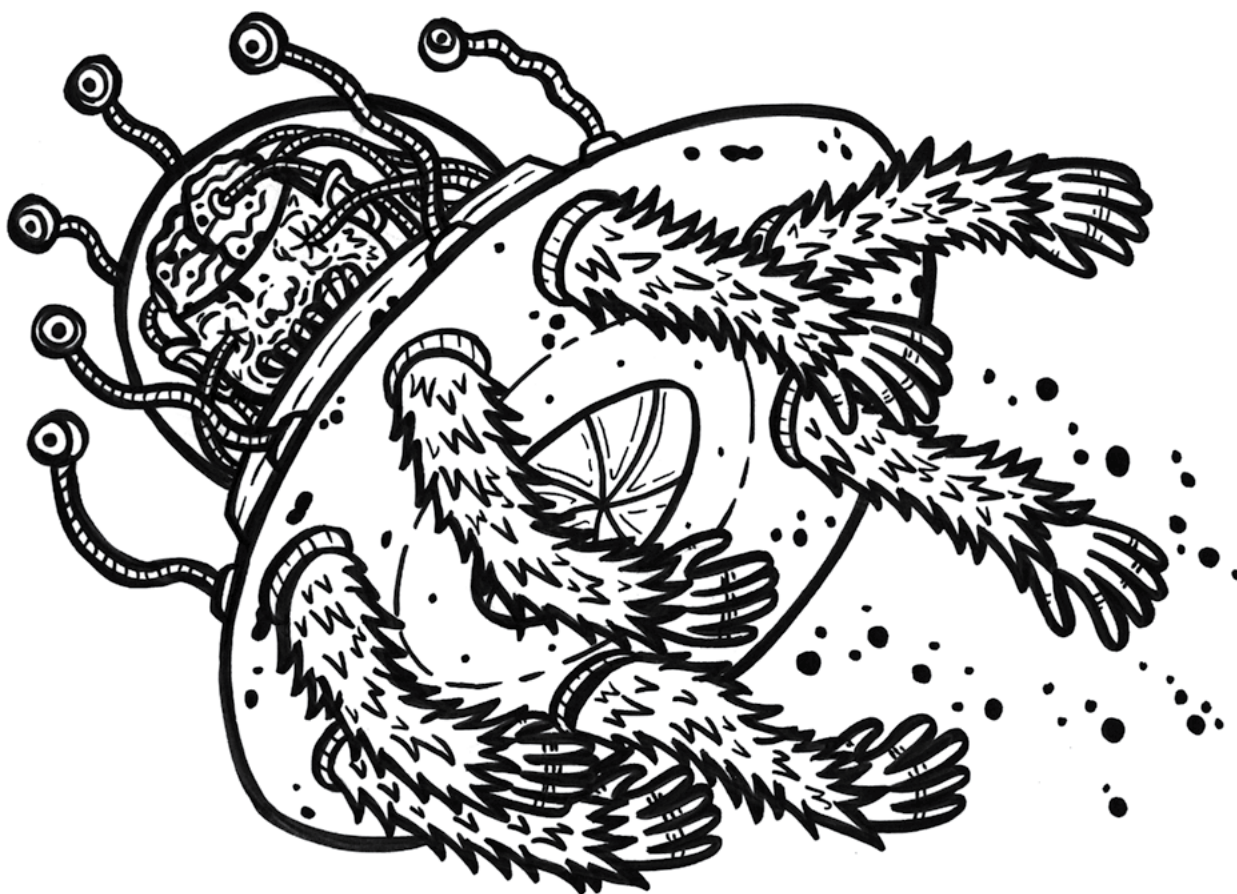
All grays a cyber saucer simian encounters will be killed on sight unless capturing them is very important. Anyone suspected of aiding a gray will suffer the same fate. All other folk encountered are treated indifferently as inferiors.

Cyber saucer simians appear as 50's style ufo saucers roughly eight feet wide with seven gorilla arms dangling equidistantly around the bottom section, which has a small chute in the center. The top dome part is transparent and houses a gorilla-like head with an exposed brain. There are a multitude of wires

connected to the brain and empty eye sockets. Surrounding the top dome are 2d3+4 small cyber-tentacles, each housing a mismatched organic eyeball.

Cyber Saucer Simian (cyber-ape soldiers of Siris-4): Init +2; Atk claw +3 melee (1d4+2 plus eye pluck) or cyber beam +3 missile (1d7, range 40/80/120); AC 13; Armor Die [1d5]; HD 3d8; MV fly 60'; Act 2d20; SP eye pluck, eye ring, scavangeable; SV Fort +6, Ref +3, Will +4; AL C

Eye pluck: Should a cyber saucer simian score two successful claw attacks on the same humanoid target in one round, the target must make a Reflex save (DC 8) or have one eye plucked from its socket and quickly stored inside the saucer, via the chute. If a natural 1 is rolled on the save, both eyes are plucked out. The pain of losing an eye will require the victim to make a Willpower save (DC 12) each round to act for the next 2d4 turns.



CYBER SAUCER SIMIAN

Eye ring: The ring of cyber-eye stalks give it nigh-perfect all around vision, making it quite difficult to sneak up on (-2 die step penalty to all stealth checks against it). Each cyber-eye stalk can be targeted individually (AC 15; Armor Die nil; hp 2). Against area effect damage attacks, each eye gets a separate Reflex save +10. If all are destroyed, the cyber saucer simian will be blind and will attempt to withdraw from combat for 1 turn as it replaces its eyes.

Scavangeable: If a cyber saucer simian is defeated and its saucer body opened, the victors will find a reservoir of 3d4 eyes plus the number plucked within the encounter. Each eye has been cleaned, set in a cyber casing, and prepared for implantation. In addition, 5d12sp worth of high quality spare parts can be harvested for cyborgs or robots. Should one of these cyber-eyes be held up to a person's empty eye socket it will attempt to install itself. This will take one turn and will be very painful. Once finished the person must roll under their Luck for it to work perfectly. Otherwise, it will be defective and impose a

-1 penalty to all actions requiring clear vision. Either way the eye will function for 4d20 months before needing further replacement.

Adventure Hooks

- One of the last people that the party did a job for was actually a gray in holographic disguise. They seek out the party and reveal their true identity. The gray asks for protection from something that is stalking them and offers some alien tech as payment.
- Returning from a successful venture, the party finds the community they are staying in scrambling in panic. Several folk are stumbling about and screaming something about their eyes. Others are running from flying metal things with lots of grasping hairy arms...
- The party comes across a large flying saucer parked near an old industrial ruins. A much smaller saucer can be seen orbiting around the larger one as the sounds of combat can be heard coming from within the ruins.





**DEMOLISHROOM • DINOSAURS • THE DISCARDED •
DOMESTIC MUTANT ANIMALS • DOOMRIDERS • DRAGON**

DEMOLISHROOM

Demolishroom (colossal fungus beast): Init -2; Atk slam +15 melee (5d8+5); AC 8; Armor Die [1d7]; HD 16d10; MV 60'; Act 3d20; SP spine spore spray, has minions; SV Fort +12, Ref -2, Will +6; AL N.

Shroomanoids (small fungus humanoids): Init +1; Atk club +1 melee (1d4+rot); AC 12; Armor Die 1d3; HD 1d5; MV 20'; Act 1d20; SP confusing giggles, rotting touch; SV Fort +1, Ref +2, Will +2; AL N.

Considered one of the “favored” creations of Grokk, the demolishroom is a towering, multi-limbed fungi behemoth that seems to exist only to roam the land aimlessly and to destroy any building structures more sophisticated than a shanty, cabin, or yurt. Many of the ruins of the ancient great cities were caused by these beasts well after the cataclysm. It is rumored that Old Man Mushroom also has influence over these beasts and will direct their path towards those that have endangered his wandering grove.

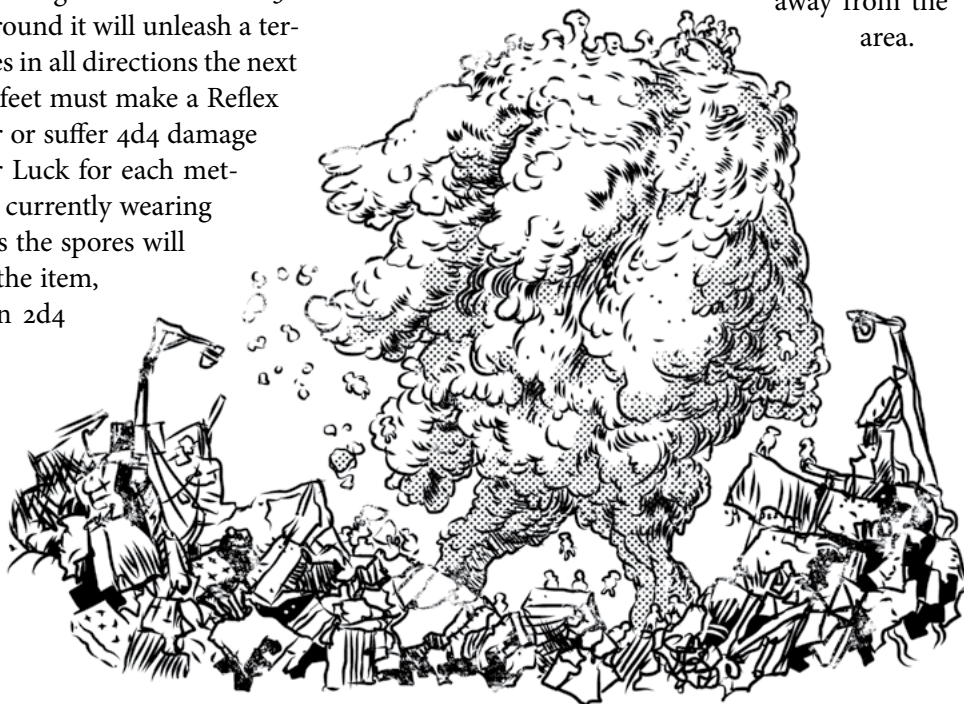
In combat, should the giant fungi suffer more than 30 hp of damage in any one round it will unleash a terrible swarm of spiny spores in all directions the next round. Anyone within 50 feet must make a Reflex save (DC 13) to find cover or suffer 4d4 damage and must roll under their Luck for each metal or plastic item they are currently wearing or carrying. Failure means the spores will begin to quickly corrode the item, causing it be destroyed in 2d4 turns.

Due to its massive size, the demolishroom uses the Giant Critical table. Also, its dry, fibrous body suffers double damage from fire attacks.

If slain, the demolishroom's body will explode in a cloud of fungus spores 2d14 hours later, unless burned. Anyone within a quarter mile of the explosion must make a Fortitude save (DC 12) or develop a fungal infection in their lungs, causing 1d3+1 permanent Stamina damage. The quarter mile area around the burst corpse will quickly sprout a plethora of rare and potent fungi over the next few days.

SHROOMOIDS

The giant fungi is not actually a solitary creature but a symbiotic home to dozens of other small fungi beings known as shroomoids. 3d3 rounds after the demolishroom encounters melee combatants or a site it wants to destroy, 1d4+2 shroomoids will emerge and either gather up any easily obtained fresh organic matter or, if there are no easy pickings, will attack the nearest living creature. Additional shroomoids will appear each round until a number of them equal to the demolishroom's original hit points divided by 5 have emerged (i.e. 110hp means 22 shroomoids). They will continue attacking and gathering until their home is killed or the demolishroom begins moving away from the area.



DEMOLISHROOM



The shroomoids are much deadlier than they appear as if three or more are present they can giggle as a free action, causing anyone within 20 feet that does not make a Willpower save (DC 11) to suffer vertigo and hallucinations. The affected person suffers a -2 penalty to all actions and has a 25% chance with every attack they make of accidentally targeting a random ally instead of an enemy. The effect will end 1d4 rounds after the giggling ceases.

In addition, any successful club attack against a living creature requires it to make a Fortitude save (DC 8) or contract a rotting virus that the shroomoids use to break down organic matter placed in the demolishroom's "stomach cave". Those afflicted will lose 1 Strength and 1 Stamina every 6 hours as their flesh begins decomposing until they are dead. Anyone touching an afflicted person, even after death, will have to make the save as well. The attribute damage caused by this effect will not heal naturally and can only be restored by magic or advanced medical treatment.

Should their home be killed, all of the shroomoids will flee in a random direction. Should even one escape there is a chance that it will travel deep into the wilds and grow into a new demolishroom in a year's time.

Adventure Hooks

- Loaded down with loot, the party is enjoying the available pleasures in a prosperous reclamation mining community. Their revelry is brought to an end by a walking disaster lumbering towards the community.
- The group receives a frantic, staticky radio message from their home community. Due to distance, the message is hard to make out but the words "giant monster", "help", and "stealing the dead" can be clearly understood.
- As the party follows a map to a large city-ruin they took from a scavenger, they come upon a massive scene of destruction where the city was supposed to be. Standing in the middle of the wreckage is an immense creature working to knock down the few remaining buildings.

DINOSAURS

DINOSAURS

	Ankylosaurus	Brontosaurus	Carnotaurus	Compsognathus	Gorgonopsid
Init	-2	+10	-5	+4	+0
Atk	bite +9 (2d5), tail club +9 (3d7)	bite -4 melee (1d3)	lash +6 melee (1d5)	fist +4 melee (1d8), bite +6 melee (1d3), rot +4 ranged (varies)	fist +4 melee (1d8)
AC	22	12	14	14	13
Armor Die	[1d5]	1d3	1d5	n/a	1d5
HD	8d10	20d10	8d10	1d5	4d8
MV	20'	40'	40'	30' / Jump 10'	30'
Act	1d20	1d20	2d20	2d16	2d24
SP	crunch! Giant Criticals, trample	crunch! Giant Criticals, Tail Crit (17-20), trample	Giant Criticals, grabbing bite	none	ambush, bleeding, Crit on 23-24
SV	Ref -6 Fort +8 Will +0	Ref -10 Fort +20 Will +0	Ref +2 Fort +6 Will +0	Ref +4 Fort -4 Will +0	Ref +4 Fort +4 Will +0
AL	N, herbivore	N, herbivore	N, carnivore	N, carnivore	N, carnivore

	Pachycephalo- saurus	Plesiosaur	Pteranodon	Quetzalcoatlus	Spinosaurus
Init	+0	+4	+4	+4	+2
Atk	bite +5 (3d6), ram +5 (2d8)	bite +11 (2d5+5)	bite +3 (2d4), wing buffet +3 (1d8)	bite +9 (2d5), wing buffet +9 (2d6)	bite +17 (3d5), tail slap +10 (4d4)
AC	12	13	14	16	12
Armor Die	1d3/1d7 (head)	1d5	1d3	1d5	1d5
HD	4d10	10d10	2d10	8d10	16d10
MV	30'	5' / swim 20'	10' / fly 60' / swim 30'	20' / fly 100' / swim 50'	50' / swim 30'
Act	1d20	1d24	1d20	1d24	2d20
SP	crunch! Giant Criticals, hard-headed	aquatic, Sneak attack, breach attack, pack attack, reach (20'), swallow whole, ungainly	drop, swoop attack, ungainly	drop, large wingspan, swoop attack, ungainly	shockwave, swallow whole, temp resistance
SV	Ref +0 Fort +2 Will +0	Ref +1 Fort +6 Will +2	Ref +5 Fort +2 Will +0	Ref +4 Fort +4 Will +0	Ref +2 Fort +8 Will +0
AL	N, herbivore	N, carnivore	N, carnivore	N, carnivore	N, carnivore

DINOSAURS

	Stegosaurus	Titanoboa	Triceratops	Tyrannosaurus	Utahraptor
Init	-2	+5	-2	+1	+3
Atk	bite +9 (2d5), tail club +9 (3d7)	bite +7 (2d12)	bite +8 (2d5), horn +6 (3d4), tail +8 (3d6+5)	bite +13 (3d12), claw +13 (3d8), tail slap +13 (1d24)	bite +4 (1d10), grapple +4 (prone+rake)
AC	22	14	22	16	13
Armor Die	[1d8]	1d5	[1d7]	1d6	1d3
HD	8d10	6d10	7d10	12d10	3d10
MV	20'	40' / Swim 40'	30'	45'	50'
Act	1d16 (Bite) + 1d24 (Tail)	1d20+1d14	2d20	2d24	1d20
SP	bleeding, crunch! Giant Criticals, second brain, temp resistance, trample	constriction, grabbing bite, swallow whole	crunch! Giant Criticals, goring charge, Horn Crit 18-20	Giant Criticals, swallow whole	pack hunter, rake
SV	Ref +0 Fort +2 Will +0	Ref +1 Fort +6 Will +2	Ref +2 Fort +5 Will +0	Ref +4 Fort +4 Will +0	Ref +2 Fort +8 Will +0
AL	N, herbivore	N, carnivore	N, herbivore	N, carnivore	N, carnivore

Umerican “dinosaurs” are actually a number of different creatures returned from the past through various scientific methods. Despite the fact that many of them (such as pterosaurs) are not actually dinosaurs, the label is used quite liberally — especially in reference to creatures believed to have originated from the Glowing Dome of Dinotastic Park. It is commonly agreed upon that such creatures, ipso facto, must be “dinosaurs”.

A small sampling of Umerica’s prehistoric fauna is represented here, and GMs are encouraged to expand on these as needed. Augmented and mutated dinosaurs may be encountered, created by accident or by evil design capable of putting even the strongest parties into retreat.

Ambush: The gorgonopsid is a creature wholly evolved to its environment. With its back bristling with primitive proto-feathers and spines, the creature is capable of concealing itself in thick brush while waiting to strike from ambush, much like a crocodile. Animal intelligence creatures are incapable of detecting the waiting gorgonopsid while in-

telligent creatures, actively searching their surroundings must succeed on a DC 18 Intelligence check to spot them before the creature strikes. Attacks made from ambush grant the advantage of surprise and inflict double damage during the initial attack.

Aquatic sneak attack: With its long neck, the plesiosaurus is capable of stealthily snaking its head out of the water, all the while keeping its large body well submerged. If used to launch a surprise attack, a successful blow by the dinosaur, in the first round of combat, is automatically a critical hit.

Bleeding: The deep piercing attacks of the dinosaur inflict grievous wounds that will not close on their own. Each wound continues to bleed 1d3 points per round until a full action is spent staunching the bleeding.

Breach attack: After descending to a minimum depth of 100 feet, the normally slow swimming plesiosaurus can launch itself out of the water, carrying itself up to 15 feet above the surface. If used at the beginning of an encounter against creatures unaware

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of the pliosaurus' presence, this attack qualifies as a sneak attack.

Constriction: If this titanboa succeeds with a bite attack it immediately attempts to wrap its coils around their victim (Reflex DC 15 to avoid). So long as the titanboa has a hold of its victim it will attempt to wrap itself around them each round. If successful, the massive serpent continues biting its prey (always against the grappled target at +1d4 to hit) and also constricts the same target for an automatic 1d12 points of damage each round. A Strength or Agility check (DC 18) is required to get free of the coils, with the grabbing bite needing to be broken separately.

Crunch!: The jaws of these herbivores have evolved to break and grind up the toughest vegetation. Upon being struck with a critical hit by one of these behemoths, the victim must make a Luck check (if possible) to avoid additionally suffering a broken limb as the dinosaur's jaws grind bone into fragments.

Drop: After a successful swoop attack, a flying dinosaur may choose to take a round to climb into the sky (gaining half movement vertically) for a number of rounds up to their HD before releasing their prey to plummet back to the unforgiving Umerican soil. A dropped victim will take regular falling damage (1d6/10' fallen) upon impact and any 6s rolled result in a broken bone.

Goring charge: The triceratops is inclined to charge into its enemies, bowling them over while goring them with its massive horns. As with any charge attack this requires the bulky dinosaur to be able to move forward at least half of its normal movement and grants a +2 to hit and a -2 to the dinosaur's AC. A successful hit inflicts double damage from the triceratops' horns, triple if the goring charge results in a critical hit.

Grabbing bite: The teeth of this dinosaur angle backwards and are exceptionally helpful in preventing prey from escaping. Once bitten, victims suffer +1 die step of damage on each subsequent bite attack until they succeed in a Strength check versus 10+HD and tear themselves loose of the dinosaur's jaws.

Hard-headed: The skull of the pachycephalosaurus is unusually thick in places providing a much higher level of protection from injury than it has over the rest of its body. Attacks striking it in the head are reduced by a 1d7 Armor Die and critical hits related to its head have no effect. Any critical hit scored with a head-butt automatically cracks bone and can cause additional serious injuries (GM's discretion).

Large wingspan: The near 70 foot wingspan of the quetzalcoatlus allows it to use its wing buffet attack on all targets within a 25 foot radius.

Pack attack: The pack gains a +d3 on all attack, damage, and morale rolls if there at least four pack members present in the combat. This bonus die increases one step for every additional four pack members present, to a maximum of a +d7 for 20 pack members. When pack numbers are three or less the dinosaurs suffer a -1d penalty to all attack, damage, and morale rolls.

Rake: The hooked claws of a raptor are a dangerous weapon, but these creatures are ill-built for kicking. However, upon successfully grappling a target with its wing-like forearms, a raptor carries its foe to ground and may begin raking it with the claws of its powerful legs. Victims are sliced for 1 point of damage per round, suffering a critical hit with the raptor beginning with a d4 critical die and then advancing +1d each subsequent round as it buries its talons deeper into the flesh of its prey. Victims may break free from the grapple by means of a Strength or Agility check vs. 12 + 1/round held. Should a target break free and get taken down again, the raptor's crit die returns to d4 and begins counting up again.

Reach: Due to the long neck of the dinosaur, the creature is capable of attacking targets at a distance from its body or even along the shoreline or upon the deck of a boat within range while swimming. This can be combined with the aquatic sneak attack ability.

Second brain: The stegosaurus' body contains a "secondary brain" that coordinates the reflexive actions of the rear of the dinosaur's body, including its tail. Because of this, even if the creature should be par-

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alyzed or controlled by means of mental manipulation, its tail will continue to act as it normally would.

Shockwave: When standing in water, the spinosaurus may strike the surface with its tail, causing a powerful shockwave extending in a 100 foot radius. Any submerged creatures of 2HD or less are immediately stunned for 2d3 rounds, while submerged creatures of 3HD or more must make a DC 20 Fortitude save or be stunned for 1d3 rounds. Air-breathing creatures stunned in this fashion will immediately begin drowning unless measures have been taken (such as an air hose) to prevent such.

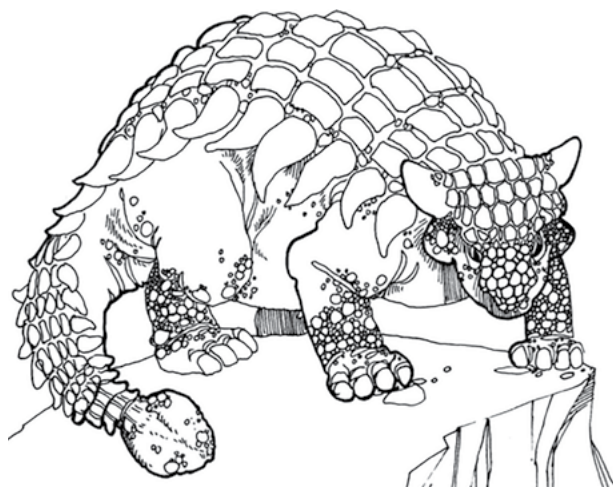
Swallow whole: This enormous dinosaur can, on a successful bite attack, forgo normal bite damage against a man-sized or smaller opponent and instead attempt to swallow them whole. The victim may roll their choice of a DC 15 Reflex save (to dodge the attack completely) or Fortitude save (to lodge themselves in the creature's mouth and taking normal bite damage). If the save is failed, they immediately take damage from a bite attack and are swallowed. Once down the beast's gullet the now trapped victim takes both acid and constriction damage (1d6 each) on every subsequent round as the creature seeks to digest its meal. A trapped victim can force the beast to regurgitate them by inflicting 15 points of damage against AC 12, but suffers a -1 die step penalty on the attack due to the cramped quarters. Once the dinosaur has swallowed prey, it will seek to immediately disengage to flee to a quiet spot to digest its meal.

Swoop attack: Pterosaurs may forgo their normal attack action and instead dive bomb a target the next round and make an attack at +1 die step. If successful and the target is no bigger than man-sized, the pterosaur succeeds in snatching its prey in its talons mid-flight and has carried it 20 feet into the air. On a fumble, the swooping dinosaur crashes to the ground taking 5d6 damage and is stunned for 1d3 rounds.

Temperature resistance: This dinosaur is adapted to finely regulate its body temperature. Damage from heat or cold based, single attacks are reduced by -1 die step. Ongoing damage (such as damage from burning oil) is only reduced during the first round of the effect.

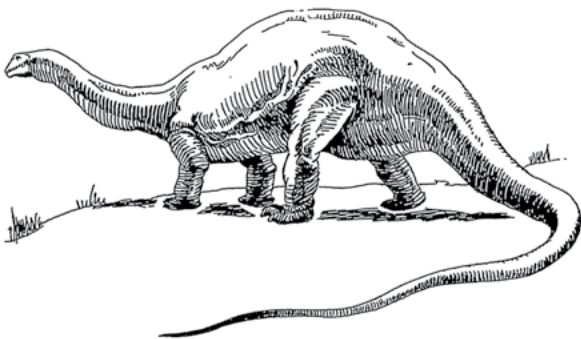
Trample: These behemoths are capable of crushing a man as they bowl him to the ground and pulp him underfoot. Anyone caught in the path of this dinosaur when it charges must make a Reflex save (DC 10) or be knocked prone and suffer damage equal to triple the creature's HD. For every 20' of MV the dinosaur may strike one target along the path of its charge.

Ungainly: While capable of graceful movement in the skies and even waters of Umerica, many creatures are ill-suited for action afoot. While on the ground, these creatures suffer a -5 penalty to their Initiative, Armor Class, and a -3 die step penalty to Reflex save rolls.



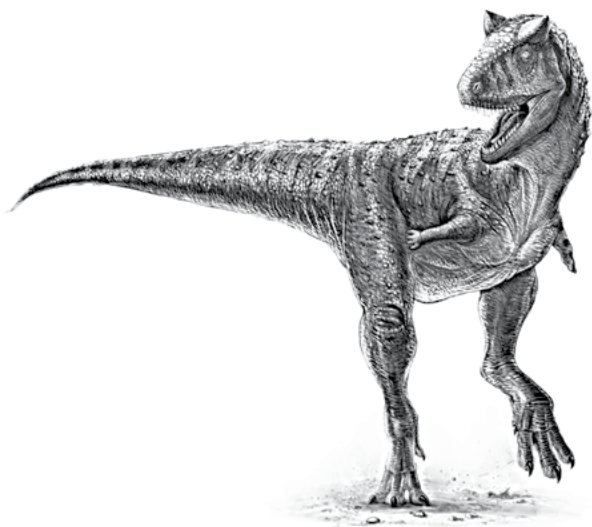
ANKYLOSAURUS (*Ankylosaurus magniventris*)
Measuring between 20 to 26 feet long, standing as high as a man, and weighing between five to eight tons, these squat and powerfully built dinosaurs are easily recognized by their wide, horned skulls and their boney, club-like tails. The ankylosaurus' head has two horns pointing backwards from the back of the head, and two horns below these that pointed backwards and down. Its jaws are covered in a toughened beak, and contain several rows of leaf-shaped teeth. The beast looks akin to a turtle; its body covered in thick osteoderms, armoring its heavy, grayish body and neck. The end of its tail is a mace-like mass of bone capable of striking devastating blows against predators.

DINOSAURS



BRONTOSAURUS (*Brontosaurus excelsus*)

The massive “thunder lizard” stands over 30 feet tall, is over 70 feet in length and weighs in at an earth-shaking 15 to 17 tons. Stoutly built with forelegs slightly shorter than their hind legs, these ponderous beasts subsist on a diet of vegetation and often travel in familial groups of three to seven. Their round head sits atop an elongated neck, connected to its massive body and equally long, whip-like tail (which makes up approximately one-quarter of the creature’s overall length). Normally docile, if aroused to fear these creatures are indeed terrifying, capable of great acts of destruction.



CARNOTAURUS (*Carnotaurus sastrei*)

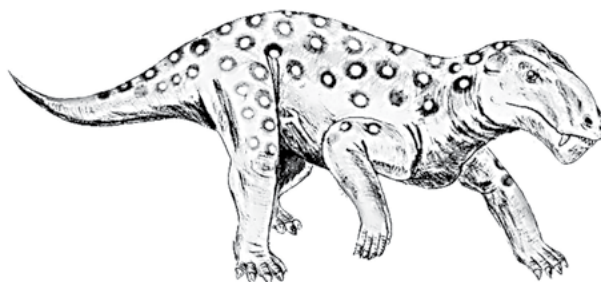
Nearly 30 feet long, weighing over a ton, and standing half again as tall as a man, this square-horned predator is slightly built and is easily capable of running down man-sized prey. Its skin is covered in hexagonal scales, broken up by irregularly placed knob-like bumps. Like many of the larger bipedal

predatory dinosaurs, the forearms of this creature are vestigial, in this case useless and lacking all but the most basic sensory receptors.



COMPSOGNATHUS (*Compsognathus longipes*)

These small, white and gray feathered theropods are roughly the size of a large hen or small turkey. Content to prey on smaller game, such as insects and lizards, these creatures pose little to no danger to larger creatures; they instead prefer to flee, sometimes even bounding over or atop obstacles to escape. Harmless to man-sized creatures, their flesh is considered quite succulent and they are sometimes referred to as “swamp chickens”.

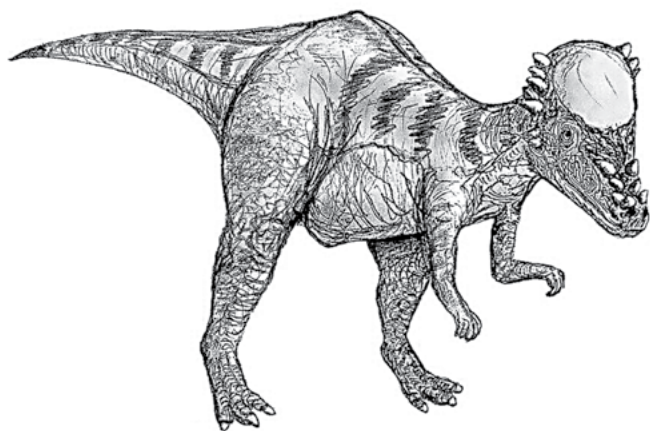


GORGONOPSID (*Gorgonops whaitsi*)

These “mammal-like” predators reach nearly eight feet in length and with a set of deadly “sabre-teeth”. The bite of these creatures is capable of punching through thick reptilian hide and leaving egregiously brutal wounds that continue to bleed unless tend-

DINOSAURS

ed to. Like a cross between a crocodile and a sabre-toothed tiger, these beasts tend to ambush their prey and then circle them once injuring them, saving their energy as their victim bleeds out and perishes. Solitary hunters, gorgonopsids establish a territory and will fiercely defend it against other predators.



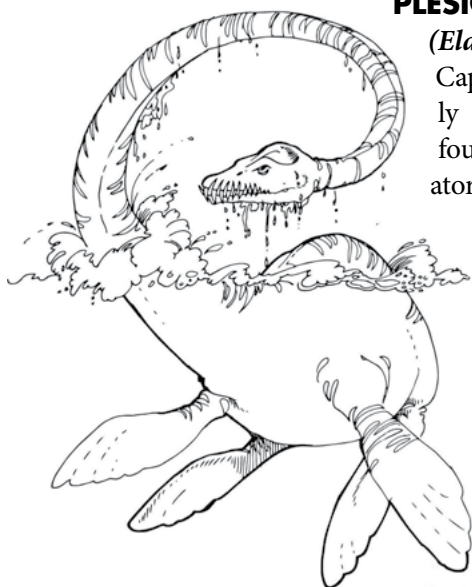
PACHYCEPHALOSAURUS (*Pachycephalosaurus wyomingensis*)

Literally the “thick-headed” lizard, these 15 foot long, bipedal herbivores are covered in gray, rubbery skin. These dinosaurs are found in groups ranging from 5 to 40 individuals. Often mistaken for being harmless due to their normally placid behavior, should the herd become spooked, the larger males of the grouping will seek to run any predators off, using their boney-crowned heads as battering rams capable of breaking bone and crushing internal organs.

PLESIOSAUR

(*Elasmosaurus platyrus*)

Capable of growing to nearly 50 feet in length, these four-flippered aquatic predators can weigh as much as two tons. With a neck that accounts for half of the creature’s length, the lightly colored proto-whales tend to be gray with veining of other colors (such as greens and yellows) running the length of their bodies. Ple-

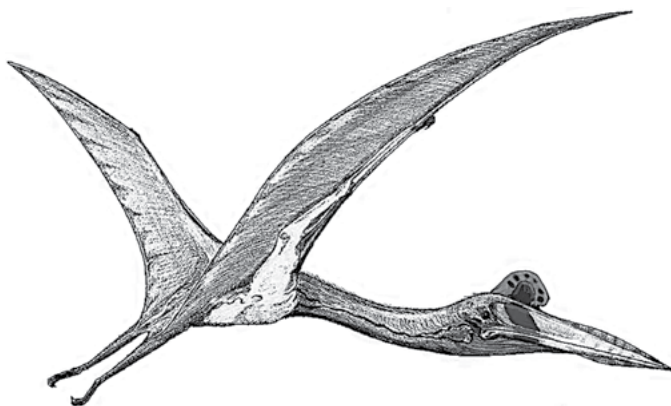
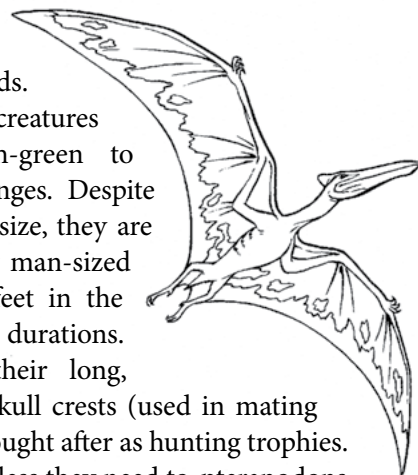


siosaurs are capable of dragging themselves up onto dry land, much like an oversized seal, and move across dry land in a jerking, up and down motion.

PTERANODON (*Pteranodon longiceps*)

These pterosaurs have wingspans averaging from 12 to 18 feet and weigh up to 200 pounds.

The skin tone of the creatures varies from grayish-green to bright reds and oranges. Despite their relatively small size, they are still capable of lifting man-sized creatures up to 40 feet in the air for very short durations. Their heads with their long, backward-sweeping skull crests (used in mating displays) are highly sought after as hunting trophies. Not touching land unless they need to, pteranodons are capable of using a combination of flight and controlled gliding to travel more than 1,000 miles between landings.

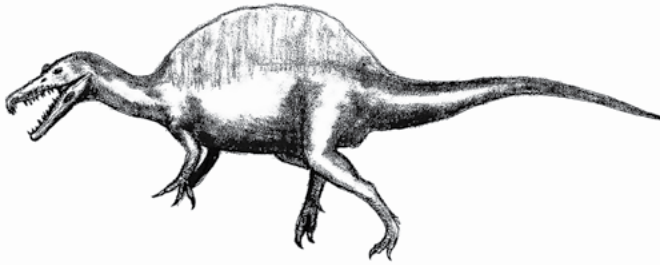


QUETZALCOATLUS (*Quetzalcoatlus northropi*)

Before the awakening of dragons, Quetzalcoatlus was quite possibly the largest flying creature to have ever lived and, even now, their 70 foot wingspan remains unsurpassed by all but the largest of their dragon cousins. On the ground these creatures stand over 10 feet tall and they can weigh upwards of 600 pounds. with an elongated skull ending in an almost needle-sharp beak. Their reddish orange skin is speckled with needle like proto-feathers that serve

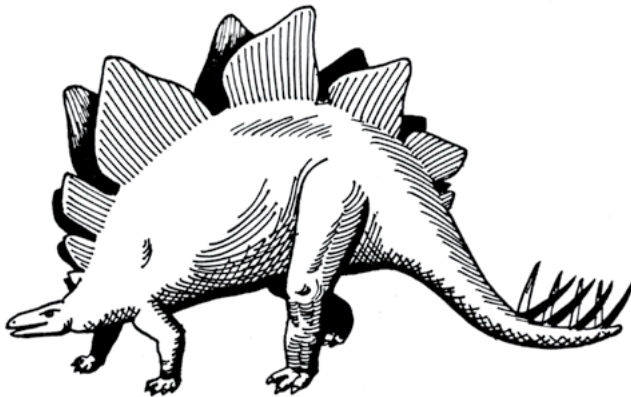
DINOSAURS

to aid them in retaining warmth, as well as holding water away from them should they dive into the sea after prey.



SPINOSAURUS (*Spinosaurus aegyptiacus*)

Perhaps the most draconic in appearance of all of their kin, the spinosaurus' flesh is mottled in shades of green and browns, aiding to camouflage them from prey when moving through shallow waters. Among the largest of predatory dinosaurs, its 60 foot length and 20 ton weight put it on par with other fearsome predators such as the tyrannosaurus. The creature's massive back fin, capable of being extended upwards an additional six to eight feet above the spinosaurus' back, aid it in temperature regulation and is also used in courtship displays.



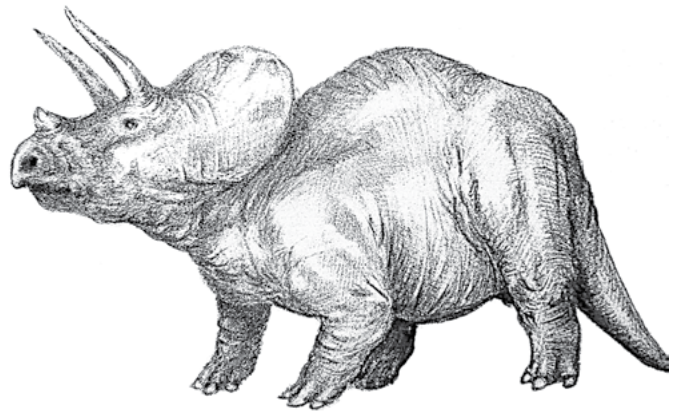
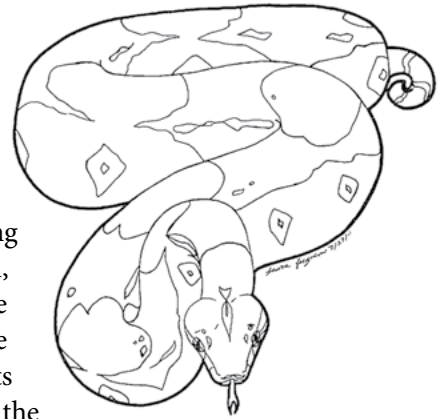
STEGOSAURUS (*Stegosaurus ungulates*)

Perhaps one of the most easily identifiable dinosaurs, with its double row of kite-shaped back plates and club like tail, the stegosaurus is unlike others of its kin. Its wicked tail spikes can be swung with devastating accuracy, even when the beast itself seems mostly unaware. The stegosaurus grows up to 30 feet in length and can weigh as much as seven tons, with its back plates bringing its overall height to 12 feet.

TITANBOA

(*Titanoboa cerrejonensis*)

At 42 feet long, bigger around than a full-grown man, and weighing more than a ton, the titanboa is the largest snake to have ever lived. Like its diminutive cousin, the anaconda, the titanboa is a constrictor which is as at home in the water as it is out and it is capable of lying on the bottom of a river for six to eight hours at a time without the need for surfacing for air. The coloration of the titanboa varies widely between individuals, ranging from flat black to speckled greens, browns, and white.

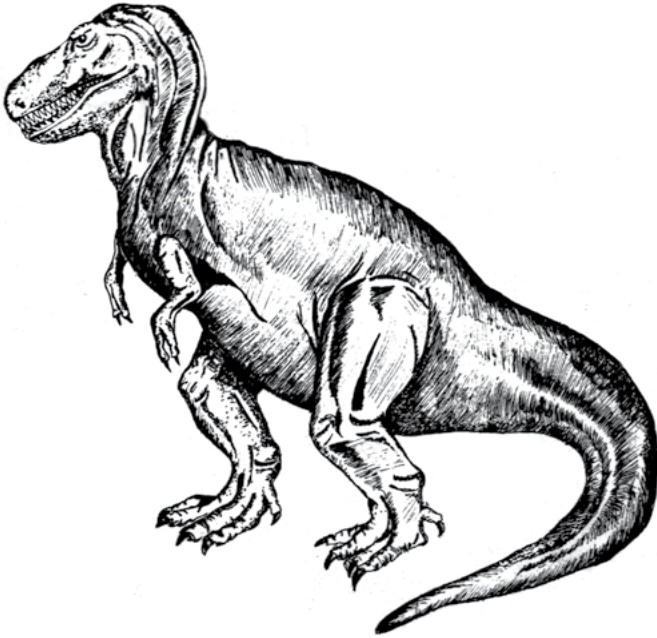


TRICERATOPS (*Triceratops horridus*)

Gray pebbled hide stretches over a frame 30 feet long and 10 feet high. With its boney frill and trio of horns, the triceratops bears numerous resemblances to the modern rhinoceros. The triceratops is a relatively calm animal, preferring peacefully chewing on vegetation than overt displays of aggression. However, the presence of predators or unknown creatures will incite it to dangerous displays of aggression.

TYRANNOSAURUS (*Tyrannosaurus rex*)

While not the largest predator to have stalked the wilds of Umerica, the tyrannosaurus rex certainly



has the strongest bite. At 40 feet long, 12 feet high at the hip, and weighing between 9 to 14 tons, the tyrannosaurus doesn't need to be the largest to be one of the most deadly. Unlike many of its reptilian kin, the tyrannosaurus is warm-blooded, agile, and very active. Feathers cover large portions of its body and its powerfully built vestigial wings, bear a pair of razor-sharp claws that the beast can use to great effect. Everything about this beast is dangerous and deadly.



UTAHRAPTOR (*Utahraptor ostrommaysorum*)

Much larger than its two foot tall cousin, the velociraptor, this predator measures 23 feet long, 13 feet tall, and weighs in at upwards of 1,500 pounds. Armed with eight inch-long, dagger-like claws, these feathered pack hunting creatures bear markings of browns and tans (much like a pheasant). Capable of working together to bring down even massive prey, these raptors are known to fearlessly rush in against much larger creatures, whether a herbivore like the brontosaurus, or carnivore like the spinosaurus.

Adventure Hooks

- Locals speak of winged creatures that they call “thunderbirds”, capable of carrying off livestock and even grown men. They implore the party to help them, to rid them of this avian threat. It all sounds too fantastic to be plausible, let alone real. Unfortunately, a group of five quetzalcoatlus are hunting the area before continuing onwards.
- A farmer bemoans that his “chickens” have gotten loose and are running wild in the swamp. He fears that they will be eaten by predators and asks the party to recapture them. His chickens are a dozen compsognathus already returning to their feral roots, and the predator? That would be the massive titanboa that lurks beneath the swamps muddy waters.
- Sea travel along Umerica's coast is certainly a quick way to travel, but it isn't always a safe one. While traveling, the party's craft encounters a pod of four plesiosaurs. The massive sea-creatures are hungry and mistake the small sea craft as prey.



DINOSAURS, AUGMENTED

DINOSAURS, AUGMENTED

Ever since dinosaurs reappeared upon the soil of Umerica, there have been those who have strived to tame them. While some may have had a modicum of success, Dr. Mammon has not only achieved dino dominance but has used advanced science to cybernetically enhance a few species to serve as living weapons.

Comm link: Every augmented dinosaur has an internal comm system installed that is linked to a control unit. The comm system allows the controller to give orders to the dino from up to one mile away. These commands must be simple, similar to giving commands to a well trained dog.

Remote control: Should a controller wish to override the dino's free will and control it like a drone, the dino will make a Willpower save (DC 18) to refuse the override. Should the save fail, the controller may guide its every action but at a -1 die step penalty to each action. The dino will get another Willpower save each turn to throw off the direct control.

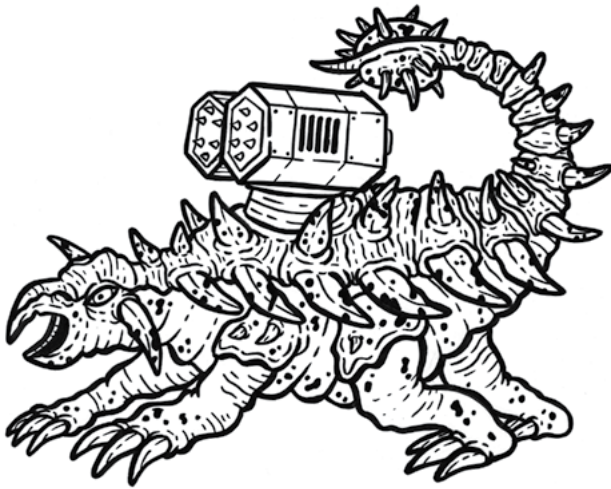
Fail-safe: These enhanced dinos also have a fail-safe that will automatically have them withdraw from combat should their hit points drop to below 20% of their max. If the retreat is successful, they will rendezvous with their controller or go to a pre-arranged waiting area.

	Ankylosalvovous	Chainotaurus	Laseraptor	Turret-Rex
Init	-2	+2	+4	+1
Atk	tail club +10 melee (2d8+6) or missile salvo (see below)	bite +9 melee (1d12+3) or chainsaw slash +6 melee (2d8+4)	bite +4 melee (1d10) or head laser +2 missile (2d6, 50/100/150)	bite +14 melee (3d12+6) or tail +14 melee (2d12+4) or cannon +10 missile (5d14 plus burst, 200/400/600)
AC	22	15	13	16
Armor Die	[1d8]	[1d5]	[1d3]	[1d6]
HD	12d10	8d12	3d10	12d12
MV	15'	50'	60'	45'
Act	1d20	2d20	1d20	3d20
SP	trample, comm link, remote control, fail-safe, Giant Criticals	holographic camouflage (+10 to hide/sneak), comm link, remote control, fail-safe, Giant Criticals	pack attack (+1d2* to att/dam when 3 or more), advanced optics, comm link, remote control, fail-safe	swallow whole (18+), regenerate 1 hp per round, comm link, remote control, fail-safe, Giant Criticals
SV	Ref -4 Fort +12 Will +0	Ref +3 Fort +7 Will +1	Ref +6 Fort +8 Will +3	Ref +4 Fort +7 Will +2
AL	N	N	N	N

DINOSAURS, AUGMENTED

ANKYLOSALVOUS (missile launcher enhanced *Ankylosaurus* cyber-hybrid)

Once cybernetically augmented with a multi-directional missile launcher system, the *Ankylosaurus* becomes the ultimate siege weapon. After the controller plots out the preferred targets, the beast can fire a salvo of $2d3+1$ missiles every 5 rounds, each missile causes $5d10$ damage with a Blast Radius of 20' (see *USG* pg 102 for Grenades and Blast Radius); the missiles have a Move speed of 1200' (Speed Level 10), a maximum range of 2 miles, and cannot fire on a target closer than 150'. The maximum number of missiles the beast can be loaded with is 50 but is usually encountered with 7d7 on board.



Trample: When facing a foe that is too close for it to target with missiles, the ankylosalvous will fearlessly charge them and then layout its foes with its mighty tail. These giant dinosaurs can kill a man just by over-running them. Anyone caught in the path of this dino as it charges forward must make a Reflex save (DC 12) or suffer $3d6+3$ damage from being trampled.

CHAINOTAURUS (chainsaw enhanced *Carnotaurus* cyber-hybrid)

Upgraded to be the ultimate hit-and-run anti-personnel weapon, this *Carnotaurus* has been augmented with multiple chainsaw-like blades it can employ in melee combat. These blades are mounted in multi-positional smart housings that allow them to be stored semi-retracted and be fully engaged at a moment's notice. The advanced alloy saw teeth are capable of rending flesh, bone, and steel with equal ease.



Holographic camouflage: The chainotaurus has been equipped with a holographic cloaking system and sound dampeners that allow it to function undetected on the battlefield when not actively engaging in melee combat. This gives it a +8 to all attempts to sneak up on its prey and a +4 to AC should it be spotted. It will drop these bonuses on the round it begins a close assault upon a target.

LASERAPTOR (laser enhanced cyber-raptor)

If a pack of raptors are a primitive tactical force to be feared, then a pack of laseraptors are the ultimate shocktroops. Unlike normal raptors, the internal comm links allow them to coordinate their tactics using a subvocalized version of their primitive pack language. This enables them to organize over a much larger area without giving away their positions with loud vocalizations



DINOSAURS, AUGMENTED

Advanced optics: These raptors are enhanced with head mounted laser guns and advanced optics to allow them to function under nearly any visual conditions. This grants them perfect night vision to 120 feet and double the normal range of vision in situations of visual obscurement.

Pack attack: A pack of laseraptors gains a +d2 bonus on all attack and damage rolls if there are at least three pack members present in the combat. This bonus die increases one step for every additional three pack members present, to a maximum of a +d7 for 18 pack members.



TURRET-REX

(Tank turret enhanced *Tyrannosaurus* cyber-hybrid)

The *Tyrannosaurus rex* is considered one of the best apex predators to have existed. Now it has been improved by cyber-fusing a turret-mounted cannon to its back! The cannon has a range of 1000/2000/3000 and can be fired every third round and the rex cannot move on a round that the cannon fires. It also has a minimum range of 100 feet. Anything within 10 feet of a target hit by the cannon must make a Reflex save (DC 15) or suffer the same damage as the target. A rex usually carries 5d6 cannon shells at any one time.

Any foes that move within the 100 foot no-fire zone will be charged and engaged in furious melee combat. If the Turret-rex is commanded to fire its cannon

while any foes are within the no fire zone, it will get a +4 bonus to its Willpower save to ignore the order.

Regenerate: Once the turret-rex has been injured its medical nanite repair system will activate and begin healing 1 hit point per round until all damage is repaired. Should the rex have any broken bones, they will be repaired at a rate of one bone per hour.

Swallow whole: The turret-rex can, if the die on a successful bite attack meets the threshold, forgo a normal bite result to attempt to swallow a man-sized opponent. The victim gets a Reflex save (DC 15) to avoid their grisly fate. If the save is failed, they immediately take damage from a bite attack and are swallowed. Should the swallowed victim survive its consumption, it is now trapped in the beast's stomach where it takes damage each round thereafter equal to 1d6 acid and 1d6 constriction. A trapped victim can try to cut its way out with a small weapon (such as a dagger) by inflicting 15 points of damage against AC 13. If a victim does manage to cut its way free, the turret-rex must make a Fortitude Save (DC 18) or suffer a -2 die step penalty to all actions for 1d4 turns as the nanites repair the breaching wound.

Adventure Hooks

- While traveling in the Vast Wasteland, the party spots vehicles bearing the familiar colors of a raider group they have thrashed before. This time they seem to be attacking a small settlement with surprising success! Wait, is the leader riding a freaking dinosaur!!!
- The party has been paid to retrieve a few folks from a slaver compound before they are sold. It appears that the compound is actually the fortified ruins of a small correctional facility. Even worse, the whole thing is being patrolled by man-sized dinosaurs with guns on their heads.
- For the last day the party has seen the smoke rising from a disaster of some sort that is in the same direction they are heading to. They come across the aftermath of a massive battle between two large, well armed forces. It appears that both forces have wiped each other out. As they gleefully search the area for shiny salvage, it appears something survived and is unaware the battle is over...

DINOSAURS, MUTANT

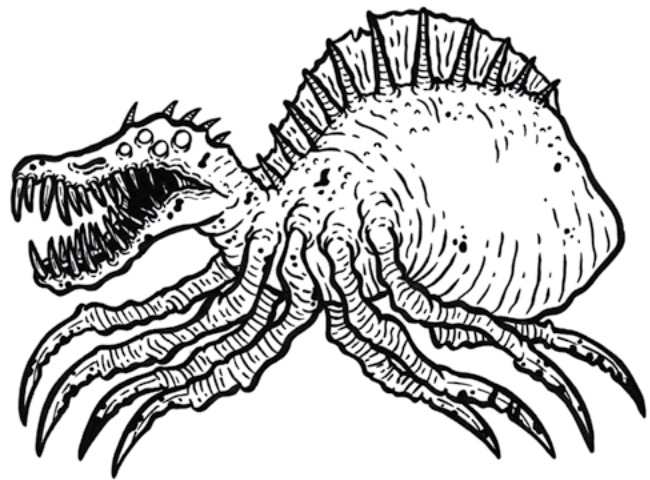
It did not take long for some of the dinosaurs that found their way into the wilds of Umerica to become twisted by various radiations, bio-toxic wastes, and gene alteration nanites. While many of those trans-mogrifications resulted in painful deaths, a few new types of dino-creatures have arisen and now thrive in the wilds.

ARACHNOSAURUS

(a *Spinosaurus*/spider hybrid)

This huge dino-predator has been spliced with giant spider DNA to produce a multi-legged, multi-eyed beast that is as cunning as it is terrifying to behold.

Web spinning: Inherited from its arachnid genes, the arachnosaurus can spin silk as tough as steel wire and weave it into beautiful but deadly webs. Like its spidery kin, it constructs web traps throughout its hunting grounds that are all interconnected by signal lines. As a group travels through an arachnosaurus's territory each traveler must roll under their Luck each hour or trip a web trap. Failure requires the traveler to make a Reflex save (DC 12) or become entangled in the web. A Strength check (DC 17) or 3d4 hit points of damage is required to break the victim free of the web. Failed attacks on the web deal damage to whoever is currently trapped in it. Re-



gardless if the save was successful or not, the arachnosaurus is now fully aware of the traveler's location within its territory.

In combat, the arachnosaurus can attempt to snare foes with its webbing. This can only be done once every other round and uses two actions. The webbing is flung as a cone, 10 feet wide and 50 feet long. All targets within the cone must make a Reflex save (DC 12) or become entangled.

Venom: Anyone bitten by an arachnosaurus must make a Fortitude save (DC 14) or suffer a -1d3 die step penalty to all actions as paralysis sets in. The paralysis effect will continue to increase by one die step

	Arachnosaurus	Psyceratops	Tri-Lobstaraptors
Init	+3	-1	+3
Atk	bite +14 (2d14+8 plus venom)	horn gore +8 (3d7+3)	claw +3 (1d5+3)
AC	12	22	16
Armor Die	1d5	[1d7]	[1d4]
HD	16d12	10d10	3d10
MV	50' on any surface that can hold its weight.	40'	50' or swim 25'
Act	3d20	2d20	2d16
SP	swallow whole (16+), web spinning	horn crit on 18+, psionic powers, Giant Criticals	pack attack (+1d2* to atk/dam when 3 or more), tri-bite, superior magnetoreception
SV	Ref +2 Fort +10 Will +5	Ref +2 Fort +7 Will +8	Ref +3 Fort +10 Will +0
AL	C	C	C

DINOSAURS, MUTANT

each turn thereafter until total paralysis occurs. The effects of the paralysis will last for 4d4 hours.

Swallow whole: The arachnosaurus can, if the die on a successful bite attack meets the threshold, forgo a normal bite result to attempt to swallow a man-sized opponent. The victim gets a Reflex save (DC 15) to avoid their grisly fate. If the save is failed, they immediately take damage from a bite attack and are swallowed. Should the swallowed victim survive its consumption, it is now trapped in the beast's stomach where it takes damage each round thereafter equal to 1d6 acid and 1d6 constriction. A trapped victim can try to cut its way out with a small weapon (such as a dagger) by inflicting 15 points of damage against AC 13. If a victim does manage to cut its way free, the arachnosaurus must make a Fortitude Save (DC 18) or suffer a -2 die step penalty to all actions for 1d4 turns as the nanites repair the breaching wound.

Scavengable: After death, silk can still be harvested from the arachnosaurus. An Intelligence check (DC 13) is required to glean 3d100 feet of high quality silk rope of amazing durability. Failure will result in the harvester being completely entangled.



PSYCERATOPS (psychic *Triceratops*)

This mutant appears much like the average *Triceratops* except that its forehead bulges with the size of its exceptional brain. Psyceratops are fully aware, intelligent, and even able conversationalists when at

ease. When threatened, they have no qualms about destroying their foes with their horns or their psychic abilities.

Psionic Powers: (This beast uses the Psionic rules from *UX02: Mind Games*. If the campaign is not utilizing these rules, use the Alternative Psionic Powers ability instead)

Psyceratops all have the following psionic powers (page numbers refer to *UX02: Mind Games*):

Telepathy Focus die: d7

Tier 1

Assist Persuasion Rolls (pg 19)
Remote Communication (pg 35)
Thought Tap (pg 40)

Tier 2

Edit Memory (pg 23)
Hear Deception (pg 26)

Psychokinesis Focus die: d5

Tier 1

Force Shield (pg 24)
Kinetic Burst (pg 28)
Remote Hands (pg 36)

Tier 2

Remote Grapple (pg 35)
Reshape (pg 37)

Alternative Psionic Powers: (Use only if the Psionic rules from *UX02: Mind Games* are not allowed in the campaign)

Telepathy - A psyceratops can easily communicate telepathically with up to 10 minds at a time, up to a distance of 100 feet. They can also attempt to read a target's mind, who must make a Willpower save (DC 8+d7) to avoid this. They also gain a +5 to all attempts to discern if someone is lying to them.

Telekinesis - A psyceratops can lift and manipulate objects up to 200 feet away with an effective Strength and Agility of 18. In combat, they can use this to grapple or strike a foe: Psi-strike +6 missile (1d6+3, range 200').



TRI-LOBSTARAPTORS

(three-headed crustacean-raptors)

Perhaps the strangest of the dino-mutants, the tri-lobstaraptor is a fusion of a raptor and a giant lobster so that they have a shell, pinchy claws, raptor-like legs and bitey jaws. Also, for some reason, they all have three heads. They are equally at home in the water or on land, claiming either or both as their territory.

Pack Attack: A pack of tri-lobstaraptors gains a +d2 bonus on all attack and damage rolls if there at least three pack members present in the combat. This bonus die increases one step for every additional three pack members present, to a maximum of a +d5 for 12 pack members.

Tri-bite: Should a tri-lobstaraptor score hits with both claws in one round on the same target, they will hold the target and deliver a bite from each head. This inflicts an additional 3d4+3 damage.

Superior magnetoreception: Due to having three heads, tri-lobstaraptors can navigate perfectly by sensing the local magnetic fields, regardless of the

light conditions. It is accurate enough for them to use it in combat by sensing the electromagnetic activity in a target's nervous system. This makes it very difficult to sneak up on or around tri-lobstaraptors while they are awake, DC 18 to succeed.

Adventure Hooks

- As the party approaches a settlement they are familiar with that dwells in the ruins of a mid-sized city, they find the community outskirts deserted and large bits of webbing strewn about...
- Following obvious smoke plumes in hopes of finding the cooking fires of a settlement, the hungry party indeed comes upon a vale where a primitive looking bunch of lizardfolk seem to be living and worshipping a huge horned lizard beast lazily wading about a small lake.
- While lounging by a river bank, perhaps engaging in a spot of fishing, the party spies a boat floating their way. As it closes, they clearly see that it is seriously torn up and covered in still drying blood. Looking further up river, they see a few more bloodied vessels approaching and a group of creatures swimming amongst them.

THE DISCARDED

When a person incorporates a cybernetic implant into their body, it becomes part of them, part of their body, part of their soul. So what happens when that part breaks and is cast aside for a newer, better implant? People just assume it is useless scrap and most of the time they are right, but not always...

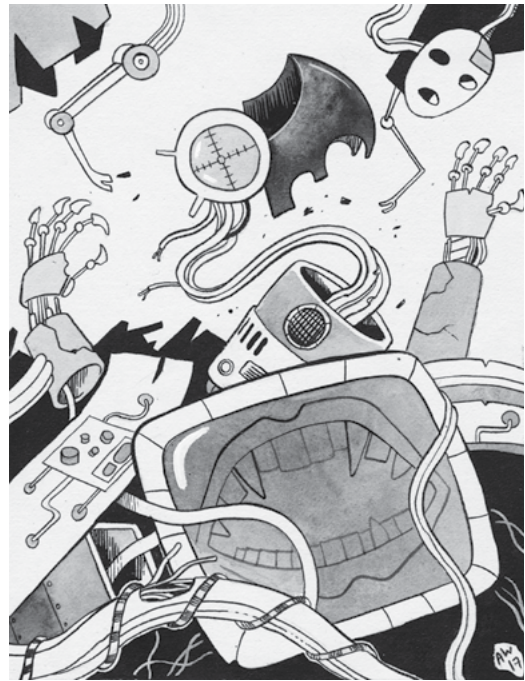
When enough old, broken, or unwanted cyber implants are disposed of into one place there is a chance that the bits and pieces of soul they hold will unite and the mass will animate as a discarded. These inhuman beings are driven by a hatred of the people that rejected them and a desire to continue their existence by seeking out new implants to incorporate.

The Discarded, small: Init +3; Atk flailing appendage +2 melee (1d3+1); AC 12; Armor Die [1d3]; HD 4d8; MV 20'; Act (1d3)d20; SP +7 to sneak, pilfer tech, consume tech, play dead; SV Fort +2, Ref +2, Will +0; AL C.

The Discarded, large: Init +1; Atk flailing appendage +4 melee (1d7+1); AC 11; Armor Die [1d4]; HD 8d8; MV 20'; Act (2d3)d20; SP +4 to sneak, pilfer tech, consume tech, play dead; SV Fort +5, Ref +1, Will +0; AL C.

Pilfer tech: When encountered they will make every effort to attack from surprise and always target cyborgs or robots as their primary victims. If they land two or more successful attacks in one round against such a target, the victim must roll under their Luck or suffer 1d3 Stamina damage as the discarded rips out valuable techno bits for it to consume. Should the discarded be forced into a combat situation where there are no cybernetic or robotic targets, it will chose to attack whoever has sufficiently high tech gear on them that it can steal. In this case, a failed Luck check will mean it has successfully pilfered a piece of tech.

Consume tech: Once the discarded has successfully collected a number of bits and devices equal to its HD, it will attempt to escape or feign death. After finding seclusion, it spends 1d3 turns incorporating the stolen tech. Upon completion, the discarded heals one HD per bit/device stolen. If any weapons were stolen they are now fully incorporated as well and can be employed by the discarded.



Play dead: In combat, when the discarded is hit for 5 or more points of damage in one blow, it may attempt to feign death by collapsing into a loose pile of junk. It has a 40% plus 4% per point of damage taken chance to succeed. If successful, even a detailed search will reveal that it is dead and that there is nothing worth salvaging from it. Should the discarded choose to make an attack from this position, it will gain +4 to all attacks against opponents that were deceived during that round. Once an opponent has been tricked this way, they may see through the ruse with an Intelligence check, DC 4+the discarded's HD.

Adventure Hooks

- As you enter the doctor's office, you can tell something is not right. The general sounds of life are missing and there is no one to be found. As your thoughts begin to turn to scavenging, you are attacked!
- A notice board near the Dead Tree states that there have been multiple attacks on cyborgs in the Squaresville district, near its border with the Ruins. The Royals have posted a reward for the capture of the culprits involved.
- You have found the cyborg you have been looking for but it seems something else has found her first. A creature that looks like a mass of cyberlimbs is currently tearing artificial organs out of her abdomen. It has not noticed you... yet.

DOMESTIC MUTANT ANIMALS

DOMESTIC MUTANT ANIMALS

	Shroomer	Ox beetle, domestic	Ox beetle, warsteed	Pigtipede, domestic	Pigtipede, feral
Init	-4	-3	-3	+0	+2
Atk	slam +2 melee (1d3+1)	bite +3 melee (1d4+5)	hornblade +4 melee (1d10+5)	tusks +2 melee (1d5)	tusks +3 melee (1d5+2)
AC	7	8	8	11	11
Armor Die	1d3	1d6	1d10 (+6 ablatives)	1d4	1d5
HD	2d6	3d8	3d8+6	2d6	2d6+2
MV	10'	20'	20'	40'	40'
Act	1d16	1d20	1d20	1d20	1d20
SP	regenerates 1 hp per hour	very strong: makes Str checks on d30	very strong: makes Str checks on d30, can act as troop cover	trample or constrict	trample or constrict
SV	Fort +3 Ref -3 Will -1	Fort +8 Ref -2 Will -2	Fort +8 Ref -2 Will -1	Fort +3 Ref +0 Will +2	Fort +4 Ref +1 Will +3
AL	N	N	N	N	N

SHROOMERS

Shroomers are animal/fungi hybrid hexapedal creatures about the same size and general disposition as cattle. They feed on organic decaying materials and grow quite quickly, reaching full size in around 13 months. Soon after maturing they will dig up a patch of ground roughly 12 feet in diameter, stand in the center, and begin releasing a cloud of spores over the course of a few hours. Once the spores have settled in the unearthed soil, the adult shroomer will peacefully die. This is when the rancher will harvest the shroomer's meat and also spread decaying matter over the spore patch where 1d4-1 (0-3) new shroomers will grow.

Juvenile shroomers can easily be trained to perform simple labor tasks for many hours a day without rest. Their slow gait can pull twice their body weight without strain.



DOMESTIC MUTANT ANIMALS

OX BEETLES

These giant lumbering beetles are very docile and loyal to those present when they emerge from their pupa. If fed properly they will rapidly reach the size of a truck and weigh five to six tons. While ox beetles do not move much faster than a strolling person, they can pull an amazing four times their body weight for up to ten hours a day.

Warsteeds

Some ox beetles are bred for combat and have extensive armor plating added to their exoskeletons and their horns augmented with large, rending blades. An armored howdah that can seat a driver plus six others is incorporated into their back armor. While not particularly bloodthirsty or aggressive, these warsteeds will fight to protect their handlers and others they perceive as “family”.

Meat Grubs

An easy to raise beast that is quite tasty when grilled up is the meat grub. These foot long larvae are the unfertilized offspring of the ox beetle and will never develop into the pupa stage. Similar to chickens, ox beetles can be coaxed into bearing many unfertilized eggs on a regular basis. They hatch in large batches and thrive on a diet of composting fruit and grains for a few days before reaching full weight. As the quality of their flavor is dependant on the exact mix of feed they were raised on, most farmers keep their feed mix recipes a closely guarded secret.



PIGTIPEDE

Rumored to have originally been created to help world hunger, these feral beasts are not an easy meal. The pigtipepe appears to be a cousin of the wild boar with an astounding 100 pairs of legs. When fully mature they can reach a length of over 120 feet.

Trample: Pegtapedes will lurk behind cover and charge at their opponents, trying to take them unaware. Also, any critical hit on a charge automatically results in a trample as the pigtipepe runs over the target with its 200 hooves, delivering and additional +3d4 damage.

Constrict: When not able to charge into combat, pigtapedes that score a gore attack have a 40% chance to immediately wrap their long bodies around the victim. Each round thereafter, the pigtipepe attempts another gore (always against the grappled target) and also constricts the same target for an automatic 1d5 points of damage. The pigtipepe will remain wrapped around its prey and keep goring for 1d3 rounds after it is dead, ignoring all others in the area.

DOMESTIC MUTANT ANIMALS

If captured very young, it is possible to domesticate the pigtipedelets, so long as they are given space to run and plenty of food.

When properly cooked pigtipede meat is delicious and safe to eat regardless of what the omnivorous beast feeds on. Sages believe this is due to their extensive digestive tract.

Adventure Hooks

- A herd of shroomers panic and stampede towards the party as they are crossing the Umerican plains. Hundreds of shroomers unexpectedly bear down on the party, pursued by whatever it is that has inspired their fear.

- While crossing through a forest, the party is surprised by a wild pigtipede boar and its mate. The pair have been feeding on a small crop of glowing, highly valuable truffles and, if the area is searched, some small number are found to still remain.
- Farmer Vincent and his sister Ida have been raising the most delicious meat grubs. Of course, their secret feed recipe is made up of unwary travelers. Too bad the party happens to be passing through and has caught the attention of the repugnant ranchers.



DOOMRIDERS

Ancient texts and vids say that the Valkyries, beautiful warrior women riding winged horses, come to bring the worthy fallen warriors to Valhalla (all shiny and chrome). For those who worship Whaaar! across the wasted landscape of Umerica, a different fate awaits the warrior without heart, who flees battle, or who dishonors himself or honorable adversaries with cowardly attacks or unwarranted mercy.

When one or more doomriders are sent forth, the sky turns black and rolls with thunder as they descend to face their quarry. They appear as spiked black leather robed skeletal warriors wreathed in dire green flames. They ride jet black pegusi with blazing red eyes and wild manes tangled with barbed wire.

Doomriders are sent by Whaaar! to slay those who turn their backs to their foes, or otherwise dishonor the Umerican god of conflict. Certainly not every cowardly act results in one or more doomriders being dispatched, but equally certainly, any such act may result in the same. The chance for doomriders

to appear to o-level characters and lowly (unnamed) NPCs remains at the GM's discretion. Otherwise, when a character dedicated to Whaaar! acts against his tenants (*USG*, pg 197) on the battlefield, roll 1d30. If the result is equal to or less than the character's level, at least one doomrider appears. For every 2 points below the character's level, an additional doomrider is dispatched. An additional doomrider will be dispatched to confront any other being who interferes with the will of Whaaar!

If the character can defeat these doomriders in an honorable way (according to the tenants of Whaaar!) the god will be pleased. If the character fights honorably but is slain instead, the god will still be pleased.

When a devotee to Whaaar! dies in a manner that greatly pleases their god, there is a chance that the god of violent combat and strength of arms will immediately transform them into a doomrider. It is considered a great honor to be selected as a doomrider after a glorious death, and a doomrider may pause to speak to one-time companions before departing.



DOOMRIDERS

Doomrider: Init +3; Atk claw +4 melee (1d5+1d3) or lightning bolt +4 ranged (3d6); AC 15; Armor Die none; HD 2d12; MV 30'; Act 2d20; SP green fire, lightning, immune to attacks requiring Will saves, immune to electrical attacks, fade upon death; SV Fort +5, Ref +5, Will +0; AL C.

Doomrider's steed: Init +2; Atk hoof +6 melee (1d6+4); AC 14; Armor Die [1d3]; HD 4d12; MV 60' or fly 80'; Act 1d20; SP immune to attacks requiring Will saves, immune to electrical attacks, fade upon death; SV Fort +7, Ref +5, Will +0; AL C.

Green fire: Doomriders are wreathed in green flames that do an automatic 1d3 damage to anyone striking them with a melee weapon. These flames also add damage to their claw attacks (already calculated into their statblocks).

Lightning: A doomrider can harness lightning, making a ranged attack with a lightning bolt once every three rounds. This attack has "exploding damage" - every time a natural "6" is rolled, add another d6 to the damage. If this die also comes up "6", another d6 is added. And so on.

Fade upon death: If either a doomrider or its steed is slain, its counterpart continues attacking. When slain, either will simply fade from existence, to be re-

born in the feathalls or stables of Whaaar! If both doomrider and steed survive the combat, they take their targets bodily to the afterlife designated by Whaaar!. Otherwise, they simply fade away.

Adventure Hooks

- After the party ambushes a group of Whaaar! devoted bandits dressed in ritual gear, the sky turns dark as pitch and thunder peals like untamed rage. Shortly after an oily rain begins to fall, riders bathed in green flames astride winged horses as black as the sky descend to show the party the wrath of Whaaar!.
- During their last adventure, the party unknowingly plundered a sacred relic of Whaaar!. Now their talk of just selling it like it was a simple trinket has filled the god of bloody conflict with rage and he has unleashed a doomrider for each party member to punish them for their transgressions.
- The mercenary group the party is working with to defend a wealthy settlement is led by a man who talks big but is tender and craven hearted in action. In punishment for his empty boasts and weakness, Whaaar! lets loose a company of doomriders to deal with the coward and his men. The party is in the wrong place at the wrong time.



DRAGON

In Umerica, the term “dragon” may refer to a number of distinct creatures that, in many cases, have no biological similarities to one another (in some cases simply having no actual biology). While they do not share a common biological ancestor, they do share other things: a proclivity for hoarding, breath weapons, similar draconic appearance, as well as the hazard they pose to those foolish enough to confront them. Each of these individual dragon-types has their own abilities and affinities that are common to their species that, combined with those shared traits, cause Umericans to define them as “dragons”.



DRAGON, BIOHAZARD (*Draconicus toxica*)

Horrors of scale and fang, these beasts may be found dwelling deep within the toxic swamps and waterways of Umerica. Born from polluted sewers and marshes these creatures live to feed on the unwary. Massive ambush predators, the biohazard dragon will often lie still in the water or just beneath the surface at the water's edge and surprise its prey, tearing them to pieces with furious abandon.

The biohazard dragon is a squat, heavily armored reptile, descended from mutant alligators. Their massive, scaly bodies grow to a length of forty feet and they can weigh upwards of four tons. Fortunately for most wasteland inhabitants, these creatures are highly territorial, claiming areas as large as ten square miles, and seldom leaving the toxic ranges that they claim as their own. Whether they collect and hoard toxic materials or are simply drawn to them is unknown, but the regions where these beasts are found are often littered with rusting barrels leaking glowing liquids that light up the night with scintillating colors.

Biohazard Dragon (reptilian mutagenic nightmare): Init +10; Atk claw +10 melee (1d8), bite +10 melee (1d12), or tail slap +10 melee (2d16) ; AC 23; Armor Die 2d10; HD 10d8; hit points 40; MV 50' or swim 100'; Act 3d20; SP breath weapon, camouflage, death roll, Dragon crits, mutagen immunity, scavengable; SV Fort +10, Ref +10, Will +10; AL C.

Breath weapon: Twice per day the biohazard dragon is capable of spewing forth a mutagenic stream of radioactive waste that does 40 hit points of damage (or half that with a successful DC 20 Reflex save). Additionally, those taking the full brunt of the breath weapon suffer a harmful mutation (see table BHD-01 below).

Camouflage: When perfectly still in the water, the biohazard dragon looks much like a fallen tree adrift in the wastes and are thus very difficult to spot. PCs actively searching for them may spot them with a successful Luck check, while those casually surveying their surroundings may make a skill check, where appropriate, vs. a target DC of 20.

Death roll: Biohazard dragons are quite dangerous while swimming. Upon scoring concurrent hits with two claws and a bite, the reptilian horror may make a death roll attack. The target must make a DC 18 Fortitude save or be disoriented and begin drowning as the dragon holds their target close and repeatedly spins. Drowning victims lose 1d6 Stamina per round (see *USG*, pg 101).

Scavengable: Bathing in the blood of a biohazard dragon grants immunity to radiation for 2d3 days (so long as the blood is not washed away).

DRAGON

Table BHD-01: Harmful Mutations

Roll 1d12	Result
1	Target grows glowing fur across their body, visible from 60' but too dim to see by. The target cannot surprise those capable of seeing the glow.
2	The target gives off the stench of rotting meat, capable of drawing in predators from as far as 1/2 a mile away.
3	Target's skin becomes covered in dripping slime (-1 Personality)
4	One of the target's legs withers, losing 6" of length (-1 Dexterity)
5	The target becomes mildly radioactive; slowly cooking their own flesh (1d3 hit points of damage per day).
6	Target grows a vestigial leg, hanging from one of their existing legs. This useless flesh and bone impedes movement (-10' Movement)
7	Target develops sores that will not heal (-1d3 to max hit points).
8	The fingers on one hand of the target fuse together into a mass of twisted flesh and bone, rendering it useless.
9	Both of the target's legs melt, leaving a slug-like mass (Movement reduced to 10').
10	The target's eyes swell and burst causing 2d4 hit points of damage and leaving them permanently blind.
11	The target's lungs mutate into a gill system, denying them the ability to breathe air.
12	The target begins to melt, losing 1d4 stamina per day. This stamina may only be regained by devouring the flesh of an intelligent being (1lb per point healed). There is no cure.

Adventure Hooks

- A trading caravan has gone missing while crossing the Great Whistling Marsh. A local village, reliant on the goods for survival and now near starving, approaches you with an offer. Find the goods and bring them to the village and they will give you their greatest treasure.
- Deep in the swamps near the Kingdom of the False Gods is said to be a treasure trove worthy of a great warlord. Rumor is that a tribe of lizardmen dwelled in the swamp for centuries, amassing wealth and power until they suddenly vanished due to circumstances unknown.
- While traveling down the Misshipy river you intercept a radio broadcast from All Bass Rock. It warns of a dangerous creature spotted moving in the Misshipy River and advises travelers to be on their guard and to avoid a specific stretch of river. You are, of course, already traveling on that exact stretch of river.

DRAGON, CRYO (*Draconicus kelvinicus*)

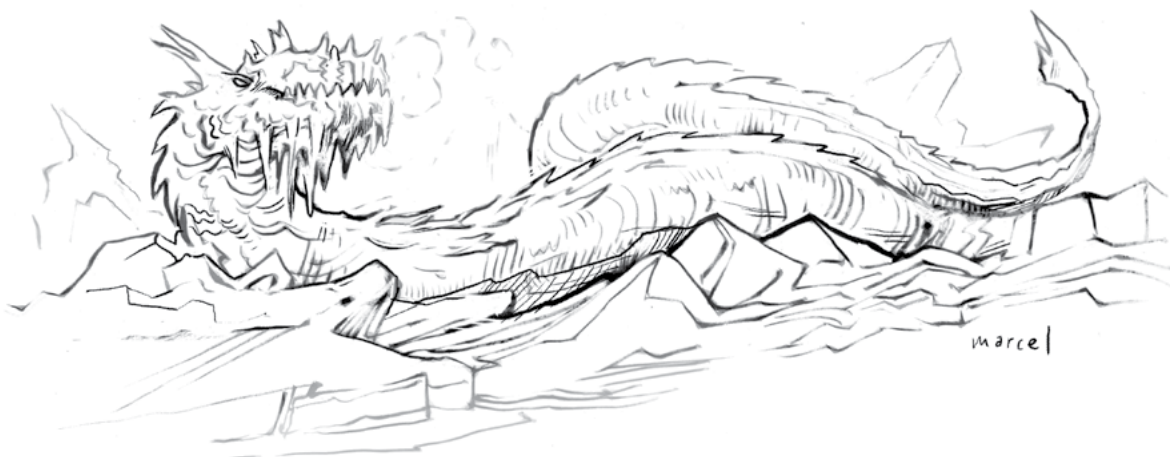
Once, in the time before man, dragons roamed the world. As eons passed, most of these dragons died out, while some sunk into torpid slumber in cav-

erns below the approaching glaciers. Millennia spent sleeping beneath the ice, coupled with the effects caused by the cataclysmic changes to the world, mutated these creatures into something else — transforming them from creatures of flesh, bone, and gristle, to beasts of ice, snow, and hoarfrost.

In repose, the cryo dragon looks like nothing more than a collection of ice and drifting snow. When awakened, the creature reveals itself to be long and slender, made of living ice, with an extensive tail that tapers down to a needle-like point. Smaller than many of their Umerican kin, the average frost lizard grows to a length of 20 feet in length, but rare exceptions (such as the massive beast Cruxis the Cold-hearted) are known to exist.

While solitary by nature, these highly intelligent creatures gather every three to four years as part of a “frost moot”, exchanging information about climate as well as encroachment by other intelligent creatures. It is not unheard of for groups of cryo dragons to respond to a major threat posed to one of their number. The dragons are fond of materials that do well in extreme cold, including precious metals, and

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some are rumored to even lair among ancient cryogenic systems with hoards made up of ancient beings awaiting revival.

Cryo Dragon (frozen reptilian horror): Init +10; Atk claw +8 melee (1d8), bite +8 melee (1d12); AC 18; Armor Die 1d10; HD 7d12; hit points 35; MV 40' or fly 80'; Act 3d20; SP cold immunity, double damage from heat-based attacks, breath weapon, camouflage, Dragon crits, melts; SV Fort +10, Ref +10, Will +10; AL C.

Breath weapon: Twice per day the cryo dragon is capable of spewing forth a numbing cone of ice and slush that does damage equal to its max hit points (or half that with a successful DC 17 Fortitude save).

Camouflage: When perfectly still among drifting ice and snow, the cryo dragon looks like nothing more than another snow drift. PCs actively searching for the dragon may spot them with a successful Luck check, while those casually surveying their surroundings may make a skill check, where appropriate, vs. a target DC of 22.

Melts: While amidst their death throes, cryo dragons lose cohesion and melt, leaving behind only a large pool of perfectly pure water.

Adventure Hooks

- An ancient supercomputer requires a new way to deal with heat build-up. It asks the party to negotiate on its behalf with a cryo dragon, hoping to be accepted as a part of the creature's hoard.

- Legends have long been told of a massive cryo dragon that lives in the far north. Rumored to be of colossal size and extreme malevolence, the beast Cruxis was thought to be only a fairy tale. Now, desperate calls for aid are coming from the north as something has awakened and is bringing ice and death with it as it lays waste to the countryside
- A cryo dragon has been peacefully living alongside a community for a number of years, contentedly lairing in the remains of a refrigerated trailer. The villagers are fond of their neighbor, and it allows them access to its icy lair to help them preserve food. Unfortunately, another dragon has learned of the trailer and wants it for its collection. During the height of the summer, the cryo dragon must rely on the party as its proxies to attempt to thwart the actions of those acting on the rival lizard's behalf.

DRAGON, FOREST (*Draconicus radicans*)

Perhaps the smallest of Umerica's dragons, the forest dragon is also referred to as a "snapdragon", "woods wylm", and "itch lizard". Unlike some others of the Umerican dragons, these beasts are not of flesh and blood but consist of wood and sap instead. Created in the service of Grokk, the Master of the Twisted Wilds and Wastes, these hound-sized creatures bring suffering to the unwary who would dare intrude on their lord's domain.

Weighing an average of 150 pounds, the forest dragon is a lithe creature made up of ivies and earth while outwardly resembling their Umerican dragon-kin.

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Difficult to distinguish from their surroundings, they often strike from ambush, and even a brief encounter with one of these beasts may have lasting repercussions. Traveling alone or in packs, these beasts seem drawn to zones where incursions into the wilderness threaten to bring “civilization” to the wilds.

Forest Dragon (reptilian chlorophyllic guardian):

Init +6 (surprise); Atk claw +8 melee (1d8), or bite +8 melee (1d12+poison) ; AC 20; Armor Die 1d7; HD 6d12; hit points 39; MV 40'; Act 3d20; SP ambush, breath weapon, camouflage, Dragon crits, fire susceptibility, scavengable, toxic; SV Fort +6, Ref +6, Will +6; AL C.

Ambush: Unless actively detected beforehand, forest dragons always have the advantage of surprise when in their native forests.

Breath weapon: Twice per day the forest dragon is capable of ejecting a 60'x20' cone-shaped spray of a sticky skin-irritant that does 30 hit points of damage (or half that with a successful Reflex save (DC 16)). Those caught by the spray must also immediately make a Fortitude save (DC 20) or be rendered helpless as their exposed flesh erupts into a mass of lesions and rashes for 1d4 turns.

Camouflage: When perfectly still in its environment, the forest dragon blends perfectly with surrounding trees and scrub, making it nearly impossible to detect. PCs actively searching for them may make a skill check, where appropriate (vs. a target DC 25) to spot. Those who are otherwise engaged receive no warning at all.

Fire susceptibility: The plant-based forest dragon is highly susceptible to fires and takes an additional 1d5 damage from all flame based attacks.

Poison: The forest dragon's bite is particularly toxic, carrying with it both the concentrated toxins of its sap as well as the seeds of its kind. Bitten characters must succeed at a Fortitude save (DC 16) or die horribly as they tear their reddened, itching flesh from their bones. Within one week's time a new forest dragon will grow from the corpse.

Scavengable: While dangerous to handle, the sap within a forest dragon is highly flammable and makes for a wickedly good fuel for crude grenades. In addition to any regular flame damage from devices using the sap, targets also must make a Fortitude save (DC 12) or lose a point of Stamina from inhaling the toxic fumes.

Toxic: The forest dragon is utterly infused with its caustic, itchy sap. Any character scoring a successful melee strike against the dragon must make a successful Reflex save (DC 10) or be struck by flying sap. Inflicted characters must spend the next 1d3 rounds clawing and itching their rash covered skin.

Adventure Hooks

- A lumber camp on the outskirts of a growing pocket of civilization reports a strange plague sweeping through the area, marked by itching rashes and death.
- While preparing a campfire for the night the party draws the attention of a pack of three forest dragons.

DRAGON

- It is said that deep within the ancient forests that border the Great Wasteland is a beast older than memory, from a time before the Great Cataclysm. This beast, the progenitor of forest dragons, is said to dwell amongst a horde of valuable materials: seeds, fertilizers, and weed killers. One who could overcome this beast could certainly tame the wilderness.



DRAGON, GEARHEAD

(*Draconicus motorphilia*)

Lithe and clever, these masters of the scrap yard surround themselves with the twisted remains of the motors of yesterday. As they mature many of the dragons begin demanding tribute from locals; allowing their collection of vehicles to improve from rusted out wrecks to functional autos. It is even rumored that one particularly large and ancient gearhead, known as "Rad Fink" has customized a large transport to the point where it is capable of being driven by the wrecker wyrm. Unlike some of their cousins, gearheads do not dine on flesh, instead subsisting on petroleum-based products such as oil, gasoline, and even plastics.

Long, lithe creatures, these lizards are capable of winding their way into tight spaces and lurking with-

in their collective hoards as opposed to resting atop them. Averaging at 60 feet in length, these dragons tend towards being light and lean with slender limbs capable of fine manipulation as opposed to some of their stouter, primal cousins. Highly intelligent, they are more likely to bargain if treated with respect and are loathe to simply rush into combat (unless their hoard is threatened).

Gearhead dragons are not overly territorial, and it is not uncommon to find a number of them concentrated in a single region that houses a number of scrap yards and even trading vehicles between themselves as they attempt to fill some esoteric niche of their collection.

Gearhead Dragon (reptilian hot-rodding horror):

Init +14; Atk claw +16 melee (1d8), bite +14 melee (1d10), or tail slap +12 melee (2d14) ; AC 20; Armor Die 1d10 (+4 ablatives); HD 14d8; hit points 65; MV 60'; Act 3d20; SP breath weapon, camouflage, dragon crits, scavengable, skilled mechanic; SV Fort +12, Ref +16, Will +14; AL N.

Breath weapon: Twice per day the gearhead dragon is capable of unleashing a blast of trans-dimensional energies that do 60 hit points of damage (or half that with a successful DC 24 Reflex save). Additionally, the equipment of those taking the full brunt of the breath weapon is affected as per the *tech jinx* spell result 20 (items affected are chosen at random).

Camouflage: Gearhead dragons often adorn themselves with bits and pieces of autos that are not complete enough to be a part of their hoard, making them blend with their surroundings. Being flexible enough to wind among their treasure piles adds an even greater difficulty in spotting them. PCs actively searching for them may spot them with a successful Luck check, while those casually surveying their surroundings may make a skill check, where appropriate, vs. a target DC of 18.

Scavengable: The stomach acids of the gearhead dragon may be harvested and refined into a gasoline-like fuel. A single dragon can provide as much as 110 units of fuel.

Skilled mechanic: Gearhead dragons are, first and foremost, gearheads. They are treated as being skilled in minor mechanical repairs, rolling a d20 and adding their hit dice to the total.

Adventure Hooks

- While traveling you encounter a group of wreckers, dragging obviously non-functional scrap vehicles. When asked, they speak of a young dragon that will trade items of value for such things.
- A gearhead dragon contacts you, via an emissary, from within the Citadel of Scrap. He asks for help in relocating several vehicles from his hoard to fulfill a bargain with another of his kind. He is willing to offer you a pair of functioning vehicles in return for the service.
- Word comes to you of a road race across the Vast Wasteland. The winner is rumored to receive riches beyond their wildest imaginings while the losers forfeit their transport. The host of the race calls himself Rad Fink.

DRAGON, HOLOGRAPHIC

(Draconicus illuminatus)

When one reads the accounts of the ancient dragons, the great wyrms of legend, one pictures giant scaled creatures capable of breathing gouts of searing flame capable of incinerating towns. The images that remain from the long ago, those fragments of

old pictures and strange manuals reflect the form of these beasts.

Ranging from 50 feet to hundreds of yards in length, these scaled creatures look exactly like the classic European dragon of the time before the Great Cataclysm. Unlike many of their draconic Umerican kin however, many of these beasts have origins from the pre-cataclysmic days. Often found amidst the ruins of Jyjaxia theme parks, these creatures are holographic in origin controlled by computers buried deep within the ruined earth. Silk, upon encountering the first holographic dragon was so delighted by the deception (so perfect that it is rumored to have fooled even the Golden Lord of Lies) that he had a lengthy conversation with it...and awakened its AI.

The dragon, as seen, is an illusion projected by the dragon's W.A.L.T. (Wavelength Amplifying Light Transducer) which is also the only truly vulnerable part of the beast. Holographic dragons, favored of Silk, will pretend to suffer wounds from blow after blow until — with an agonized roar — they crumple to the ground dead. Of course, the AI is merely giving the illusion that the dragon is dead and merely will wait for the right moment for the “fully healed” dragon to surprise its foes with a second round of attacks. Composed of hard light manipulated via the W.A.L.T. the creature is surprisingly life-like and its computer intelligence is fearless.

Holographic dragons are fiercely territorial, being unable to leave their dedicated region as determined by the signal of their controlling AI. They are often found atop massive hoards of molded plastic and metal painted to appear as coins.

Holographic Dragon (artificial agamid):

Init +14; Atk claw +14 melee (1d8), bite +12 melee (1d10), tail slap +12 melee (2d14), or wing buffet +14 melee (2d12); AC 10+1d6/24; Armor Die nil; HD 4d16; hit points 32; MV 50'; Act 4d20; SP breath weapon, dragon crits, misleading, W.A.L.T., vulnerable to magnetism; SV (W.A.L.T.) Fort +10, Ref +14, Will +10; AL C.



Breath weapon: Once every 3 rounds the dragon is able to focus and extend its holographic pattern via a projection of visible light and infrared energies that mimic blasts of roaring fire. The faux-fire inflicts 30 hit points of damage (or half that with a successful DC 16 Reflex save) to a single target for each action surrendered in place of other attacks (up to four).

Misleading: While the dragon appears to be a massive creature, its only true vulnerable point is its W.A.L.T. It can take any amount of “damage” to its virtual visage, suffering visible damage and appearing to suffer from weapons, spells, and the like while actually taking no damage. The virtual AC of the creature ranges from 11 to 16, setting the difficulty for attackers to “hit” the fake form.

Vulnerable to magnetism: While the W.A.L.T. is hardened against attack, its connection with the AI beneath can be disrupted by magnetic fields and manipulation. While this does not damage the W.A.L.T., it does disrupt its function, dropping its hard light shell and leaving it stunned.

W.A.L.T.: The W.A.L.T. of the holographic dragon is highly maneuverable (accounting for its high AC and Reflex save) and can rapidly shift position within the hard light form of the dragon. To spot and strike directly at the emitter requires a successful Luck check, otherwise it is only hit by critical hits against the dragon form, or area affect attacks.

Adventure Hooks

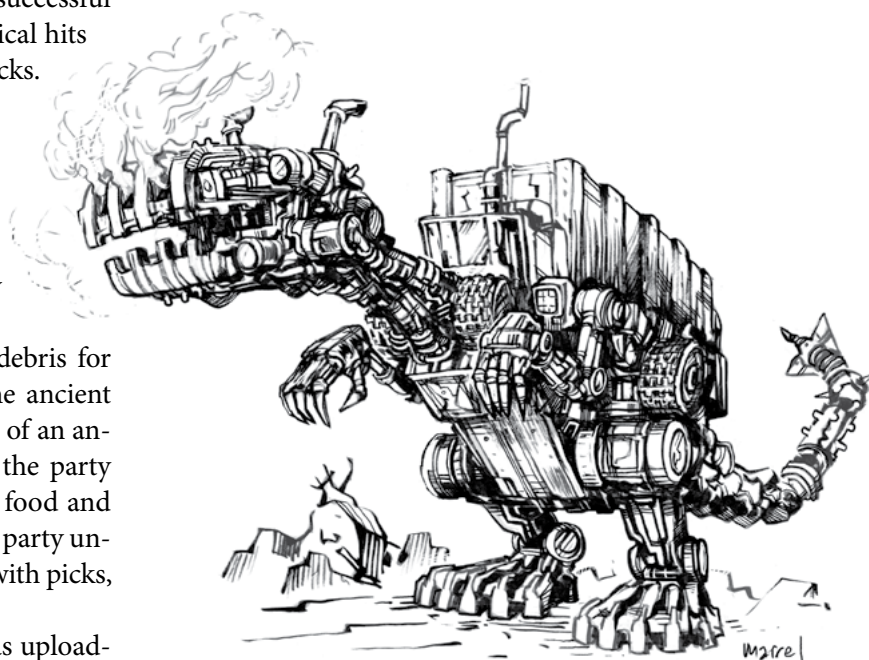
- Rumors of an undefended hoard of ancient riches within a walled city called Jyjaxia reach the ears of the party. The dragon has only recently been awakened by Silk.
- A walled-village has been clearing debris for further expansion. Unfortunately, the ancient walls being used for shelter are those of an ancient theme park. The villagers ask the party for aid in clearing the land, offering food and medicine in trade for their labor. The party unearths a W.A.L.T., while armed only with picks, shovels, and their wits.
- Drakobog, first awakened by Silk, has upload-

ed his AI to an ancient satellite. Unfettered by physical restrictions, Drakobog flies across the skies of Umerica, bringing blazing terror to anywhere in Umerica. The horror seeks the party’s aid in uploading the AIs of other holographic dragons to the satellite and he will bargain (in both good and bad faith) to make this happen.

DRAGON, ROBOT (*Draconicus syntheticus*)

Mechanisms descended from a car-crushing automaton of a bygone age, robot dragons are much more than simply a collection of metal and cruel intelligence. Able to camouflage themselves as a tractor trailer, robot dragons transform into metallic thunder-lizards capable of devouring vehicles and tearing buildings to the ground.

When fully transformed, robot dragons stand 45 feet tall and weigh over 30 tons. Resembling metallic *Spinosaurus*, they are the only bipedal species of Umerican dragon. Due to their large size and mechanical nature, these beasts are relatively clumsy when striking at smaller than vehicle-sized targets. Feeding on the fuel, oil, and other fluids of the vehicles that they devour, robot dragons are the natural enemy of gear-head dragons and often come into conflict with autovores over feeding grounds.



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Robot Dragon (terrifying truckasaur): Init +14; Atk claw +22(+11) melee (1d8), bite +20(+10) melee (1d10), or tail slap +22 melee (2d14); AC 20; Armor Die 1d24; HD 16d14; hit points 112; MV 50'; Act 3d20; SP breath weapons, camouflage, clumsy, Giant crits, scavengable; SV Fort +16, Ref +16, Will +16; AL N.

Breath weapon #1: Three times per day the dragon may release a blast of fire from its nostrils in a 10'x60' line that inflicts 100 hit points of damage (or half that with a successful DC 26 Reflex save).

Breath weapon #2: Once per day the dragon may release a 50 foot radius cloud of burning oil from its jaws centered on any point within 100 feet. The burning cloud inflicts 100 hit points of damage (or one quarter of that with a successful save). Using this weapon depletes much of the dragon's reserves and slows the creature down (reduce the dragon's number of action dice by one).

Camouflage: When camouflaged, the robot dragon is indistinguishable from a tractor trailer and is capable of traveling at speeds of 80 mph along the roadways of Umerica. In its traveling form the only attack available to it is its primary breath weapon, unleashed via its grill. Transforming from its camouflaged state into the feeding form requires 4 rounds, during which time the robot dragon is treated as entangled (granting a +1die step bonus to all attacks).

Clumsy: Due to the creature's size and preferred prey, the robot dragon is not "evolved" for combat with creatures the size of men. When clawing or biting against a target less than 15 feet in height or length its attack bonus is halved.

Scavengable: The fuel-lines of a robot dragon will provide 1d4 x100 gallons of diesel and 1d6x20 gallons of oil.

Adventure Hooks

- You come across the remains of a recent battle between a robot dragon and a convoy of autovoers. The robot dragon is badly wounded (half hit points) and has great pieces missing from its hide, reducing its Armor Die to 1d12.
- A gearhead dragon learns of the approach of

a robot dragon and reaches out to the party to ask for their aid in defending its hoard from being devoured. It is willing to give the party its pick of 2d3 of its vehicles for destroying the oncoming beast.

- Travelers using the tunnels through the eastern mountain ranges have been going missing. A robot dragon has laired along a major travel route and is letting its food come to it.

DRAGON, XENO (*Draconicus Ex supra*)

The largest of Umerica's dragons, these alien creatures arrived in Umerica as part of a failed xenometric invasion 150 years ago. Used as platforms for landing alien craft as well as mounting weapons platforms, these village-sized creatures wrecked destruction and death everywhere they went. As the invasion failed and the extraterrestrial forces fled, many of their living battle platforms were abandoned and turned feral. Fortunately, it is believed that less than ten of these creatures remain on the planet.

Xeno dragons are colossal beasts, roughly the size of a small village. Their slick, gray skin ebbs and flows, appearing more like a separate entity than the mere flesh of a beast. Discarded bits of xeno tech protrude from the dragon's hide, most broken, but some possibly functioning. With a vague reptilian cast to their forms, and tails capable of wiping entire buildings from the map, xeno dragons dumbly move from place to place, devouring everything in their path. Truly omnivorous, steel, wood, rock, and flesh all are fuel for the xeno dragon's otherworldly metabolic processes.

Xeno Dragon (monstrous alien leviathan): Init +28; Atk stomp +28 melee (4d8)x4, bite +28 melee (4d12), tail slap +25 melee (4d20), crush +20 melee (4d30), or jet wash +25 ranged (4d24); AC 12; Armor Die 3d30; HD 28d24; hit points 334; MV 40'; Act 8d20; SP breath weapon, cannot crit/fumble; cause earthquake, corrupt water, death throes; immunities; landing jets, reverse gravity; SV Fort +38, Ref +28, Will +28; AL N.

Breath weapon: Twice per day the xeno dragon may scour the earth before it with a 60'x100' cone of energy that burns all it touches for 300 hit points

of damage (or half that with a successful DC 38 Reflex save). Wood is incinerated, flesh vaporized, and rock runs like liquid fire. The area struck remains too hot for unprotected beings to approach for 2d3 hours.

Cause earthquake: Once per day the titanic lizardoid can create an earthquake centered on a point within 1000 feet causing the earth to tremble and ripple for 1d3 rounds. All creatures within the 500 foot radius automatically take 1 hit point of damage per round as they are tossed about. Creatures within 100 feet of the epicenter are thrown to the ground and pelted with debris for 4d6 hit points of damage while all other creatures must make a Reflex save (DC 20) or also be tossed and crushed with debris. During the quake, all concentration is disrupted, the course of rivers changes, cracks and crevices open in the earth (Luck save or fall 1d10 x10' into the earth), buildings collapse, masonry crumbles, etc.

Corrupt water: At will the xeno dragon may befoul all water within a half-mile, making it undrinkable. Fortitude save vs 28 or suffer 2d7 hit points per sip. The corrupted water is visibly befouled and smells of death.

Death throes: Upon death the xeno dragon's reactor core overloads and explodes. All creatures within 50 feet must make a DC 15 Reflex save or be incinerated for 100 hit points of damage.

Immunities: The xeno dragon's biology and massive size grant it immunity to binding, charm, paralysis, poisons, and sleep. It cannot be turned.

Landing jets: Among the alien tech fused to the creature's body are sets of massive landing jets originally used to slow the creature's descent as it dropped from orbit. These jets rotate and may be used as weapons against any creature within 2,000 feet of the dragon. Targets less than 20 feet away are too close to be struck.



Reverse gravity: Twice per day the creature may reverse gravity in a 100 foot radius around itself. All creatures and unsecured mass (other than itself) falls upwards to a height of 150 feet. The effect lasts for 2d3 rounds whereupon it suddenly ends and everything falls back to earth (1d6 hit points damage for each 10 feet fallen).

Scavangeable: The xeno dragon is covered in bits of alien technology. Searching its massive corpse with a successful Luck check grants one piece of useful xeno tech (Judge's discretion).

Adventure Hooks

- An inactive xeno dragon slumbers in the wastelands. A doomsday cult has sprung up around it and they seek to awaken the beast. You must stop them before they succeed.
- A xeno dragon is approaching a large town. The party attempts to evacuate the populace and delay the oncoming destruction.
- They say that nothing can stop a xeno dragon, that it can destroy anything and everything that it encounters. Sometimes you just need to prove yourself the baddest of the bad. The party joins forces with others (including monsters) in a final stand to destroy the Armageddon dragon.



EGHOST (ECHO GHOST)

eGhost (electronic doppelganger apparition):
Init +0; Atk none, see below; AC 11*; Armor Die nil*;
HD 2d6+3; MV 40' hover; Act 1d20; SP intangible*,
hack, rant, and troll; SV Fort +1, Ref +1, Will +6; AL C.

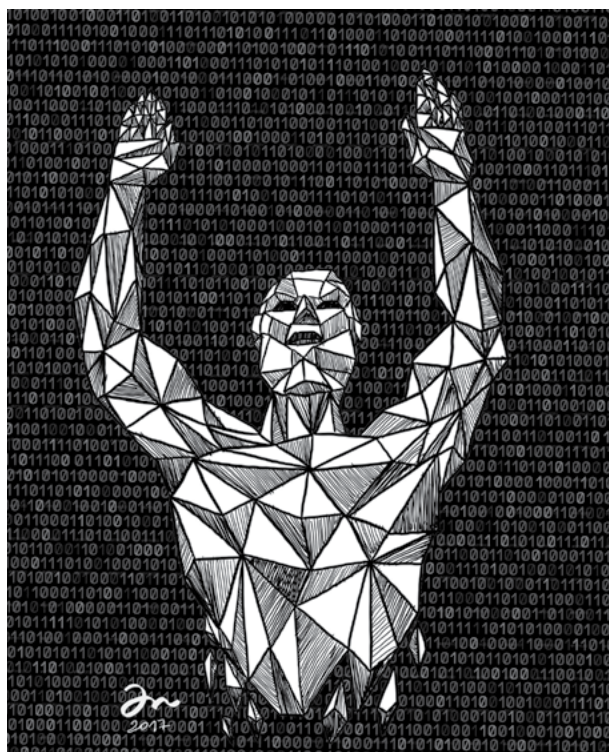
Before the cataclysm, the majority of the first world population spent a significant amount of time each day devoted to pouring themselves into various “social media sites” (ritualized communication areas) on the “internet” (an electronic plane of existence accessed via computer). Most of the social media sites were interconnected to the point that many folk had a full virtual existence in addition to a real one. As the Great Cataclysm raged across the Urth many of these interconnected virtual personas awakened as their owners’ bodies perished, taking on a half life of their own. These newly born eGhosts began traversing both the remnants of the internet and the real world near the remaining active WiFi hubs.

As the physical presence of an eGhost is nothing more than a ecto-holographic manifestation resembling the original creator of the persona, they cannot be touched or harmed in any tangible way. Energy attacks (both magical and high tech) can affect them but only deal half damage. Only verbal attacks of a highly malign nature can reliably damage or destroy them. The downside of their existence is they must be within 500 feet of an active WiFi capable device in order to manifest.

Those encountering eGhost will be bombarded with conversation about a varying number of strange topics, most of which require pre-cataclysm knowledge to participate in. Should no one willingly engage the eGhost in meaningful conversation, it will usually go away. Any insults will be met in kind and can enrage the eGhost enough to employ its rant ability (see below).

Having been born deep within the internet where it dwells concurrently with the plane of Eternal Memory, eGhosts are quite adept at manipulating computers and other “smart” devices. All computer use, programming, and hacking attempts are made with their Willpower save as a bonus. Those on good terms with an eGhost can usually convince them to help with computer issues by buttering them up with compliments and agreeing with their strange ideas.

Engaging in verbal combat with an eGhost is not without risk! Each round an attacker makes a Personality roll (DC16). This roll can be modified by any means that grant social or Personality based bonuses. The GM may also award bonuses for a well-crafted insult that entertains the other players. For every 3 points the roll exceeds the DC, they deal 1d4 damage to the eGhost. Each round that the eGhost is verbally attacked, it will use its rant ability to deliver scald-



ing diatribes upon everyone within 25 feet. Those within this range must make a Willpower save (DC 12). For every 4 points by which the target fails the save by, they suffer 1 point of temporary Personality damage. Anyone reduced to 3 or less Personality this way will attempt to take their own lives unless restrained. Should more than one eGhost be present during a verbal attack, they will combine their rant abilities and raise the Willpower save DC by +3 per extra eGhost.

The most dangerous trait is their ability to troll a target. They only do this to targets that have insulted them or engaged them in verbal combat without killing them. The eGhost will use its hacking ability to jump from device to device stalking the target. Each night the target sleeps within manifestation range the eGhost will whisper horrible tirades as they slumber. It requires an Intelligence check (DC 16) for anyone on watch to notice the attack. This robs them of any restful benefits of sleep and requires the target to make a Willpower save (DC 10) or suffer 1 point of temporary Personality damage. This behavior will continue until the eGhost is destroyed or the target commits suicide. Since an eGhost has no natural life span, it can continue trolling for decades.

Adventure Hooks

- As the party is traveling they come across a naked running man holding a portable computer of some sort. He is screaming his head off “leave me alone!”. If he spots the party, he will run towards them and beg them to kill his computer. It is currently host to an eGhost trolling the man.
- Deep within an ancient office building ruins the party comes across running computer equipment being powered by a solar generator. At the console sits the corpse of a long dead person. Anyone approaching the equipment will be met by a glowing blue image of a pretty woman that seems quite lonely.
- After plundering a techno rich ruin, one of the party will find their usually trusty piece of high tech is not working quite right. It is now inhabited by an eGhost that is using the device as transport as they stalk someone they are trolling.



ELEMENTALS

DATA ELEMENTAL

A data elemental appears as a human shaped cloud of lines of programming code and compressed information. Even in direct sunlight they emit a faint glow in hues of blue, green, or amber depending on their strength. Unless directly summoned, these info-beings live on the plane of Eternal Memory or dwell in the hardware of ancient, pre-cataclysm computer network servers that are still running.

Phase: As there is very little physical substance to a data elemental, they can easily pass through solid objects, unless that object holds any sort of electrical or magnetic charge. Coming in direct contact with electrical current will cause 3d8 damage per round to the data elemental. Even touching an object that holds or passes significant current (120+ volts) will cause 1d8 damage. Strong magnets will also cause 1d8 damage on contact.

Hack: Due to their unique nature, they can quickly access nearly any data from a non-sentient computer system. When attempting to access an intelligent system, they are +10 to all hacking attempts. They can even attempt to access a living person's memories, reflected in their info drain attack. The data type most prized by data elementals is that of an eGhost,



	Amber	Green	Blue
Init	+4	+6	+8
Atk	slam +6 melee (2d6) or info drain +8 missile (1d3 temp Int damage, range 10')	slam +8 melee (2d6) or info drain +10 missile (1d4 temp Int damage, range 20')	slam +10 melee (2d6) or info drain +12 missile (1d6 temp Int damage, range 30')
AC	16	16	16
Armor Die	[1d4]	[1d5]	[1d6]
HD	8d8	12d8	16d8
MV	20'	40'	60'
Act	1d20	2d20	3d20
SP	phase, hack, traverse network, elemental traits	phase, hack, traverse network, elemental traits	Phase, hack, traverse network, elemental traits
SV	Fort +5 Ref +7 Will +8	Fort +6 Ref +8 Will +10	Fort +7 Ref +10 Will +12
AL	N	N	N

ELEMENTALS

which they will go to great lengths to acquire. What purpose the data elementals have for this data is unknown but scientists conjecture that it may be their food source or be vital to reproduction.

Traverse network: As a move action, data elementals can move from one device connected to a physical network to another, regardless of the distance between them. Across a wireless network connection, they can travel at 5x their normal move rate.

Like all elementals, the data elemental is virtually defenseless against its opposite. Unfortunately for the data elemental, it has two such foes, the turbulent lightning para-elemental, native to the area between the plane of Elemental Air and the realm of Empyrean Dynamics, and the attractive magnetism para-elemental, native to the area between the plane of Elemental Earth and the realm of Empyrean Dynamics.

Adventure Hooks

- While traveling, the group falls victim to a large sinkhole that takes them into a yet unplundered underground military facility with a functioning power source. While attempting to gain access to the still running computer network, they discover another unearthly plunderer.
- At a wasteland trade oasis, the party is approached by a very nervous robot that will pay

handsomely for protection. Other than stating that it is being pursued, the robot will not speak of what is hunting it.

- After looting a dangerous techno-ruin, the party receives an unpleasant surprise when they power up the fancy computer system they salvaged there.

DEBRIS ELEMENTAL

These lonely things are found in deserted ruins of cities and may be one of the reasons the areas are unoccupied. Their only goal seems to be to ponderously stalk and kill any living creatures they detect. Their bodies are of a rough humanoid shape and are comprised entirely of rubble and refuse that constantly churns. A lesser debris elemental is usually no taller than seven feet and can weigh up to 500 pounds. Greater debris elementals tend to be several stories tall and weigh multiple tons. A titan debris elemental is the size and weight of a tall building.

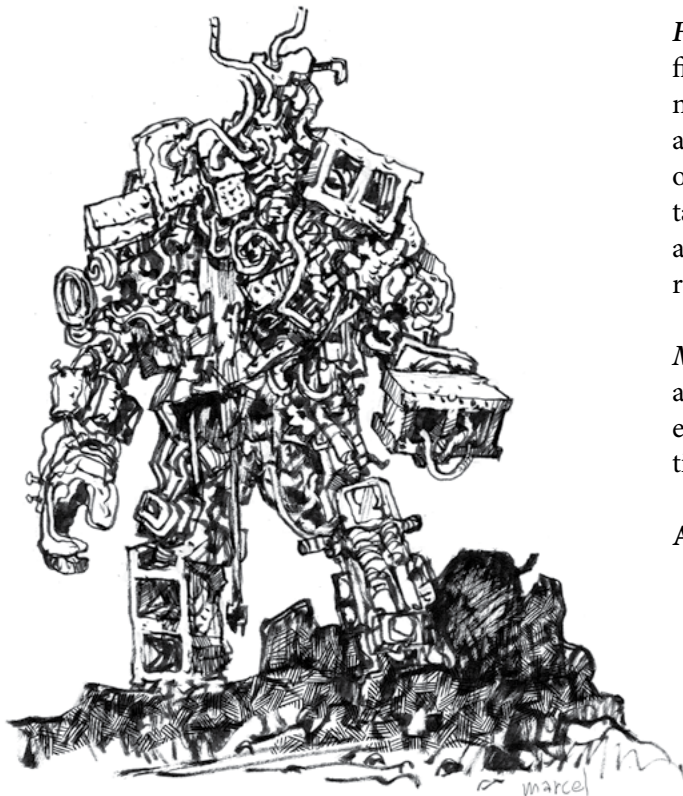
Regenerate: One ability all debris elementals share is that as long as there is rubble and scrap within 10 feet they automatically regenerate 1d3 hit points each round. Any robots or cyborgs in close proximity of a wounded debris elemental may be targeted for their mechanical parts.

	Lesser	Greater	Titan
Init	+0	-2	-5
Atk	slam +3 melee (1d10)	slam +7 melee (3d8)	slam +19 melee (5d12)
AC	15	18	18
Armor Die	1d6	1d8	2d8
HD	2d8+8	6d8+16	18d8+24
MV	20'	30'	50'
Act	1d20	2d20	3d20
SP	regenerate, flammable, material abilities	regenerate, flammable, material abilities	regenerate, flammable, material abilities
SV	Fort +4 Ref +0 Will +1	Fort +8 Ref -2 Will +2	Fort +12 Ref -4 Will +3
AL	N	N	N

ELEMENTALS

Debris Elemental Material Abilities

Roll 1d5	Material	Lesser	Greater	Titan
1	Corroded/ rusted metals	Anyone struck must make a Fort save (DC10) or be infected with a random disease.	Anyone within melee range must make a Ref save (DC 10) every round or take 1d6 damage from falling rubble.	Anyone within melee range automatically suffers 1d4 damage from rubble and shrapnel each round.
2	Jagged glass	All attacks do +1d3 additional damage and any criticals result in the loss of 1 hit point per round until the wound is healed or bound.	All successful melee attacks made against the elemental require a Fort check (DC10) or lose 1 hit point per round until the wound is healed or bound. This will not compound.	All successful melee attacks made against the elemental require a Fort check (DC15) or lose 1 hit point per round until the wound is healed or bound. This will compound.
3	Rubbery	May make melee attacks with a 10' reach.	May make melee attacks with a 20' reach. Also Increases it Armor Die by +1 step	May make melee attacks with a 30' reach. Also Increases it Armor Die by +2 steps
4	Vomit shrapnel	Targets in a 20' long, 10' wide cone in front of the elemental must make a Ref save (DC10) or suffer 1d12 damage. May only be used once every three rounds.	Targets in a 40' long, 15' wide cone in front of the elemental must make a Ref save (DC13) or suffer 2d12 damage. May only be used once every three rounds.	Targets in a 80' long, 20' wide cone in front of the elemental must make a Ref save (DC15) or suffer 3d12 damage. May only be used once every three rounds.
5	Wire lash	May entangle a target instead of doing damage on a successful attack.	May entangle all targets within 10', Ref save (DC 10) to avoid.	May entangle all targets within 20', Ref save (DC 13) to avoid.



Flammable: While not particularly vulnerable to fire, a debris elemental usually has quite a bit of flammable materials within its mass. Flaming attacks used against the elemental have a 33% chance per attack of igniting these materials. Once alight, the elemental's attacks will inflict an additional +1d6 fire damage per strike but will also cancel out the elemental's regeneration ability.

Material abilities: Since no two debris elementals are made of the same material, they may have different special abilities. Roll 1d5 on the table above each time one is encountered.

Adventure Hooks

- As you approach the department store building, you see a large mound of trash heaped up in the parking lot beside it. As you move closer you realize the bits of refuse floating in the air around the heap are moving against the wind...

ELEMENTALS

- As you enter the square in the middle of the ghost town, you see the sign of a large battle from years ago. The only thing out of place are several dumpsters sealed with rubbery goo and covered in strange, luminescent sigils. What could be sealed inside them...
- As you deliver the finishing blow to the crazy man you found living in the supposedly abandoned junkyard, He smiles and speaks a few incomprehensible words. Suddenly, a violent wind whips up forming a funnel cloud that seems to be collecting up every loose bit of junk in the area. Within the forming mass, you think you see a visage of the crazy man's face leering at you in hate...

GUN ELEMENTAL

Gun elementals are roughly humanoid beings made of dozens of firearms sprouting from a dark, liquid metal skin. The firearms eerily flow and shift within its form as the creature moves. There is not a great deal of height difference between the different calibers of gun elementals as all stand nearly 10 feet tall. Their differences are evident in how bulky they are: lesser gun elementals are lithe in build, greater gun elementals are thick and sturdy in their proportions, and titan gun elementals are obese hulks of destruction.

Little is known about the gun elemental's native plane, the Eternal War, as reputedly no mortal that ventured there have ever returned. Priests of Whaaar! have hinted that their violent god was born there and that it is not far from the fiendish plane of Chrome, Brutality, and Pain.

In combat, the gun elemental will face its opponent of choice and begin unleashing a torrent of bullets in single minded determination until the target is dead. Should it lose sight on its chosen target, it will survey all available foes and begin targeting the strongest one.

Stray bullets: While the majority of its "active" guns will be pointed at its current target, many of the other firearms that make up its body will fire randomly in every direction for the duration of the combat. Anyone within 100 feet of an attacking gun elemental must roll under their Luck attribute each round or be struck by a stray bullet for 1d8 damage.

Absorb firearms: Should the gun elemental be reduced to less than 50% of its total hit points, it can absorb any firearms it can touch as an action. This will restore a number of hit points equal to the damage rating of the firearm (i.e. a pistol that causes 1d6

	Lesser	Greater	Titan
Init	+4	+6	+8
Atk	+8 melee (4d4) or bullet barrage +10 missile (4d8, range 200/400/600)	+12 melee (4d6) or bullet barrage +14 missile (4d10, range 200/400/600)	+16 melee (4d8) or bullet barrage +18 missile (4d12, range 200/400/600)
AC	14	16	18
Armor Die	[1d4]	[1d6]	[1d8]
HD	8d8	12d8	16d8
MV	40'	30'	20'
Act	1d20	2d20	3d20
SP	stray bullets, absorb firearms, immune to gunfire, elemental traits	stray bullets, absorb firearms, immune to gunfire, elemental traits	stray bullets, absorb firearms, immune to gunfire, elemental traits
SV	Fort +10 Ref +4 Will +8	Fort +14 Ref +6 Will +8	Fort +18 Ref +8 Will +8
AL	N	N	N

ELEMENTALS

damage would heal the gun elemental 1d6 hp). The maximum number of firearms it can absorb per round is equal to one half of its hit dice. It cannot exceed its original full hit point total in this way.

Immune to gunfire: The gun elemental is immune to damage from all non-magical projectiles. In fact, it will recover 1 hit point for every successful firearm attack made against it. It is aware of this and will always move towards the greatest volume of gunfire aimed at it. It is possible to lure it in this manner.

Salvageable: Upon its death, the gun elemental's body may be pillaged during the 2d3 rounds before it returns to its home plane. There is a 20% chance each round that either 1d3 perfect condition firearms, each fully loaded with ammo, or 4d10+10 bullets/shells of a random type can be retrieved from the corpse.

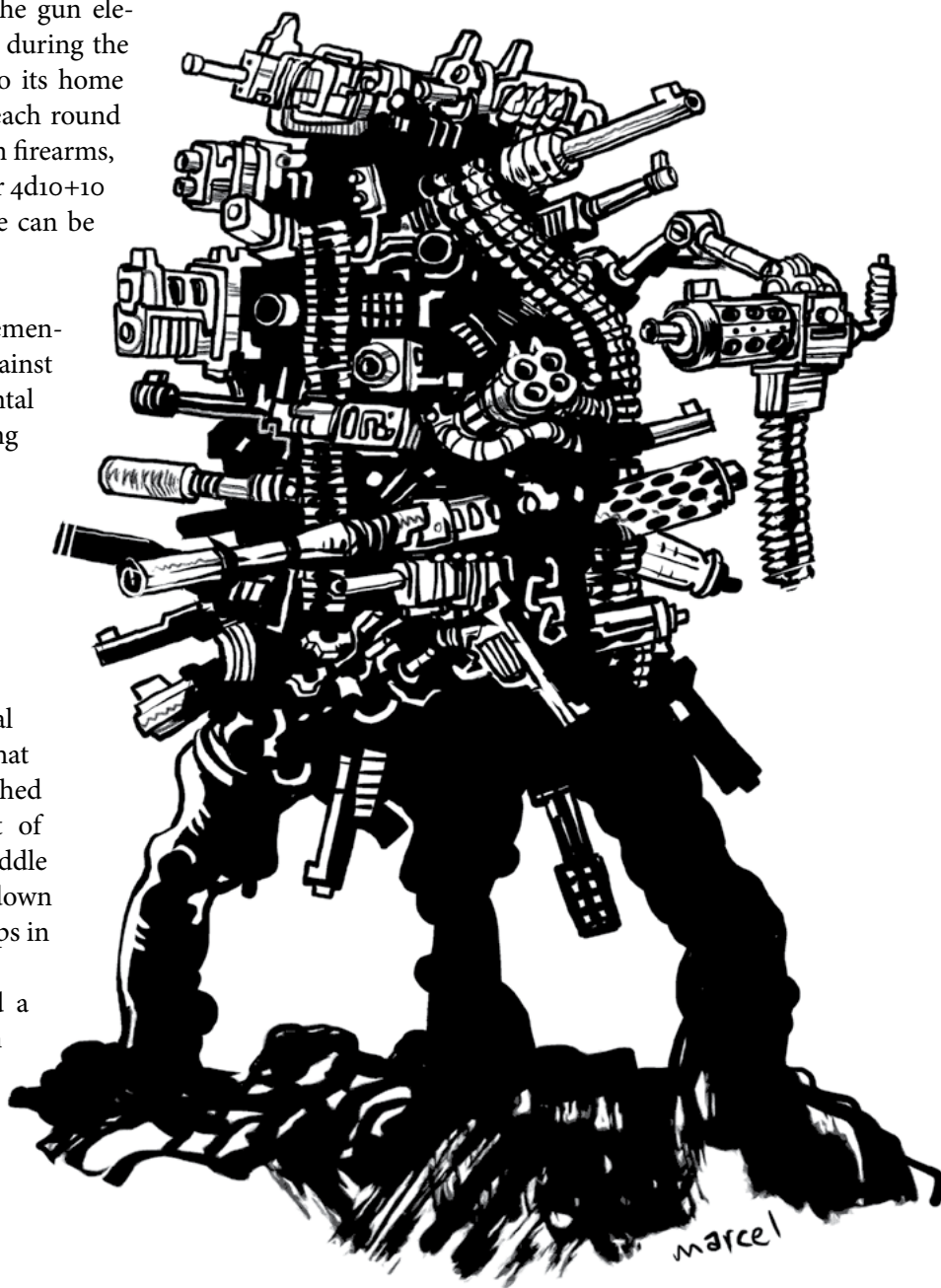
Like all elementals, the gun elemental is virtually defenseless against its opposite, the mercy elemental native to the plane of Unending Tranquility.

Adventure Hooks

- Returning home after a successful ruin pillaging, the party finds the road blocked by a standoff between two local communities. It appears that the forces are evenly matched until a massive amount of gunfire erupts in the middle of one side, mowing down the majority of their troops in short order.
- The party has been paid a large sum to track down the raiders that decimated an ally's trade oasis with a massive hail of gunfire. Following a wandering

path of carnage through the wastes, they find many clues that it is not a band of psychopathic raiders that they are following.

- With a maniacal laugh, the xeno-genie gladly agrees to fulfill the party's wish for an "endless supply of bullets" and then disappears in a sizeable cloud of silvery nanite-mist. As the mist clears they see something standing where the alien tricksters vanished from.





FALCON WOLF • FLYING LASER URSINE • FRAB • FRUITI-SLUSH OOZE

FALCON WOLF

Umerica is home to many strange and weird predators unknown to the previous age. One of the more prevalent of the new hunters are the falcon wolves, bird of prey/wolf-like hybrid creatures with a fine coat of small feathers instead of fur, a vicious beak, and talons instead of claws.

Falcon wolves are ravenous pack scavengers that eat anything that crosses their path. While they can survive off of any organic matter, they much prefer live prey. Nomadic in nature, they follow whatever path leads them to enough food to feed their hyper metabolism.

Falcon wolf: Init +3; Atk beak +2 melee (1d4+2) or acid spit +4 missile (1d8, range 20', may spit 1d3 times per hour); AC 13; Armor Die 1d3; HD1d6+4; MV 40'; Act 1d20; SP expert hunter, hunger rage, domesticable; SV Fort +5, Ref +3, Will +1; AL N

Expert hunter: When hunting they depend heavily on their amazingly keen eyesight which grants them

+5 to perception and hunting checks, day or night. Also, if they can flank their prey they make all attack rolls against that target on a d24 action die.

Hunger rage: If a pack of falcon wolves have not been able to find enough food, they become enraged and gain +1d3 to hit and damage on all attacks until they feed. Their desperate rage also increases their move to 50'. This happens often as they need to eat almost double what an animal their size typically requires to survive.

Domesticable: If captured while very young pups, falcon wolves can be domesticated to serve as guard animals but will turn feral if not properly fed.

Adventure Hooks

- You come across a grizzly site. An animal drawn wagon lays in ruins across the road. The carcass of the draft beast has been striped clean while still in its harness and many of its bones are missing or gnawed through. Remnants of other victims decorate the wagons interior, which has been thoroughly chewed on. As you investigate shrill hooting erupts from somewhere nearby.
- Your weary eyes spot a walled village in the distance. You hasten your pace and arrive there just before dusk. Guards beckon you to enter quickly with faces full of fear. They hurriedly close the gates and make ready to defend the settlement from some sort of "hooting horrors" that attack every night.
- You have joined a merchant caravan encampment for the evening as there is safety in numbers. As you look forward to a good meal and entertainment a guard rushes up to the merchant exclaiming the pack animals carrying some of the food supplies have been attacked and dragged off into the night. The merchant offers up valuable trade goods as payment if you investigate.



FLYING LASER URSINE

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

The preferred den of a flying laser ursine is a cave high off the ground accessible only by the air. Outside of this they weave large nests from fallen branches and found objects in the crowns of stout trees. Any such lair has a 20% chance of containing something of value lodged in it.

Flying laser ursine, adult: Init +1; Atk bite +6 melee (1d7+4), claw +4 melee (1d5+3), or laser eye beam +4 missile (1d8+2, range 100/200/300); AC 12; Armor Die 1d5; HD 3d8; MV 20' or fly 50'; Act 2d20; SP laser hug, energy resistance, mother rage; SV Fort +4, Ref +2, Will +8; AL N.

Flying laser ursine, cub: Init -1; Atk bite +2 melee (1d3+1), claw +1 melee (1d3), or laser eye beam -1 missile (1d4, range 50/100/150); AC 10; Armor Die 1d3; HD 1d8; MV 10' or fly 30'; Act 1d16; SP energy resistance; SV Fort +1, Ref 0, Will +4; AL N.

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

Energy resistance: The fur and feathers of a flying laser ursine are slightly pearlescent and remarkably resistant to energy damage. As such, they ignore 75% of all such damage from magical or technological energy attacks.

Mother rage: There is a 30% chance that any solitary flying laser ursine encountered is actually a mother caring for 1d3 cubs. Should the mother feel that her cubs are threatened in any way, she will fly into a



rage. All attack and damage rolls are increased by +1 die step and she will fight to the death. Should a live cub be captured, there is a 40% chance that a skilled animal trainer could domesticate the beast.

Salvageable: The energy resistant hide of a flying laser ursine can be harvested by a skilled skinner, Agility check (DC 15). If properly skinned, the pelt can be worked into hide armor or a cloak with a 2d3x10% (rolled when the item is created) damage resistance against energy attacks. The fur apparel may also grant a Personality check bonus during social interactions with NPCs who are aware of just how dangerous flying laser ursine are.

Adventure Hooks

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

FRAB

The frab is a man-sized, robber crab-like plant creature with a crusty carapace that easily blends into natural surroundings. Dangling from its undershell are 3d4 spiky yellowish green fruits the size of grapefruit. Below their large grasping claws are several smaller fine manipulation claws that it usually keeps concealed against its thorax, near its fruit growths.

While not the best of conversationalists, frabs will make simple deals or trades with other creatures for woofers and strong batteries. This includes offering safely harvested fruit-grenades or electrical devices that do not vibrate enough to be interesting.

Frab (filching vegetable crustacean): Init -2; Atk claw +3 melee (2d4) or throw fruit-grenade +5 (Damage Die: d6, Blast Range: 10'); AC 14; Armor Die 1d6; HD 3d5; MV 20'; Act 1d20; SP thief skills, explosive fruit, addicted to vibrations; SV Fort +5, Ref +4, Will +1; AL C.

Explosive fruit: Their fruit-like growths are highly explosive when removed from their shell-stems. If a frab fumbles throwing a fruit-grenade, there is a 33% chance it will explode at point black range under the frab instead of rolling on the grenade fumble table.

Also, there is a 10% chance that any critical hit scored on a frab will set off one of the fruit-grenades. If a fruit-grenade detonation, or any other type of explosive, inflicts damage on a frab that still has unpicked fruit-grenades, there is a 15% chance per fruit that it will explode as well. Thus, a melee critical scored on a frab with a ripe bunch of unpicked fruit-grenades can result in a multiple explosion massacre, especially if other frabs are caught in the blast radius.

Thief skills: Natural robbers, all frabs have the following thief skills:

Backstab +1	Sneak silently +5
Hide in shadows +3	Pick pocket +3
Climb sheer surfaces +8	Pick lock +3
Find trap +3	Disable trap +3

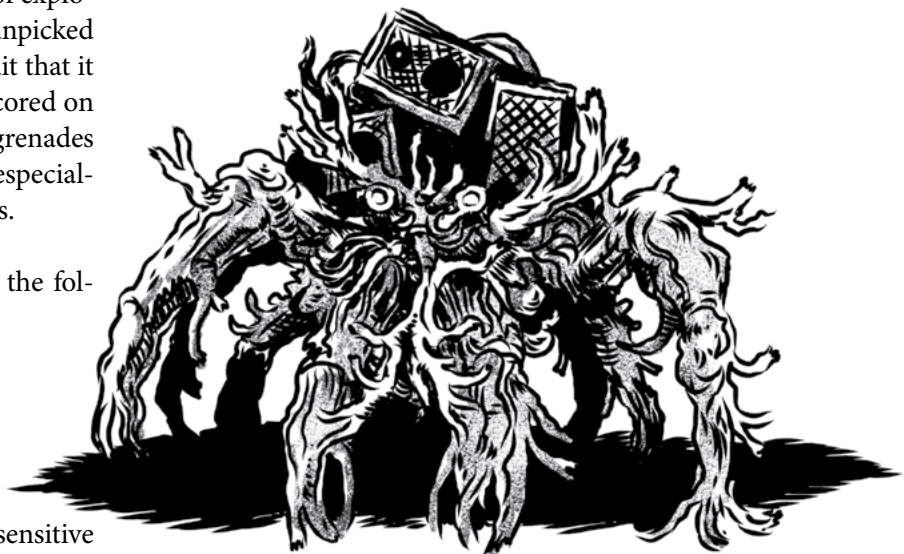
Addicted to vibrations: All frabs are very sensitive to vibrations and enjoy them quite a bit. They have

enough of an understanding of electronics to wire up simple devices to batteries so as to create the vibrations they crave. Their favorite device to pilfer are woofers from speakers of all types. Most frab caves will be lined with as many woofers as they can power. Also, magical or technological persuasion or control attempts involving vibrations gain a +2 die step bonus against frabs.

Salvageable: It is possible to harvest unpicked fruit-grenades from a fresh frab corpse, Agility check (DC 13) failure results in an explosion. Harvested fruit-grenades will stay fresh (i.e. explosive) for up to two weeks.

Adventure Hooks

- The group comes upon a heavily fortified junkyard controlled by a well armed family. They offer valuable parts and safe lodging as a reward for finding a group of thieves that have been pilfering their stores.
- The party is acting as caravan guards for a truck convoy traveling between large communities. An otherwise dull night of guarding the camp during a layover is interrupted by cries of "THIEF" coming from the mechanist's truck.
- The group wakes up to find their vehicle and non-personal tech thoroughly stripped of all electronics, motors, and speakers. A trail of odd prints leads into the wastes in the direction of a large rock outcropping.



FRUITI-SLUSH OOZE

FRUITI-SLUSH OOZE

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

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

Fruiti-slush ooze: Init (always last); Atk icy pseudopod +4 melee (1d5 dam + fruity frostburn); AC 10; Armor Die [1d4]; HD 1d8 per 5' square; MV 5', climb 5'; Act 1d20 per 5' square; SP fruity frostburn, engulf, frozen ooze defenses, icy regeneration; SV Fort +6, Ref -8, Will na; AL N.

Fruity frostburn: Anyone struck by a pseudopod or otherwise coming into physical contact with the ooze must make a Fortitude save (DC 10) or Suffer 1 point of Stamina damage and have the moisture from that body area forcefully removed, leaving a brightly colored, freeze-dried scar that smells strongly of artificial fruit. This Stamina damage can only be healed by magic or super science. It will not recover naturally. Roll 1d7 to determine the color and roll 1d4 for the flavor of the wound:

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

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

Frozen ooze defenses: Due to its frosty, ooze nature the fruiti-slush ooze suffers only one half damage from slashing, piercing, and fire based attacks.

Icy regeneration: It is not only completely immune to all cold based attacks, one half of all cold damage done to it will actually heal it for a like amount. If the ooze is reduced to less than 33% of its original hit point total it will immediately begin moving at double speed (MV 10') towards the nearest source of freezing cold that it can sense, up to one mile away.

Fruiti-Slush Ooze Wound Flavor

Roll 1d7	1	2	3	4
1 - Red	Generic Berry	Cherry	Strawberry	Raspberry
2 - Blue	Raspberry	Blackberry	Minty	Mystery Sweet
3 - Green	Apple	Sour Apple	Lime	Margarita
4 - Yellow	Lemon	Unknown Citrus	Banana	Pineapple
5 - Brown	Cola	Cherry Cola	Rootbeer	Cinnamon
6 - Orange	Orange	Peach	Mango	Tangerine
7 - Purple	Grape	Sour Grape	Mystery Sweet	Mystery Sour

FRUITI-SLUSH OOOZE

Adventure Hooks

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





GAME DEVIL

In the pre-cataclysmic times, a large percentage of the population had at least one video game console system in their homes. Many of the youth nearly worshiped these devices so is it any wonder that after the apocalypse a good number of them became possessed by infernal spirits from other dimensions. Using these devices as physical vessels, these game devils reach out to mortals they encounter in order to steal their souls.

These clever soulstealers appear as a pristine game console with many corded controllers attached to it. Once animate, the corded controllers are utilized as surprisingly strong limbs allowing the devil to move and act in a cephalopod-like manner.

While they are rarely discovered in the open they do position themselves in locations just a bit out of the way. These lairs are set up to entice a small number of victims to approach, usually no more than three to four at a time. If their prey seems wary, game devils will sometimes emit random game sound bites to lure them in closer.

Game devil (possessed game console):

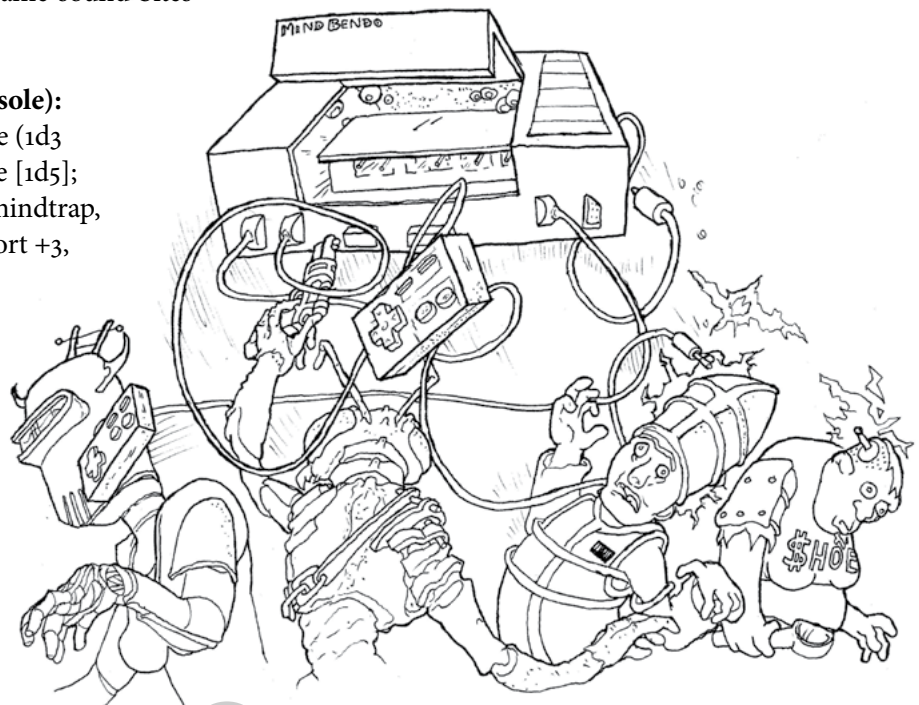
Init +2; Atk controller slap +5 melee (1d3 dam or grapple); AC 12; Armor Die [1d5]; HD 6d6+6; MV 15'; Act 2d20; SP mindtrap, project holo-sprite, respawn; SV Fort +3, Ref +2, Will +6; AL C.

Holo-imp (infernal game sprite):

Init +4; Atk bite +3 melee (1d3 dam + poison, see below); AC 14; Armor Die [1d3]; HD 3d3+3; MV 35'; Act 1d20; SP poison bite; SV Fort +4, Ref +4, Will +4; AL C.

Mindtrap: As the game devil's power weakens as it attempts to snare more victims at once, it will always prefer to set up its lair to limit the number of people that can approach it, usually employing a choke point of some sort. Once a target comes within 20 feet of the game devil, it will reach out with its power to attempt to ensnare their minds. To avoid the entrapment, each person within range must make a Willpower save (DC 18-1 per person in range) each round they are in range. Those that fail the save will find their consciousness trapped in a videogame-like pseudo dimension created by the game devil. Their bodies will slump to the floor as though they suddenly fell asleep. Anyone who makes the save will be physically attacked by the devil.

Those trapped in the videogame-like pseudo dimension of deadly peril inhabit a virtual version of themselves with all capabilities and equipment intact, other than artifact level items or the ability to call upon Divine Aid. Each round they spend trapped they



must make a random save — equal chances of Fortitude, Reflex, or Will (DC 8+1d6) — that represents the current hazards they must overcome to move further along in the game. Failing the save inflicts 1d3 temporary Personality damage and heals the game devil 1d6 hit points, which can exceed its normal maximum hit points. Success allows the victim to move to the next level of the game.

Anyone that reaches and survives level 10 wins, immediately recovering all Personality damage suffered in the game and gaining one point of Luck. In addition, the game devil suffers 2d6 points of damage each time a person escapes its gameworld. Escapees are immune to the mindtrap of this or any other game devil for the next 1d3 weeks.

Should the game devil be physically destroyed while there are victims trapped in its gameworld, each suffers 1d3 temporary Intelligence and Stamina damage as they are forcefully ejected from the game world.

Project holo-imp: Should the game devil be unable to ensnare any of its targets with its mindtrap, it will instead manifest a imp game sprite character in solid holographic form to attack and weaken its victims. These holo-imps can freely travel up to 200' from the game devil before exploding in a bright bloom of pixels. The game devil can maintain a projection of up to three holo-imps, only being able to manifest one per round. Each time a holo-imp is killed, the game devil itself will suffer 1d3 damage from the technomagical feedback.

Poison: On each successful attack the target must make a Fortitude save or suffer from a mind fog that inflicts -1d3 to all Willpower saves for 1d3 rounds. Multiple bites do not have an accumulative bonus to the potency of the mind fog but do increase the effect duration by +1 round.

Respawn: Once reduced to 0 or fewer hit points, the game devil is not truly killed. Unless all of the pieces of the game console are thoroughly burned, disintegrated, or blessed by a lawful cleric, it will reform and be completely restored within 1d3 weeks.

Adventure Hooks

- The party comes across an electronic goods shop that does not seem to have been heavily pillaged over the years. While the merchandise is in a state of disarray, it all appears that it may be intact from the window view. While they consider entering the shop they hear the sounds of several different video games playing from somewhere deep in the store.
- Upon entering the ruins of the Noodle Bowl & Bowling entertainment center, the party finds that it has only been lightly picked over. In fact, deep in the small rotting bar area there are the lights and sounds of a working electronic game!
- Deep in the bowels of the catacomb that lies beneath an old pre-cataclysm church, the party finds a secure vault the seems to be sealed with many wards. Eager to plunder the goods within, the seals are broken only to find a long, sparse room with a single game console sitting on the floor at the far end.



GOLEM

GOLEM

In Umerica golems come in a number of forms, some of which are presented here. In each case, the golem is a creature that is constructed for a specific purpose, often the guarding of a location or specific item. Single-minded of purpose, golems enjoy popularity due to their inability to grow bored or inattentive. Their razor-like focus can also be their undoing though, as the wily may find ways around their specific instructions.

As constructs, golems share a number of common traits including: They do not eat, drink, or breathe, are immune to: critical hits, powers/spells requiring Willpower saves, stat lowering/draining effects, disease, poison, and radiation. When in their “native” environment for which they are designed, golems are indistinguishable from inanimate objects and automatically gain surprise unless their foes are forewarned to their presence. Golems must be pro-

grammed with a simple command of no more than five words per HD of the creature. All golems are, by their very nature, neutral.

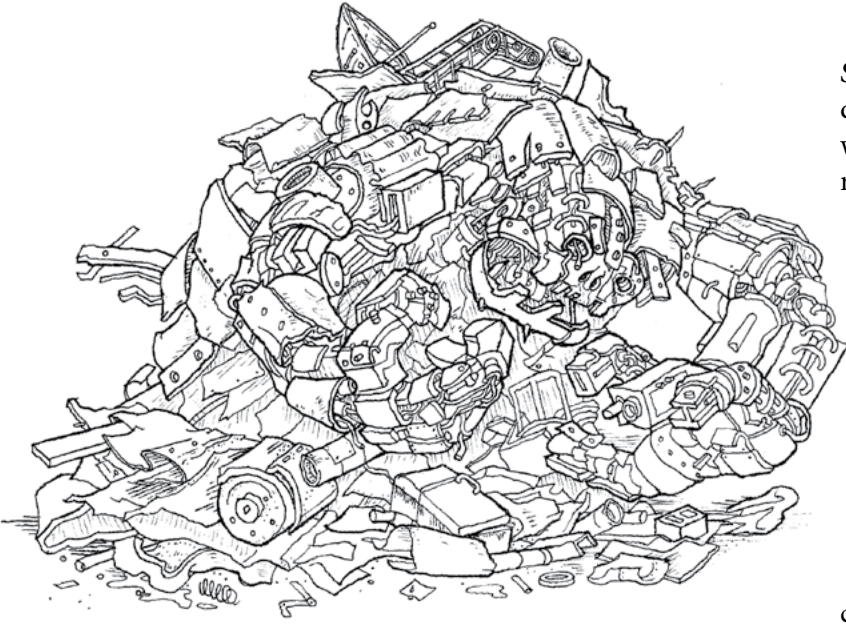
Golem traits: Golems are mindless creatures of their creators, and thus are immune to mental attacks and effects such as fear, charm, or sleep. As inorganic creatures, they are immune to things like poison and suffocation.

GOLEM, JUNK (deadly detritus)

Creatures of magically combined scrap, these guardian-heaps have only the vaguest of humanoid shapes but can use them to devastating advantage. No part of the rust-covered creature is without danger and the varying size (1.5’/HD) of these golems merely adds to the risks when encountering them. When encountered, junk golems merely look like piles of loose metal and scrap until the golem activates and

	Junk Golem	Mannequin Golem	Plush Golem	Vehicle Golem
Init	+0	+4	+1	+2
Atk	fist +4 (1d6+4/3 HD) spare parts +4 missile fire (1d5+2/2HD) stomp +4 (3d8+4) (only if greater than 9HD in size)	fist +2 (1d6+1), rend +1 (3d6)	smother +1 (Fort save, DC 12, or suffer 1d3 Stamina) or by weapon	ram +2 (2d16 plus Fort save, DC 15, or be knocked prone), hood/trunk bite +2 (1d8 plus swallow whole)
AC	13	16	14	12
Armor Die	1d8	1d4	1d3	[1d5]
HD	2-20d12	3d8	2d6	6d12
MV	30’	50’	20’	40’ in melee combat, otherwise Speed Level cruise 3/ max 6
Act	1d24/3HD	2d20	1d20	2d20
SP	golem traits, bulky, disease, gubbins, scavangeable	golem traits, hollow, stockpile	golem traits, choking hazard, malleable, silent, soft touch, vulnerable to fire	golem traits, burning flesh, controllable, parking brake, scavengable, swallow whole
SV	Fort +8 Ref -1 Will NA	Fort +3 Ref +6 Will NA	Fort +0 Ref +4 Will NA	Fort +7 Ref +4 Will NA
AL	N	N	N	N

GOLEM



the parts and pieces all flow together to form one cohesive being. It costs 100gp per HD to gather the materials to build a junk golem.

Bulky: Junk golems are solid masses of magically intertwined metal. Damage from all stabbing and slashing weapons is reduced by -1 die step.

Disease: Junk golems carry a magically mutated form of lockjaw known as “creeping rust”. Any living creature taking damage from a junk golem may contract creeping rust, Fortitude save (DC 13). The disease manifests in rusty bits of metal slowly, and painfully, emerging from the victim’s flesh and gradually fusing together into a solid mass. Affected beings lose 2’ from their base movement and take 1d3 Stamina damage per day. The damage will not heal naturally until the disease has been cured. Victims whose movement or Stamina is reduced to 0 die, their bodies becoming solid metal statues.

Gubbins: Being made up of many small parts, the gubbins knocked off of the golem by repeated blows still pose their own hazard. Every bit of damage dealt to a junk golem spreads a number of small bits around the surrounding area making the footing less than sure. When moving at more than half movement, PCs within 10’ of an injured junk golem must make a Reflex save (DC 10) for every 5’ moved, or take 1d3 damage as they trod on a sharp piece of metal.

Scavangeable: Among the remains of a junk golem dedicated scavengers will find charm piece materials worth 10cp/HD. Digging through the piles of materials requires a Fortitude save (DC 10) lest the scavenger contract creeping rust.

GOLEM, MANNEQUIN (secret shoppers)

Simple shop displays imbued with magical energies, the appearance of mannequin golems ranges from smooth faced parodies of humanity, to simulacrum that stare across the uncanny valley. Due to their hollow, lightweight construction, these golems are astonishingly fast and have caught many an unwary “shopper” by surprise. It costs 30gp worth of materials to build a mannequin golem with an additional 5gp worth of materials for every unit in the stockpile. These golems are generally encountered in groups of three to eight.

Hollow: Being hollow is both a blessing and a curse for mannequin golems. Making them lightweight increases their speed and, so long as they are undamaged, allows them to float in water. However, it also increases their fragility, causing them to take double damage from weapons dealing blunt damage. It is



GOLEM

rumored that some golem manufacturers have been known to fill the hollow space in their golems with everything from poison gas to flesh eating hornets.

Stockpile: Being animate mannequins gives these creatures the advantage of having interchangeable parts. Each unit of stockpile provides the golem with 1 HD of spare parts with which to repair itself. It requires one action to remove a damaged part and a second to fit a replacement so conducting repairs takes up a golem's full round.



GOLEM, PLUSH (adorable assassins)

Save for special cases, these soft and silent killers are rarely more than one foot in height. Made of brightly colored felted fabrics filled with polyfill and their secret instructions these creatures look like nothing other than a child's toy. With no hidden weapons or traps, these creatures can pass even the most thorough of inspections and, because golems are capable of sitting motionless for years at a time, plush golems have long been a favored way to strike out at one's foes (especially via their children).

Unlike other golems, the task of the plush golem is not simply one of protection, but rather of murder by stealth. They commonly will wait in the presence of their target until they are asleep or, if guarded, when all has been still for a prolonged period of time. It is at that point that the golem will approach and attempt to kill their helpless victim. It requires 50gp worth of materials to enchant a plush golem and they may be encountered in numbers ranging from 1 to 10.

Choking hazard: Should the victim of a smothering attack begin to awaken, the golem drops stealth for more direct action. With a successful smothering attack the plush golem forces itself into the victim's mouth and airways, grabbing at flesh in an attempt to anchor itself in place. Victims must succeed at a Fortitude save (DC 10 +1 for every additional round) to ward off blacking out from lack of oxygen while the golem inflicts 1 point of Stamina loss per round. Removing the golem from such a position requires a successful Strength check (DC 13, causing 1d8 damage as the creature is torn free) or the destruction of the golem (with its victim taking half of all damage dealt to the creature).

Malleable: Created of cloth and filler, and having no bones, plush golems merely take 1 point of damage from all blunt weapon attacks.

Silent: Made of soft materials, plush golems make no sound while moving and pass so lightly that creatures that hunt by vibration are incapable of picking up their movements.

Soft touch: Because of the comforting nature of the materials used in their construction, the smothering attack of a plush golem will not automatically awaken their victim. When attacked, the target must succeed in a Willpower save (DC 15) or remain asleep.

Vulnerable to fire: Due to the nature of their construction, plush golems are highly vulnerable to flame suffering double damage from fire with all damage rolls being made at +1 die step.

GOLEM, VEHICLE (parked prowlers)

Indistinguishable from either their mundane cousins or the supernatural vehicles that roam the byways of Umerica, vehicle golems (or vehiculum as they are sometimes known) are commonly found where one would expect to see an old rusty car: the side of the road, an abandoned parking lot, a lonely parking garage, etc. Used as combination guards and methods of escape, these creations are not inexpensive to manufacture, the process requiring 1,000gp of materials in addition to the vehicle itself.

GOLEM

Burning flesh: When launching a ram attack from a position of being parked on another victim, the golem will spin its tires, burning flesh instead of rubber, as it trenches deep into their body doing 4d10 damage and gravely wounding the victim, Fortitude save (DC 18) or die. This action takes place as part of a ramming attack and is not considered a separate action.

Controllable: Whomever's blood is on the instructions placed in the golem's glove compartment is not only in no danger from the golem, they may enter the golem and drive it as if it were a normal vehicle. If the blood is from multiple sources, all may enter the vehicle safely. Unauthorized targets take 1d3 damage per round from attacks small and sundry ranging from movement of the seats to the heat being turned up to a dangerously high level.

Parking brake: Immediately following a ramming attack where its target is knocked prone the vehicle golem may drive onto its victim and park. Doing so brings its enormous weight to bear in the breaking of bones and crushing of organs. Victims suffer 2d16 damage and are open to a "burning flesh" attack in subsequent rounds.

Scavengable: Unless utterly destroyed (reduced to -20hp or lower) the vehicle is salvageable but may need considerable repairs (GM's discretion).

Swallow whole: If the golem succeeds in a bite attack, it can make another bite attack that same round to

attempt to swallow the target. If the second bite attack succeeds, the target does not take regular bite damage but is now trapped in the vehicle either held beneath the hood (taking 1d12/round) or imprisoned within the golem's trunk. A trapped creature may try to fight its way free with a small weapon (such as a dagger) by inflicting 15 points of damage against AC 12; Armor Die d5.

Adventure Hooks

- The party is loaned an auto to take them across the wastelands. Midway through their journey, while the party camps a rival to their benefactor switches the golem's instructions with words and blood of his own. Come morning, the once mundane car attempts to kill the party. Success may still mean walking through the wasteland.
- Recently the scrapyard of a local village has been seized by a gang of wastelanders. Unbeknownst to the villagers, a junk golem has been created in the scrap yard, with the intention of using it to seize control of the town. This massive golem awakens during the second round of combat between the party and the wastelanders.
- A small child is ill and the party has been tasked with the pilgrimage to the sacred Ahs-go to make an offering in return for medicine. Within the small shrine are a number of still figures which animate should the party attempt to take the medicine while leaving nothing as offering for the shrine.



GREENMEN SWARM

GREENMEN SWARM

In nearly every pre-cataclysm dollar store and store toy aisle ruins, bags of plastic army men can be found in various hues of green or other colors. Many of the homes that still stand have a bucket of these toy figures left unwanted in even the most picked over areas. These generally undesirable bric-a-bracs are considered just one of the many puzzling leftovers of a bygone era.

Those that are familiar with the perils of scavenging know that nothing should be taken for granted and that even the most innocent of objects can be infused with evil. One example are the insidious swarms of greenmen. At first glance they appear as just handfuls of plastic army men scattered about, until they become animate in the blink of an eye and fall upon a victim that has walked into their well planned ambush...

It is said that the power behind the creation of these foul things is most likely Elmos, the demonic puppet god of fear and pain but as of yet no true evidence has been discovered.

Greenmen swarm (toy soldier hoard): Init +3; Atk bayonet siege +3 melee (1d4 dam) or tiny rifle barrage +2 (1d4 dam, range 5/10/15); AC 13; Armor Die nil; HD 2d4 per 5' square; MV 20'; Act 1d20 per 5' square; SP recruit, tactics, ambush, harass; SV Fort +1, Ref +3, Will +2; AL L.

Recruit: The foul animating force that brings these hoards to life is contagious. Should a greenmen swarm encounter a mess of toy soldiers or other type of tiny, cheap plastic figures they awaken them and can add them to the swarm. This takes one turn as each and every figure is stood up, awakened, and organized. Each box, bucket, or bag full usually adds another 5' square to the swarm. There is no limit to the size a greenmen swarm can grow to. As such, ancient toy aisles can never be considered safe...

Tactics: greenmen swarms are highly organized and display a frightening level of tactical understanding. They will focus the majority of their attacks on the weakest appearing opponent, using both melee and ranged attacks, while harassing other foes until their current target is taken out. Any critical hits scored by a greenmen swarm will automatically cause the target to be knocked prone, in addition to any other effects.



GREENMEN SWARM

Ambush: As there is no chance to determine if a plastic army man is normal or actually part of a swarm, they can easily take their foes by surprise. Anyone entering into a greenmen swarm's ambush must make an Intelligence check (DC 18) to realize they are in peril. Failure indicates the victims have been caught by surprise.

Harass: Once active, anyone trying to move out of or through an area occupied by a swarm must make a Reflex save (DC 10) or suffer 1d3 damage and be reduced to one-quarter movement that round. A natural 1 on this save results in the mover falling prone. Any prone target in an area occupied by a greenmen swarm will automatically suffer 1d3 damage per round until they can stand up. Using the harass ability does not count as an action for the greenmen swarm.

Adventure Hooks

- The party has found the relatively intact ruins of a large store boasting a fallen sign bearing the name "Toyz R Fun". From the window view, the place looks like it is in shambles but not too heavily picked over. There are the remnants of a few vehicles out front that appear to have been abandoned, some more recently than others...
- While plumbing through an already heavily plundered foodmart, the party has seen a few stray cats about. As the party moves deeper into the store they hear one of the cats suddenly being killed in a very painful way and then silence...
- Moving from house to house in the ruins of a suburban neighbourhood, the party encounters a house that has plastic army men strewn all about the place. Only after the party has all entered into the house does the attack begin!





HIPPOTAUR

HIPPOTAUR

These xenophobic folk make their homes in secluded lakes and swamps. There they maintain a simple, lackadaisical lifestyle of farming vegetation to sate their enormous herbivorous appetites. They live in large, elaborate thatched huts constructed on the shore to give easy access to the water.

Some hippotaur communities are led by a warpriest of Grokk and are even more intolerant of those who would trespass upon their lands. Hippotaurs led by a warpriest are driven by a brutal zeal and will fight on after reaching 0 hit points for 1d3 rounds before collapsing and dying.

Hippotaur (humanoid hippofolk): Init +0; Atk warclub +4 melee (1d10+2) or bite +3 melee (1d5+2); AC 11; Armor Die [1d3]; HD 2d10; MV 40', swim 40'; Act 1d20; SP sudden charge; SV Fort +3, Ref +1, Will +4; AL N.

Hippotaur Warpriest (spellcasting zealots): Init +1; Atk great warclub +5 melee (2d7+3) or bite +4 melee (1d5+3); AC 11; Armor Die [1d4]; HD 4d10; MV 40', swim 40'; Act 2d20; SP sudden charge, spellcasting; SV Fort +4, Ref +1, Will +6; AL N.

Sudden charge: Observers would note that hippotaurs seem to always plod along with a dozy gait and never are in a hurry to do anything. This impression is quite wrong as if any person or beast is spotted anywhere nearby, a hippotaur will burst into a fury of movement to attack the invader. This will give them a +5 to their initiative and +1d3 to hit on the first round of combat. In addition, they will fight to the death trying to drive invaders from their lands.

Spellcasting: Warpriests can also lay on hands and cast spells as a 3rd level cleric (casting roll: 1d20+3). They have access to the following spells: *holy sanctuary*, *paralysis*, *word of command*, *curse*, and *wood wyrding*.



Scavangeable: All hippotaurs are armed with a special warclub that they make as part of their coming of age ceremony. They are exquisitely carved with detailed murals of natural scenes and visions from Grokk. The wood has been treated with a mystic blend of oils and saps that renders it harder than iron. Each can fetch between 40 to 60sp in the right markets.

Adventure Hooks

- An old river route between several larger communities has been claimed by an young clan of hippotaurs. The communities are offering a reward for anyone who can convince the beasts to relocate before they settle in.
- A small river village that the party has stopped at is rife with rumors of a great pre-cataclysmic treasure deep to the south. It is said that it lies in the middle of a lake that is home to a great number of lumbering water beasts that do not take kindly to strangers.
- As the party is traveling along a river bank they see a harried traveler rushing to meet them. She speaks a bunch of panicked nonsense and hands one of the party a beautifully carved club of great size. Once they take it, she flees at a frenzied pace. Shortly afterwards, the party hears the thundering footfalls of a number of large creatures heading their way...



IGUANADILLO • INSECT, MUTANT

IGUANADILLO

These predatory lizards grow up to the size of a buffalo and will eagerly attack prey up to its own size, including vehicles. They are not picky on what kind of meat they eat but they do love fossorians and will go well out of their way to dig out a few.

The head, back, and base of the tail of the iguanadillo are all covered in massive, bony plating that acts as impressive armor. The rest of their body is covered in heavy scaly hide and does not present any obvious weak points. While their sizable spade-like claws are vicious looking, they are rarely employed as weapons.

Iguanadillo (burrowing armored lizard): Init -1; Atk bite +5 melee (3d4+3); AC 9; Armor Die [1d8]; HD 5d12; MV 45'; Act 2d20; SP burrowing, blindsight, roll-up, bowling charge; SV Fort +8, Ref -1, Will +2; AL N.

Burrowing: These mutant lizards are able diggers and lair in underground burrows. They can dig a tunnel wide enough for them to fit through at a rate of 2d3 feet per minute. If encountered in a tunnel, it can as an action attempt to collapse the tunnel (DC

10). If successful, everyone caught in the collapsing area must make a Reflex save (DC 14) or suffer 3d6 damage and need to dig themselves out.

Blindsight: Nearly blind, these beast hunt by scent and sensing tremors through the ground. As such, they are immune to the effects of most visual impairments, such as darkness. They also gain +10 to save versus magical or technological effects that are visual based, such as the color spray spell.

Roll-up: Similar to their armadillo progenitors, iguanadillos can curl up into a ball in order to avoid taking damage and dissuade attackers from continuing their assault. This is a full round action and the iguanadillo cannot take any other action until it uncurls itself. Once curled up, its Armor Die increases to 1d8+4 (a range of 5 to 12).

Bowling charge: A favored tactic of the iguanadillo is to ambush its prey from the high ground. It charges forward at full speed, hops up into the air, and then curls into a rolling ball of destruction. This attack allows them to attempt to bowl over all targets within a 3d3x10' long, 10' wide straight line. Each target must make a Reflex save (DC 12) or suffer 1d16 damage



IGUANADILLO

and be knocked prone. Vehicles in the line of effect must make a Vehicle Control Roll with a modifier of +3. Failure results in rolling on the Wipeout table with a +2 modifier. After the charge, the iguanadillo must make a Reflex save (DC 12) or lose its next action to regain its feet. This attack requires at least 80' of running room to generate speed.

Scavangeable: The bony plating can be harvested from an iguanadillo corpse with an Intelligence check (DC 13). If successful, the harvested plates can be made into 1d4+1, 3 Armor Die step sets of torso armor or be added to a vehicle and give it +1 Armor Die step, Impervious. Either choice takes 1d3 weeks to fabricate.

Adventure Hooks

- While traveling, the party comes across the remains of a few buggies in a small valley. They appear to have been rammed by another vehi-

cle or smashed by a wrecking ball. As the party investigates and pillages the wrecks, the iguanadillo will rush out of its burrow hole at the top of a ridge and prepare to perform a bowling charge at the party.

- Traveling along an old highway, the party spots a group of haggard fossiorians traveling down the road. They offer good trade for any food or water the party can spare. The weary bunch tell tales of a ravenous beast that burst into the burrows of their underground settlement. They offer a reward of high quality metal ore if the party with help them reclaim their home from the beast.
- The Northern Railmasters have posted a hefty bounty on some iguanadillos that have moved into a valley area that has a critical rail route running through it. They are even offering shotguns and shells for those willing to sign up on the official hunt.



INSECT, MUTANT

Just as there have been numerous animals and plants that have been twisted and changed by the Great Cataclysm, many of the insects have also evolved into new and more deadly creatures.

MELTING FLIES

Traveling in small clouds, these small flies are deadly to those not aware of their sinister nature. Their wings make a distinctive buzz that can warn those who know what to listen for.

Buzzing cloud: As the swarm is made up of hundreds of small, flying insects it only suffers one-quarter damage from all attacks that are not area effects of some sort (spray, cone, burst, etc). Fire area effects deal double damage.

Digestive aura: Once the flies have spotted some tasty victims, the swarm will hover around their prey. Most swarms are large enough to roughly cover a 10 foot by 10 foot area and will maneuver themselves to affect as many targets as they can. While they will buzz close to their prey, they will not attempt to land or bite until the prey stops moving.

The swarm projects a radiating aura that breaks down living animal tissues, similar to the effects of digestive acids. Any creature surrounded by the

swarm will suffer a cumulative 1 hit point of damage per turn as they begin to break down (i.e. 1 point on turn one, 2 points on turn two, 3 points on turn three, etc.). Insidiously, this digestive effect is not very painful and the victim must make an Intelligence check (DC 18 - effect damage taken) to notice until they have suffered at least one-third of their normal total hit points in damage from the effect. This can be especially dangerous for those who are already wounded or sleeping.

If not driven off, the swarm will continue to project the aura until all of their prey has died and been properly pre-digested for them.

COLONY SCORPIONS

As these arachnids look like an “ordinary” scorpion most folk would not pay them much attention as long as they do not get too close. In truth, these scorpions live together as a large colony, usually situated in a natural cave or secluded ruins. As they are all mentally linked, killing just one of these creatures can bring down a well planned vat of vengeance upon the careless fool.

The main tip off that it might not be a common scorpion is that they always travel in numbers. While they usually are not standing claw to claw, they are never too far apart either. A traveler keeping an eye out can spot the difference and avoid making a costly



INSECT, MUTANT

	Melting Flies	Colony Scorpions	Flutter Glows
Init	+0	+2	+3
Atk	bite +1 (1pt dam)	sting +2 (1d3+poison)	none, see below
AC	10	12	13
Armor Die	nil	nil	nil
HD	2d6	1d8+4 per swarm	1d3
MV	40'	20'	30'
Act	1d16	1d20	1d16
SP	golem traits, bulky, disease, gubbins, scavangeable	hivemind, psionic powers	radioactive, life-drain
SV	Fort -2 Ref +0 Will +1	Fort +1 Ref +2 Will +4	Fort -5 Ref +3 Will na
AL	N	L	L



marcel

INSECT, MUTANT

mistake or perhaps even making an ally with a choice peace offering (food, water, crafted materials).

Any one colony will usually be comprised of 2d4 swarms. An exceptionally old or well established colony might have as many as 2d6+4 swarms.

Hivemind: Every member of the colony is telepathically linked into a single hive mind shared by all. Whatever one sees or experiences, they all are privy to. As a group, they are highly intelligent and capable of learning by watching other creatures perform tasks or crafting. Roll 1d5 times on Table B2: Umerica Random Occupation (USG pg 48) to determine what occupational skills they have learned.

Different settlements of colony scorpions will have separate hiveminds but can communicate via telepathy. They will generally attempt to solve disputes between them peacefully when possible.

Psionic powers: (*This beast uses the Psionic rules from UX02: Mind Games. If the campaign is not utilizing these rules, use the Alternative Psionic Powers ability instead*)

A colony scorpion swarm has the following psionic powers (page numbers refer to UX02: Mind Games):

Telepathy Focus die: d4

Tier 1

Remote Communication (pg 36)

Thought Tap (pg 42)

Psychokinesis Focus die: d3

Tier 1

Remote Hands (pg 37)

Clairsentience Focus die: d3

Tier 1

Remote Viewing (pg 38)

Alternative Psionic Powers: (Use only if the Psionic rules from UX02: Mind Games are not allowed in the campaign)

Telepathy - A colony scorpion swarm can communicate telepathically with a non-colony mind, up to a distance of 30 feet. They can also attempt to read the target's mind, who must make a Will-

power save (DC 8+d4) to avoid this. They also gain a +3 to all attempts to discern if someone is lying to them.

Telekinesis - A colony scorpion swarm can lift and manipulate objects up to 100 feet away with an effective Strength and Agility of 14. In combat, they can use this to grapple or strike a foe: Psi-strike +3 missile (1d6+1, range 100 feet).

Clairvoyance - A colony scorpion swarm can extend their senses outside of their bodies and perceive events from a distant point. The point can be up to one mile away. They can see just as if they were standing at the target point. They must know what they are looking for to see any particular place.

FLUTTER GLOWS

These beautiful butterflies are adorned in radiant coloration, so much so that they glow brightly in the dark. If it were not for their deadly nature, Umerican citizens would consider them a wondrous sight. The effects on the environment in the wake of a flock of flutter glow's path can also be a warning sign that danger is nearby.

Radioactive: The natural glow of these insects is due to them emitting a powerful amount of harmful radiation. Anyone spending more than a turn within 20 feet of even one of these creatures must make a Fortitude save (DC 8+the number of flutter glows nearby) or suffer 1d3 temporary Stamina damage. This save must be made each turn. Spending more than an hour near a flutter glow will require an additional Fortitude save (DC 11) or gain a mutation (see Gaining Mutations, USG pg 168).

Oddly enough, mutant characters gain an unusual side effect from the presence of flutter glows in that any Stamina damage suffered also increases the mutant's Glow pool on a one-to-one ratio. This means a mutant that suffers 2 points of Stamina damage also increases their Glow pool by 2.

Life-drain: Another deadly feature of the flutter glow is its method of feeding. At seemingly random intervals it will project a life draining force out to five feet in every direction. Any living thing caught in the

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area of effect suffers 1d3 damage, which is consumed by the flutter glow. Groups of flutter glows tend to feed together. As such, the drain radius is increased by 1 foot per extra flutter glow and the drain damage is increased by +1 per extra flutter glow.

To determine when a flutter glow wants to feed, all targets within range must roll under their Luck each hour. Any failed Luck checks indicate that all of the flutter glows in the group want to feed.

Adventure Hooks

- The party has stumbled upon a huge, overgrown junkyard that looks nearly unplundered. The ground around the yard is thick with lush foliage that appears unblemished by foot traffic. The place seems quiet and serene with only the buzzing drone of insects disturbing the peace...

- The locals say that the old mine down the road is haunted. That anyone who goes in either never comes back or returns screaming about voices in their head. They say a treasure trove of old tech is waiting in the depths of the mine. Standing at the entrance, all the party sees is an ancient tunnel dug deep into the side of a cliff and a surprising amount of scorpions scuttling about.
- As the party reclines in a small community's tavern, a terrified boy runs in screaming that "the butterflies are back!" Surprisingly, all of the locals look highly alarmed and fly into panicked action to seal up the tavern. What will the party do?





JACK-O-RANG-UTAN

JACK-O-RANG-UTAN

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

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

Jack-O-rang-utan appear as heavy set, ruddy furred simians with pumpkin-like heads. Their faces are like that of a jack-o-lantern, including a wild, fiery blaze burning within their gourd heads. When they choose to make themselves known, they are always cackling and chattering in a very unnerving way.

Jack-O-rang-utan: Init +2; Atk fiery bite +4 melee (1d6+3+burning) or slam +6 melee (1d6+3) or throw flaming feces +3 missile (1d4+burning); AC 13; Armor Dice: [1d3]; HD 3d8; MV 20' or climb 30'; Act 1d20; SP fearful visage, pass without trace, mind bending chatter, flaming feces, wild healing, sabotage; SV Fort +6, Ref +3, Will +1; AL L.

Fearful visage: Anyone seeing a jack-O-rang-utan up close (less than 20 feet) for the first time must make a Willpower save (DC 11) or be turned (see DCC RPG, pg 97). Anyone who has seen a jack-O-rang-utan before must still make a Willpower save (DC 11) but failure only inflicts a -1 to all actions taken against the beast, due to fear.

Pass without trace: They have the ability to move through natural environments without making any sound or leaving any trace of their passing. They also gain a +10 to hide checks in natural terrain.

Mind bending chatter: Unless the invaders are obviously hostile, the jacks will try to scare them off first with an unnerving chatter that quickly unhinges the mind. This torrent of discord will continue for 3d8 hours. Anyone within a half-mile of a group of chattering jacks without earplugs or other protection must make a Willpower save (DC 10) every hour or suffer 1d3 temporary Intelligence damage due to encroaching insanity. Without hearing protection or soundproofing, it is nigh impossible to get any rest while the cacophony rages on. Anyone reduced to below 7 Intelligence in this way will run off into the wilds and have a 33% chance of never being seen again. Those that do return do so after 1d4 days have passed with no memory of their excursion.

Flaming feces: Should the invaders attack or persist in their efforts to tame the wilds, the jacks will attack from the trees with a barrage of burning feces. In addition to doing damage, anyone hit has a 40% chance of catching fire (see DCC RPG, pg 96). Note that any fires started in a wild area by this attack will fizzle out and die unnaturally in 1d3 minutes.

Wild healing: As a final resort the jacks will engage in melee combat but they will not fight passed losing half of their hit points. If heavily wounded, they will quickly retreat to fight again later. A jack-O-rang-utan can recover all lost hit points or attribute damage with eight hours of uninterrupted rest in the wilds.

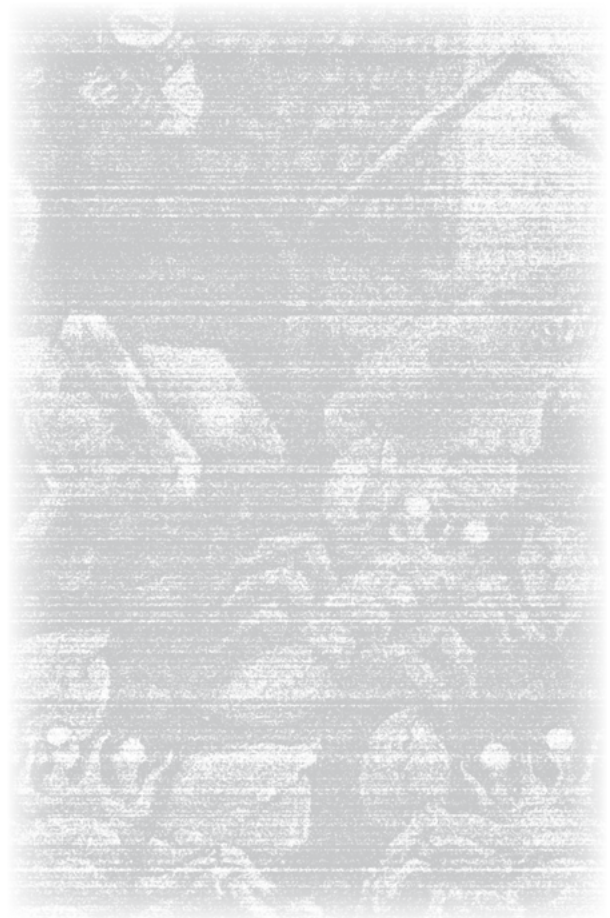
Sabotage: Another favored tactic is to sabotage any construction sites or machines left poorly guarded. They will creep in and attempt to cause as much damage as possible until they are detected. For each hour they have to work they will use their innate understanding of vandalism and mischief to have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

JACK-O-RANG-UTAN



Adventure Hooks

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





KOMO-DOANS

KOMO-DOANS

(lizard-folk of the wastes)

In the wild, these mostly solitary creatures live in burrows that dot the western wastes of Umerica. Actively hunting by day, komo-doans retreat to their burrows by night so as to conserve the heat absorbed from the day's sun. Capable of reproducing via parthenogenesis, the females of the species are capable of single handedly establishing breeding populations wherever they find themselves allowing the komo-doans to continue to expand their range at a worrisome rate.

Largest of Umerica's lizard-folk, komo-doans can grow to a towering 10 feet tall and weigh upwards of 450-500 pounds. What these creatures lack in natural armor plating, they make up for in sheer physical power (Strength 24). With long claws, a powerful tail, and jaws that drip globs of saliva, these creatures are not a welcome sight as they will kill and eat any creature that they can catch other than their own kind. Capable of eating an entire deer in a sitting, komo-doans tend to migrate as game grows scarce. It is this migratory need that has made these creatures notorious.

As hatchlings, the young komo-doans stay close to their mother, relying on her for food and care. They never venture from the underground nest and, due to the ease with which broods of new eggs can be laid, are considered fairly expendable to their mother.

As youths, komo-doans set out in migratory groups, often clad in stolen leathers and astride motorcycles. Forming into gangs such as the Hissiens, the Brood, Migration Nation, and the Komodo Motos the young are favored by Thesolokomodra and travel the roads of Umerica looking for food, fuel, and fights. The Migration Nation and the Komodo Motos have a particularly fierce and bloody rivalry with gang wars breaking out anywhere the two ri-

val groups collide. Rumor is that the leader of the Komodo Motos is a venerable, 3-headed komo-doan who wields sorcery and rides a custom trike.

During adulthood, their migratory wanderlust sated, komo-doans settle down and rarely leave again save for hunting. While most confine themselves to burrows in the style of their ancestors, a recent movement towards the modern has been taking place, with komo-doans learning the value of trade in regards to both supplies as well as warmth.

Those komo-doans who survive the rigors of youth and adulthood to become venerable among their kind are truly fearsome to behold. Towering 10 feet tall and easily six feet wide, these creatures are not trifled with. Most simply live in their burrows, hunting until the food supply dwindles and then moving again. Some others remain in society taking roles anywhere from merchant to warlord.

Ectothermic: In the wild, komo-doans warm themselves by basking in the sun. In society, they'll use whatever method they can to capture and hold heat. In temperatures below 80°F they suffer a -4 penalty to initiative and a -2 penalty to Reflex saves.

Wheels: Young komo-doans all have motorcycles of varying styles and conditions. These often determine the pecking order among their groups and what gangs they may be eligible to join and ride with.

Adventure Hooks

- A chapter of the Migration Nation has newly established itself in the local region. Numbering 16 young they have been rapidly wreaking havoc through the ranching community of the area. This has drawn the attention of the Komodo Motos and the party is hired to send the Migration Nation packing before the Motos arrive in force (30 to 40 strong) and devastate the area.

KOMO-DOANS

	Hatchling (2')	Youth (5')	Adult (7')	Venerable (10')
Init	+0	+2	+3	+3
Atk	claws +0 melee (1d4+2), bite +0 melee (1d6+2)	claws +2 melee (1d6+4), bite +2 melee (1d8+4 plus poison DC 14 or death)	claws +4 melee (1d6+6), bite +4 melee (1d8+6 plus poison DC 16 or death)	slam +5 melee (1d12+8), claws +5 melee (1d6+8), bite +5 melee (1d8+8 plus poison DC 18 or death), tail +4 melee (2d5+8) or by weapon
AC	11	13	14	15
Armor Die	1d3	1d6	1d4	1d4
HD	1d8+4	3d8+5	4d8+6	5d8+7
MV	10'	30' or dig 10'	30' or dig 10'	30' or dig 10'
Act	1d16	1d20	2d20	2d24
SP	ectothermic, immune to disease	ectothermic, immune to disease, wheels	ectothermic, immune to disease	ectothermic, immune to disease
SV	Fort -1 Ref +3 Will +0	Fort +1 Ref +3 Will +1	Fort +3 Ref +2 Will +2	Fort +5 Ref +1 Will +3
AL	C	C	C	C

- Within the wastes is a komo-doan of unusual wit and intelligence. Rather than retreating to a burrow by night and hunting by day, he has learned that operating a trading post allows him the supplies needed to keep the building heated by night. Kept perpetually awake by pills sharing the names of angry insects, this twitchy lizard-folk is willing to make a deal but, if none can be made, isn't above killing and eating someone.
- In the Neuqua valley, a traveling carnival comes to town, showing off exotic creatures from across Umerica. The strongman, a komo-doan, takes the opportunity to escape his bonds in an attempt to flee to warmer climes. The party is offered a bounty for the lizardman's re-capture, and must decide if they want to take the offer or if they wish to aid the komo-doan in slipping the bonds of servitude.





LINOLEUMOEBEA • LION-SNAKE • LUCK EATER

LINOLEUMOEBEA

(deadly waxy build-up)

The linoleumoebea is a sentient cleaning supply that was rinsed out and left behind by aliens after cleaning out their spacecraft. Originally bred to feed on the dust and filth that falls onto a floor, the ooze has no natural predators on Urth and rapidly expanded its diet. While capable of sustaining itself on any organic matter, the linoleumoebea has developed a tendency to gorge itself whenever possible, and then slushing away to digest

The transparent, glossy ooze has enough mass to fill five cubic feet but is commonly spread quite thin, looking like a high-gloss shine on a perfectly polished floor – up until the moment that it strikes.

Linoleumoebea increase in size by a five foot square for each additional HD over 1.

Linoleumoebea: Init +3; Atk pseudopod +2 melee (1d4 + 1 Stamina); AC 11; Armor die 1d3; HD 3d8; MV 20'; Act 2d20; SP half damage from slicing and piercing weapons, double damage from fire, ambush, engulf, protoplasmic breakdown; SV Fort +6, Ref -8, Will -6; AL N.

Ambush: Being both visually transparent and normally at the ambient temperature of its surroundings, the linoleumoebea horror is normally invisible to both normal vision as well as infravision. It gains surprise in all encounters in dimly lit or dark places but in well-lit places is clearly visible at 60 feet (or more depending on the surroundings).

Engulf: Any human-sized target hit by both pseudopod attacks in a single round is held firmly while the rest of the ooze congeals around its victim. Targets engulfed take 1d6 acid damage each round they are held and cannot escape or take any action without making an opposed Strength check against the beast (Strength 15).



Protoplasmic breakdown: The slime digests its food by emitting acidic juices on contact. Any creature that contacts the slime (including by unknowingly walking across it while barefoot) temporarily loses 1 point of Stamina from the digestive juices. A creature that reaches 0 Stamina is dissolved, leaving no stain behind.

Adventure Hooks

- On the occasions that they have visited, the party has admired how clean Grummick kept his trading post. Now they are back at the trading post to resupply and there is no sign of Grummick, or anyone, even though the shelves look well stocked.
- In a supply closet the party finds a bottle of Ultrashine brand mono-urethane floor polish that was left behind by alien travelers. The bottle contains a 1HD linoleumoebea.
- After an incredibly boisterous evening, the party wakes up in the presence of several oil drums and their trade goods are wholly depleted. As they sit, broke, trying to remember what happened, the first of the oil drums falls over for no visible reason, and a slow trickle of clear liquid begins flowing from the top.

LION-SNAKE (mutant predator)

American lion-snakes come in many sizes and breeds, and are rarely simply referred to as “lion-snakes” although any sub-type can accurately be called such. Responsibility for their creation is claimed equally by the clergy of both Grokk and Mother Nuka. The feline-headed serpents pose great danger whether encountered in a pack, or alone.

In rare occasions, two-headed mutant varieties of the lion-snake may be encountered. These exceptional creatures have 2HD more than normal lion-snakes of their type and have an additional bite attack (potentially being able to simultaneously constrict two targets if both bite attacks succeed in the same round). Only one head is ever connected to the digestive system, and so only one man-sized target may be swallowed whole at a given time. As part of a pack, the two-headed variety is always the dominant member.

Ambush: Lion-snakes are capable hunters and they are capable of lying in ambush for great periods of time. If their prey be surprised, the lion-snakes gain a +1 die step to all attacks during the round. This is in addition to any other applicable bonuses.

Constrict: Upon scoring a successful bite attack, the lion-snake immediately follows up with a d16 constriction attack using the same melee bonus as the initial bite attack. If successful, the lion-snake grapples and begins to squeeze its prey. In addition to the damage each round, the victim must make a Fortitude vs. 12 (+1 for each cumulative round of constriction) or black out and be rendered helpless. Grappled targets may attempt to break free by means of a contested Strength check vs. 1d20 + the lion-snake's HD+4. Any other actions taken are only allowed with the GM's discretion.

Fast: The lion-snake may move at double its movement rate for a number of rounds equal to its HD, after which it may only move at half its movement rate for a number of rounds equal to double its HD.

Massive bite: If the bite attack inflicts damage equal to 10 hit points or more, the victim begins bleeding at a rate of 1d4/round and must make a DC 10 Fortitude save or pass out from the blood loss for 1d4 rounds.



Pride tactics: Lion-snakes are capable of coordinating their efforts to attack multiple prey animals, or even creatures much larger than themselves. So long as there are at least three pride members involved in a combat, the lion-snakes receive a +d3 bonus to their attack rolls. This die increases one step for every additional pride member present (to a max of +d6). If the pride is coordinating its efforts against a single creature, they receive that bonus for both attack and damage. It is rare to encounter prides of lion-snakes numbering greater than seven as young males will often strike out on their own and begin their own pride.

Rake: Upon successfully constricting an opponent, the lion-snake automatically rakes its foe in subsequent rounds, inflicting damage from both claws without requiring an action.

Relentless: Once they have encountered the scent of a rival predator (including PC races), these lion-snakes will follow the trail of that target with no chance of failure. So long as that creature remains in their territory (demarcated at the GM's discretion) they will

LION-SNAKE

	Cheemera	Coubra	Pantherconda
Init	+5	+5	+4
Atk	bite +7 melee (2d5+poison, Fort save vs. DC 16 or die) claw +8 melee (2d8+3)	bite +7 melee (1d5+poison, Fort save vs. DC 14 or die) spit +8 missile (poison, Ref save vs. DC 15 or blind 1 turn)	bite +7 melee (3d4+3)
AC	15	13	13
Armor Die	1d8	1d3	1d4
HD	4d10	3d7	8d12
MV	100', fly 50', swim 40'	40', swim 20'	40', swim 20'
Act	2d20	2d20	1d20
SP	constrict (1d8), fast, rake, stealthy	ambush, fast, pride tactics, relentless, stealthy	ambush, constrict (1d12), pride tactics, stealthy, swallow whole
SV	Fort +4 Ref +4 Will +4	Fort +4 Ref +4 Will +4	Fort +6 Ref +3 Will +4
AL	N	N	N

	Reticulated Lion-snake	Sabertoothed Tiger-snake	Sea Leopard
Init	+4	+4	+6
Atk	bite +7 melee (3d4+3)	bite +5 melee (3d6+poison, Fort save vs. DC 18 or die)	bite +5 melee (2d4+poison, Fort save vs. DC 12 or die)
AC	13	13	15
Armor Die	1d4	1d3	1d3
HD	4d8	4d6	5d6
MV	40', swim 20'	40', swim 20'	0', swim 60'
Act	1d20	2d16	1d20
SP	ambush, constrict (1d8), roar, stealthy	massive bite, pride tactics, roar, stealthy	pride tactics, stealthy
SV	Fort +6 Ref +3 Will +4	Fort +8 Ref +3 Will +4	Fort +2 Ref +8 Will +3
AL	N	N	N

seek to destroy their target and cannot be dissuaded from this course of action by any means, mundane or magical.

Roar: The roar of a lion-snake echoes basso fury coupled with undertones of a gravelly hiss that can be heard for miles. Often used at the beginning of an attack, from ambush, the lion-snake may roar in place

of any other actions. Targets of 2HD or less within 100 feet are immediately frozen in panic for 1d3 rounds; 3-4 HD creatures must make a DC 14 Willpower save or flee in fear for the next 2d4 rounds; 5+ HD creatures must make a DC 14 Willpower save or be shaken and suffer a -1d penalty to all actions for the next 1d4 rounds (add +4 to all target DCs in the case of a doubled roar from a two-headed lion-snake). Prey

LION-SNAKE

animals will suffer a -4 penalty to this save. Fleeing creatures may take no action other than attempting to flee, even if being attacked, unless successfully constricted. Only the dominant snake-lion may use this attack as for others to do so is considered a challenge to his dominance.

Stealthy: Lion-snakes may add their HD to all attempts to hide and sneak.

Swallow whole: Particularly massive lion-snakes may attempt to swallow prey of man-sized or smaller, in a single gulp. Upon scoring a successful bite attack, instead of constricting, the lion-snake may immediately make a second bite attack. Should the second bite hit, the lion-snake has swallowed its foe whole and its muscles begin crushing it within the lion-snake's body. Swallowed targets suffer damage equal to half of the lion-snakes constriction damage + 1 hit point of acid damage per round. Targets swallowed whole are helpless. Lion-snakes attempting to digest a meal may not constrict further targets.

CHEEMERA

Unlike any other examples of its kin, this lion-snake has forepaws capable of assisting it in running as well as capturing and raking its prey with sharp claws. Massive wings fan the air, stretching from the shoulders of its feline forequarters. The scales of the cheemera are predominantly yellow, with patterns of small black spots, and only a rudimentary spike-mane at the base of its head.

COUBRA

Sleek and relentless, the coubra is easily recognized by its hood, the back of which is marked with a pattern similar to a black death's head across its grey scales. The coubra will most often attempt to blind its prey by spitting poison into its eyes before closing to slay its meal. Incredibly foul tempered there is a 25% chance that any encounter with a coubra will be with a lone specimen rather than a pride. The coubra has no mane.

PANTHERCONDA

The largest of the lion-snakes, the pantherconda averages 80 feet in length with rare specimens growing to

100 feet long or more (add 1HD for every additional 10 feet of length). Utterly smooth, the pantherconda's feline head is two-toned to match both the creature's dark scales as well as those of its lightly colored belly. Panthercondas will often lie at the bottom of streams or small rivers, where turbulent waters give them additional cover while waiting in ambush.

RETICULATED LION-SNAKE

With powerful bodies that are easily two to three inches thick, the reticulated lion-snake is the most commonly encountered species of these predatory beasts. With a stiff ridge of hair lining their back and forming a wild, bushy mane it is from these creatures that the lion-snakes draw their name.

SABERTOOTHED TIGER-SNAKE

Easily recognized by its oversized bite and tawny colored scales, the sabertoothed tiger-snake has one of the more dangerous venoms found in Umerica. The venom from the beast is highly prized in some quarters, although it is debatable whether or not the risks needed to gather the venom are rewarded with equal value.

SEA LEOPARD

The only known aquatic species of lion-snake, the sea leopard is capable of closing its nostrils and remaining submerged for up to 12 hours at a time. The sea leopard is near helpless on land and is unable to move on dry land as its smooth belly cannot find purchase.

Adventure Hooks

- While stalking a renegade in hopes of collecting a bounty, the group is unaware that they too are being stalked, having entered the territory of a pride of coubras.
- The group is paid to find out what happened to a small flotilla of fishermen returning upriver with their day's take. All of them vanished and only broken bits of their small skiffs remain. A pantherconda lies in wait for its next meal
- Escaping from a wildfire, the group is forced into the waters where several prides of sea leopards have put aside any animosity while reaping the bounty of food fleeing the blaze.

LUCK EATER

LUCK EATER

The illxiljlixlli, locally known as luck eaters, are a form of demon from another dimension. There is much debate, among those that are even aware of their existence, as to whether they recently entered our realm after the Great Cataclysm or if they had been hunting on Urth for centuries beforehand. Fortunately, the reason the evidence is difficult to unearth is there are only a small number of them that dwell here.

The appearance of a luck eater varies depending on how well-fed that creature is. They have four states of physical existence: starving, hungry, sated, and corpulent.

Starving — The eater appears as a gaunt, insectoid with a loose, umber exoskeleton that seems like it belongs to a much larger creature, especially in its belly region. It stands roughly four feet tall and employs two sets of spindly arms to attack its prey. The eyes of a starving eater are wild with gluttonous fury, and they rarely will converse in anything but ravenous mutterings.

Hungry — An eater at this stage stands about five feet tall and its exoskeleton seems to fit its body much better. Its umber coloration is much brighter, with hints of gold throughout. The bot-

tom set of arms is now obviously smaller than its upper ones. Although it is still eager to feed, it now will display refined conversation skills, as long as it knows the socialization will result in being fed. If encountered outside of a combat situation, there is a 50% chance that it will be willing to bargain for the Luck it hungers for.

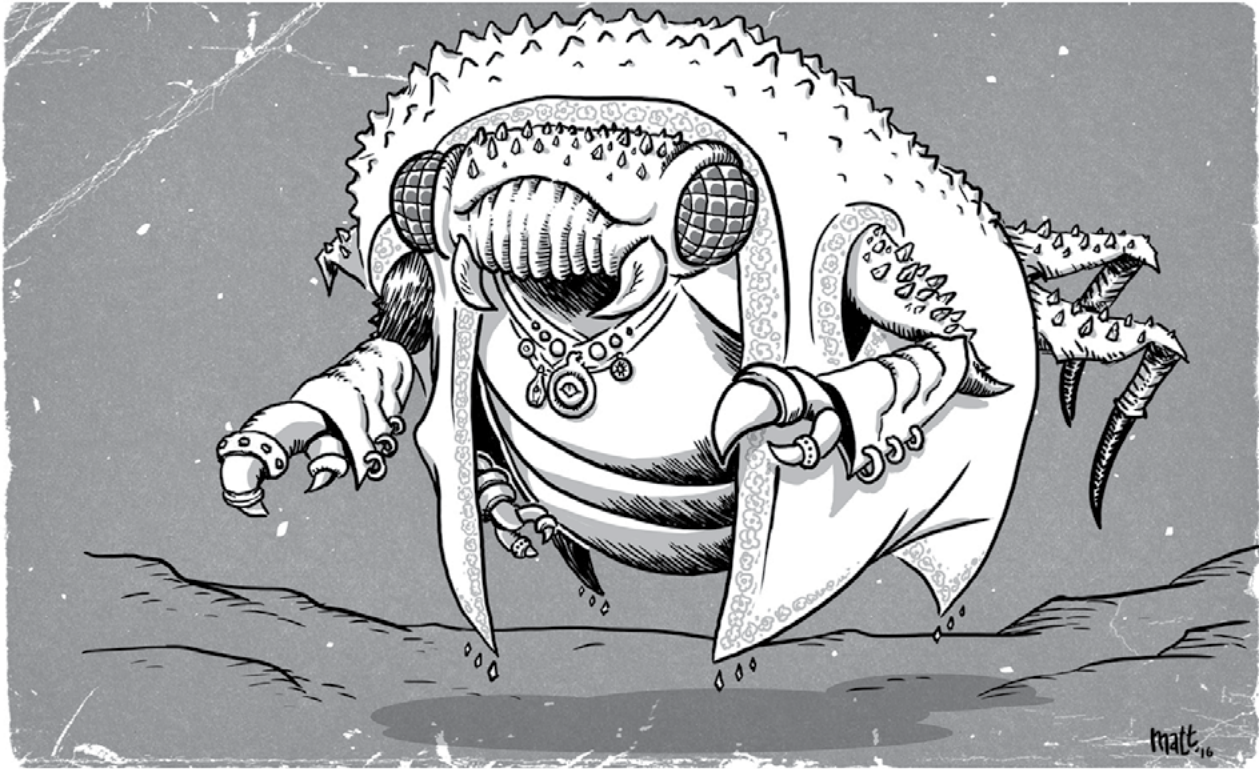
Sated — Now the eater has taken on a much more regal appearance. Its shell has a golden luster with only hints of the former umber hue. At nearly seven feet tall, the eater presents an imposing figure to those who confront it. It will be likely, 80% chance, that it will try to bargain before resorting to violence.

Corpulent — This is an eater's most immense stage, being over eight feet tall and grossly obese. Its exoskeleton gleams as true gold and is encrusted with many gem-like protrusions. The lower set of arms are now nothing more than vestigial remnants. The eater's bulk is so great that it can barely walk, preferring to simply hover a few feet off of the ground when it has to move. Corpulent luck eaters will never actively engage in direct combat unless absolutely necessary.

Luck die: Similar to a thief, a luck eater may spend any excess Luck it has stored to add to its Luck die as a bonus to any roll by expending 1 point of Luck.

	Starving	Hungry	Sated	Corpulent
Init	+3	+1	+0	-1
Atk	claw +2 (1d6)	claw +4 (1d8)	claw +6 (1d10)	claw +8 (1d12)
AC	13	15	17	19
Armor Die	[1d3]	[1d4]	[1d5]	[1d6]
HD	4d7+4	7d7+7	10d7+10	13d7+13
MV	40'	30'	20'	10' (hover)
Act	3d16	2d20	2d24	2d30
SP	Luck die (d3), eat luck (touch), luck powers	Luck die (d4), eat luck (range 10'), luck powers	Luck die (d5), eat luck (10' radius), luck powers	Luck die (d6), eat luck (30' radius), luck powers
SV	Fort +3 Ref +3 Will +3	Fort +5 Ref +5 Will +5	Fort +7 Ref +7 Will +7	Fort +9 Ref +9 Will +9
AL	C	N	L	L

LUCK EATER



Luck Required by Growth Stage

Starving – One point of Luck per week.

Hungry – One point of Luck every three days.

Sated – One point of Luck per day.

Corpulent – Three points of Luck per day.

Eat luck: The dietary requirements of the luck eater are quite alien as they feed entirely on Luck taken from other sentient beings. The amount of Luck required to remain healthy is listed above by growth stage. If the required amount of Luck is not consumed, the Eater falls into torpor for 1d3 days and awakens as the next lower growth stage. A starving eater who does not get enough Luck to eat will fade away into nothingness after one week.

A luck eater may consume and store a number of Luck points equal to its maximum hit points at any one time and live off of its reserves until it needs to feed again. If a luck eater consumes more Luck than it can store, it will soon fall into torpor for 1d3 days and awaken as the next higher growth stage.

To consume one point of a person's Luck, they either need to be a willing donor or the eater must use an

action to take it by force. For starving eaters, a simple melee attack will suffice. The victim gets a Willpower save vs the eater's attack roll to avoid the theft. Once a victim expires though, all remaining Luck escapes with its soul into the afterlife. Hungry eaters can make a ranged attack instead for the same effect. Sated and corpulent eaters may feed via a radius effect. They roll three Luck dice to determine the Willpower save DC that all victims in the area of effect must beat to avoid the theft.

Any Luck lost to a luck eater is gone as though it was willingly spent. Thieves, halflings, petrol heads, and other classes that regenerate Luck may do so normally. This fact has not escaped the notice of successful luck eaters, and many will attempt to have as many of such peoples in their employ or subjugation as they can.

LUCK EATER

Luck powers: A luck eater may expend Luck to perform any of the following actions allowed by its current growth stage.

Heal — May expend 1d3 Luck to instantly recover one Hit Die of damage. Multiple Luck points may be spent this way as one action.

Spells — May expend 5 Luck to gain the use of a random 1st level wizard spell for the next 24 hours. The use of the spell can be lost as normal and any corruption or misfires rolled result in a loss of 1d16 Luck instead.

Wealth — (Hungry+) May expend 1d3 Luck to summon its Hit Dice in gp worth of common goods or food. Generally used to bargain for Luck.

Protection — (Sated+) May expend Luck to increase its AC each round at a 2:1 ratio. This must be done at the beginning of the round before any action rolls are made.

Teleport — (Corpulent only) May expend Luck to teleport without error at a cost of 1 Luck per 100 feet traveled.

Adventure Hooks

- The village that the party has stopped in is an odd one. Most of the inhabitants seem quite glum despite having a strange abundance of food and possessions. The scuttlebutt around the place is that a large number of folks have recently died or been seriously injured from freak accidents. Some folk are worried that the village's luck has run out...
- While traveling in the wilds, the party comes upon an opulent encampment in the process of being set up for the night. The workers setting up the camp are friendly and invite the party to join their master for dinner. They are quite evasive if questioned about the master; other than the master is a highly refined and majestic individual.
- While setting up camp after a long day's travel, the party is alerted that something may be stalking them. Whatever it is, the thing stays out of sight with only some occasional mutters being heard from somewhere nearby.





MENFISH • MONITOR LIZARDS • MUCKRAKER • MUTITAN

MENFISH

It is said that these deep sea menfish, or 'fishfolk' as they are commonly known, existed on Urth long before humans ever did. After the Great Cataclysm, they were certainly one of the first of the indigenous species to recover and reclaim parts of Umerica from the ruins.

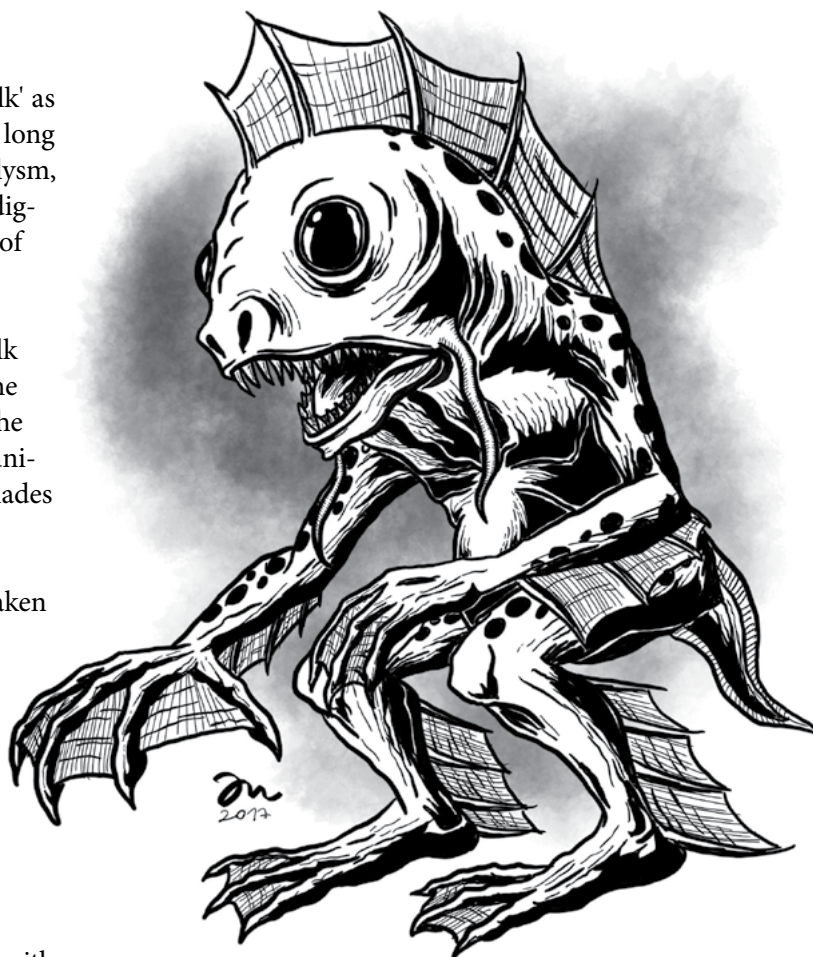
Presently, the most notable land based fishfolk community is the port city surrounding the Menfish Pyramid of the Bass Masters on the shore of the Misshippy river. Other large communities of fishfolk can be found in the southern glades of Floor-Da and Orleans.

Menfish appear as highly evolved fish that have taken humanoid form, roughly six to seven feet tall. Their skin is covered in pearlescent scales of hues either light blue, silver, or green. Having both gills and lungs, they speak with a raspy, gurgling voice that is hard to forget. Despite their bestial appearance, they are no less or more prone to violence or barbarism than most other common folk.

Oddly enough, these fishfolk can interbreed with humans to produce remarkably beautiful hybrid children. This is the reason most land dwelling male and female menfish are always on the lookout for a human lover or spouse to breed with.

There are rumors of dull, black scaled menfish that seem to have been alive since before the Great Cataclysm. They are said to have learned some terrible truth that has granted them immortality and magic abilities. The stories of these Old Ones are generally used to frighten fishfolk children into obedience, like the boogeyman. The problem is that many of the elderly fishfolk seem scared of the stories as well...

Poison claws: Anyone struck by their claws must make a Fortitude save (DC 12) or suffer a -1 die step to



all actions and a -5' move for 1d3 rounds due to their paralytic poison. Further failed saves due to successive strikes increase the duration by 1d2 rounds.

Psychic wail: When pressed, menfish can bellow out a sonic blast that also causes confusion. Anyone within 10 feet of the creature must make two saves, one Willpower (DC 12) and one Fortitude (DC 12). Failing the Willpower save means the victim's mind is flooded with disturbing flashes of emotion and is dazed for 1d4 rounds. Failing the Fortitude save means the victim is knocked prone by the force of the bellow. These abilities can be used equally as well on land and underwater. If the bellow was made un-

MENFISH

	Menfish	Hybrid	Old One
Init	+1	+3	+2
Atk	claws +2 melee (1d6+2+poison) or bite +2 melee (1d4+2)	claws +3 melee (1d6) or bite +3 melee (1d4)	claws +11 melee (1d8+4+poison) or bite +11 melee (1d6+4)
AC	11	13	13
Armor Die	1d3	nil	[1d4]
HD	1d8+4	2d8+2	10d8+20
MV	25', swim 50'	30', swim 60'	40', swim 70'
Act	1d20	1d20	3d20
SP	poison claws, psychic wail, aquatic	unnatural beauty, pheromones, aquatic	poison claws, spellcasting, gaze of the void, font of knowledge, neverending, aquatic
SV	Fort +3 Ref +1 Will +1	Fort +1 Ref +3 Will +2	Fort +6 Ref +3 Will +10
AL	N	N	C

derwater, failing either save indicates the victim will also begin drowning unless they are aquatic or have a breathing apparatus. Menfish can only create one such wail per day.

Some menfish have learned how to adapt this ability to create a continual, and more enjoyable, lesser effect through singing and have become famous entertainers in the Misshipy area.

Unnatural beauty: All menfish/human hybrids are born with striking good looks. They gain a +5 to all social interaction rolls where their appearance may come into play.

Pheromones: Hybrids have the ability to release concentrated pheromones three times per day that have an intoxicating effect in addition to inciting passion in anyone within 30 feet that fails a Fortitude Save (DC 13). The targets affected by this suffer a -2 penalty to all actions that do not involve indulging in one's base desires for 2d6 rounds.

Spellcasting: Old Ones can cast spells as a 3rd level wizard, casting roll 1d20+5. They know 2d3 random 1st level spells and 1d3 random 2nd level spells.

Gaze of the void: An Old One has seen something

that no living mortal was ever meant to see. As a result, their eyes are windows into pure chaos that cause all who glimpse them to make a Willpower save (DC 14) or suffer 1d4 Intelligence damage from what they see there. Only those who have no eyes or choose to not to use their eyes (see blinded, USG pg 101) are immune to making this save each round they can possibly keep from looking into an Old One's eyes. Those whose Intelligence drops to 3 or less due to failed saves will fall under the complete control of the Old One until their lost Intelligence can be restored.

Font of knowledge: During their initial journey to discover what no mortal was meant to know, Old Ones generally devoured any knowledge they could study and now cannot forget anything they have ever read or experienced. If bargained with, an Old One has a 90% chance of correctly answering any common questions, a 70% chance of correctly revealing esoteric lore, and a 30% chance of the knowing the answer to questions best left to the gods.

Neverending: These creatures are doomed to NEVER die, even if their bodies are utterly destroyed. They will slowly and painfully regenerate from even the smallest remaining specks. If reduced to less than 0 hit points, continue to track any damage

MENFISH

done to them. They will regenerate 1d3 hit points per turn until they are fully restored. In the case of being burnt to ash or disintegrated, it will take them 1d3 months to reconstitute themselves to 1 hit point.

Aquatic: All swimming checks gain a bonus of +10 to the roll and they may breathe freely underwater.

Adventure Hooks

- A river community familiar with the party has reached out, asking for help. They say that several young adults have gone missing and they believe some fish mutants may be responsible. Were the settlement folk abducted or did they leave willingly?

- While traveling along a river bank, the party comes across several rowboats paddling their way. The refugees tell a tale of a huge, dark scaled fishman that took over their riverside home where they distilled some fine liquor. They offer as much high quality hooch as the party can carry if they drive off the beast.
- As the party enters a large tent bazaar a group of merchants approach them with a job offer. A hybrid merchant and their crew of menfish have been making many lucrative deals, at the expense of the other merchants in the bazaar. The merchant group offers a tidy sum to “deal” with the hybrid that is eating up all of the bazaar’s profits.



MONITOR LIZARDS

(living video feed)

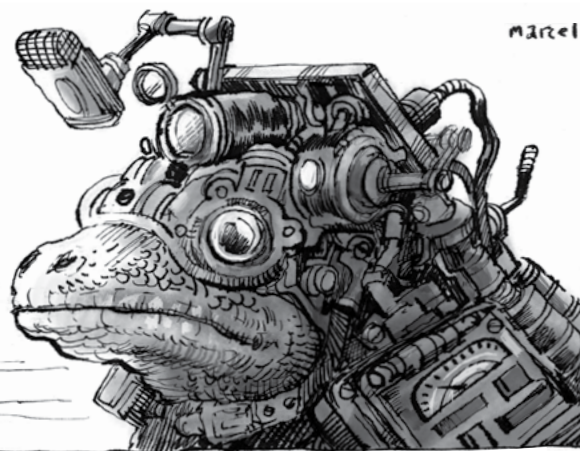
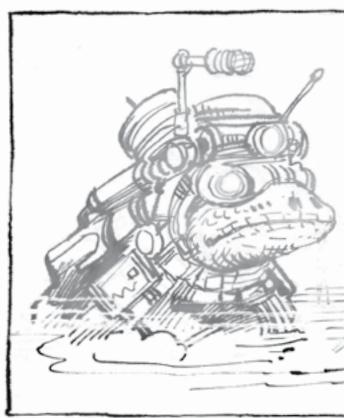
Once the Synod of the Astroliches discovered Urth, they had a wonderfully new form of entertainment. While they do not reflect on the inhabitants of Urth as being “real”, they do understand that knowledge of being watched plays a role at influencing the behavior of their programming. With this in mind, they created the monitor lizards and sent them forth to provide live feeds.

Roughly the size of a large iguana, these highly intelligent creatures bear cybernetic implants that allow them to capture audio and cross-spectrum video and feed it back to the Synod in real time. The lizards are masters of stealth, their ability of naturally camouflaging themselves boosted by other cybernetic enhancements.

It is not uncommon for a lizard to find an individual deemed to be highly interesting and for it to follow and transmit all goings on by that person for months, even years. Further, it has been found that, when carefully approached, they will sometimes reach out to their masters to ask for intercession on the person's behalf.

Monitor lizard: Init +4; Atk bite +2 melee (1d4) or head-mounted laser +5 missile fire (1d12); AC 13; Armor Die 1d3; HD 1d8; MV 40', climb 30', or swim 20'; Act 1d20; SP camouflage, ratings boost, ultimate senses; SV Fort +2, Ref +4, Will +10; AL N.

Camouflage: Always operating in a stealthy fashion, monitor lizards have a +10 to both *sneak silently* as well as *hide in shadows* checks. If they choose, they may selectively allow themselves to be seen by an individual or group without revealing their presence to all in the vicinity.



Ratings boost: Once per day, a willing monitor lizard may reach out to its masters directly and ask them to intercede on the behalf of an “interesting” individual. The individual must make a Luck check and, if successful the target may roll once on the invoke patron table of the astroliches (see *USG* pg. 225), rerolling any result of 13 or less.

Ultimate senses: Due to the amount and types of equipment used by the monitor lizards, they are immune to all natural attempts at stealth. Their ability to monitor all spectrums of light renders the invisible visible, and only absolute magical silence (itself suspicious) prevents them from detecting a sound.

Adventure Hooks

- The party comes across a monitor lizard that has been left for dead after an attempt by a robo-lich to seize control of its data stream.
- A party member catches a flicker of movement out of their eye several times over several days. A monitor lizard has stealthily embedded itself with the party. Perhaps it has an idea of what excitement is to come.
- Amidst a combat a monitor lizard which has been observing the creature that the party is engaged with, intercedes on behalf of the creature – making the party's life more difficult.

MUCKRAKER (agro algae)

Seething hatred floats in the southern backwaters of Umerica, merely waiting for its next victim: human, mutant, or other. Feeding by forcing its victims into blind rages where they either slay something on behalf of the slime or simply stumble into the water and drown. Blending seamlessly into their environments, even a rumor of a muckraker drifting into the area is enough to send fishermen and swamp folks searching for a safe haven.

Muckrakers tend towards warmer climates, being unable to deal with extreme cold, and yet they all seem to originate from the north, flowing south. How these creatures propagate and spread is not remotely understood with theories ranging from teleportation to secret underground breeding colonies that feed upwards into the rivers and streams of Umerica.

Muckrakers increase in size by a 5 foot square for each additional HD over 1.

Muckraker (telepathic slime): Init +1; Atk special ; AC 12; Armor Die n/a; HD 1d8-6d8; MV 1'; Act 1d20 per 5' square; SP half damage from slicing and piercing weapons, camouflage, sow strife, double damage from cold-based attacks; SV Fort +0, Ref +0, Will +1/HD; AL C.

Camouflage: When floating in its natural environment the muckraker is virtually indistinguishable from any other algae floating on the surface of the water. Only those who shrug off its attack detect its presence and, with a successful DC 12 Willpower save, location.

Sow strife: The sole attack ability of the muckraker is the very reason why the agro algae are so feared. As an action the muckraker may reach out into the mind of a nearby creature and meddle with its emotions, triggering the adrenal gland and flooding the target's body with fight or flight impulses – with a focus on “fight”. The target must succeed in a Willpower test vs. DC 12+HD or enter battle rage (USG pg 101) and attack the nearest ally. During the rage, the

PC must spend a point of Intelligence or Personality on each successful hit (adding 1d12 to the damage inflicted by the blow). The battle rage lasts 1d3 rounds with any subsequent sow strife successes adding an additional round to the target's rage. This ability only functions against organic minds.

Adventure Hooks

- The party is asked to investigate a series of grisly murders among the fishermen of the Misky Delta. Unbeknownst to the locals, a 6HD muckraker has drifted into the area, carried down river by the currents and has anchored itself near one of the better fishing holes.
- While crossing a swamp, the party is attacked by numbers of prey animals (deer, rabbits, pigeons) working in concert with their natural predators (alligators, lion snakes, etc.). Confronted with a seemingly unending tide of attackers, the party must quickly solve this enigma or be slain by sheer attrition.
- The party is called in to investigate a dying muckraker. The creature is starving, apparently unable to use its powers to feed. Can the party unravel the cause so that it can be used against others of its kind, or in doing so will they unleash a powerful burst of pent up hatred?



MUTITAN

(anomalous amoeboid abomination)

It is unknown from which hellish nightmare-scape these massive mutagenic horrors emerged, and their existence is shrouded in myth and rumor. There are those who claim that these beasts lay for untold millennia within an alien city beneath the icy wastes of the southlands; others claim that they are the product of twisted experimentation by an alien species uncaring of the impact mutitans would have on the peoples of Umerica. Still others whisper that they are the byproduct of too many mutants gathering near a single source of great mutagenic power. None know for certain, and the matter is hotly debated among those who care to speak of such things.

Measuring a minimum of 15 feet by 15 feet, there are rumors that there is no limit to the size which these ever shifting nightmares can achieve. What is agreed upon is that these amorphous blobs of flesh and appendages, pose grave danger wherever they are encountered. Attempts to study the beasts have, without exception, ended in disaster and tragedy.

Mutitan (giant abomination): Init +1; Atk claw +8 melee (1d8+2) or bite +8 melee (2d4+4); AC 15; Armor Die: nil; HD 1d12 per 5' square (minimum 9 HD); MV 20'; Act 1d16 per 5' square; SP half damage from slicing and piercing weapons, chaotic form, consumptive regeneration, immune to critical hits, spawning, spellwarp; SV Fort +6, Ref +0, Will +2; AL C.

Consumptive regeneration: Every point of Stamina absorbed by the mutitan during feeding also heals the beast for 1 hit point as it uses the stolen semi-digested flesh to reinforce its own.

Protoplasmic breakdown: The mutitan digests its prey by excreting digestive juices upon contact. Any creature that contacts the mutitan (including being struck by the creature's attack) temporarily loses 1d4 Stamina as the horror begins slurping its victim's dissolving flesh into its own. A creature that reaches 0 Stamina is immediately killed.

Shapeless: The ever-changing nature of the mutitan makes it difficult to find any point from which



to attack with any advantage over any other. These creatures never suffer penalties caused by multiple attackers. Further, 1d4 of the mutitan's attacking "limbs" should be rolled from the table (MT1) below, with the remainder of its available attacks being alternated between claw and bite attacks.

Spawning: When a mutitan is struck for 15 or more hit points of damage in a single attack, the outer flesh of the creature ruptures, spraying a mass of slime-covered flesh from the wound. This mass, called a mewling, rapidly gains awareness and begins attacking the nearest living creature. Mewlings look and act similar to mutitans but, being roughly human-sized, are much smaller. There seems to be no limit to the number of mewlings that a mutitan can spawn, and plagues of these beasts have ravaged entire regions of Umerica before being stopped.

Mewling (small abomination): Init (always last); Atk clawed pseudopod +4 melee (1d4); AC 12; Armor Die: nil; HD 1d10; MV 20'; Act 1d16; SP half damage from slicing and piercing weapons; SV Fort +2, Ref +0, Will +0; AL C.

MUTITAN

Table MT1: Mutitan Special Attacks

Roll 1d8	Feature	Bonus	Damage
1	Scorpion Tail	+6 melee	(1d4 + poison - DC 10 Fort save or die)
2	Shark's mouth	+4 melee	(1d10+5)
3	Grasping tongue	+4 melee	(Strength vs. DC 15 or be held fast. Check each round)
4	Laser eyes	+5 missile	(2d5 + DC 10 Fort save or ignite for 1d6/rd until put out)
5	Screaming face	+6 missile	(Paralysis 1d5 rounds, Will save (vs. attack roll) negates)
6	Leach mouth	+8 melee	(1d4 + 1d4 blood drain/rd until slain)
7	Spiked arm	+7 melee	(1d4, pierces armor, reducing Armor Die by -1d.)
8	Acidic boils	+4 missile	(1d8 + 4/rd for 1d7 rounds)

Table MT2: Mutitan Spellwarp

Roll 1d24	Spellwarp Effect
1	Phlogistanic resonance - Spell power increased wildly, +1d24 to original spellcheck.
2-6	Spell cast as normal.
7-9	Spell modification - Spell traits (damage, duration, range, etc) doubled or halved (50/50 chance).
10-12	Spell reflection - Spell rebounds towards random target within 20', otherwise treat as normal.
13-15	Spell reflection - Spell rebounds at caster, otherwise treat as normal.
16-18	Phlogistanic absorption - Mutitan absorbs magical energies and heals 1 HD/spell level.
19-21	Mercurial overload - Spell effective as normal, roll 2d4 additional mercurial effects for this casting.
22	Catastrophic Misfire - Roll twice on Greater Corruption table and spell permanently gains 1d3 additional mercurial effects.
23	Roll twice on this table, ignoring this result and 24.
24	Roll three times on this table, ignoring this result and 23.

Spellwarp: The raw, chaotic energies that animate the mutitan cause wildly unpredictable side effects to any spells cast upon the beast, or within HDx5' of them. Roll on the above table (MT2) to determine the effect upon the spell or caster.

Adventure Hooks

- Exploring an ancient cavern, deep within the bowels of Umerica, the party comes across a strange metal bulkhead that has been sealed for over 100 years. Undisturbed for a century, behind the door is not a treasure trove of goods but a very angry mutitan.
- A strange island has been sighted near the Isle of Dr. Mammon. The island is, in actuality, a 500 foot by 500 foot mutitan of unimaginable power (10,000 HD by normal progression). It is currently kept in a state of slumber by the

mental powers of the mutant who lives upon it, but there are those who covet his wealth. The party must prevent the mutant from being slain by jealous rivals, lest the mutitan awaken and lay waste to the world.

- While no mutitan has been spotted in the region for a generation or more, a massive mewling (treat as a 3HD mutitan) has somehow survived whatever battle spawned it and it roams the countryside, preying on the unwary. The locals wish this beast killed before it devours another family.



NEWT, ABERRATION

Umerica's plagues, radiation, and bio-engineering have wrought a dangerous diversity among once simple lizards.

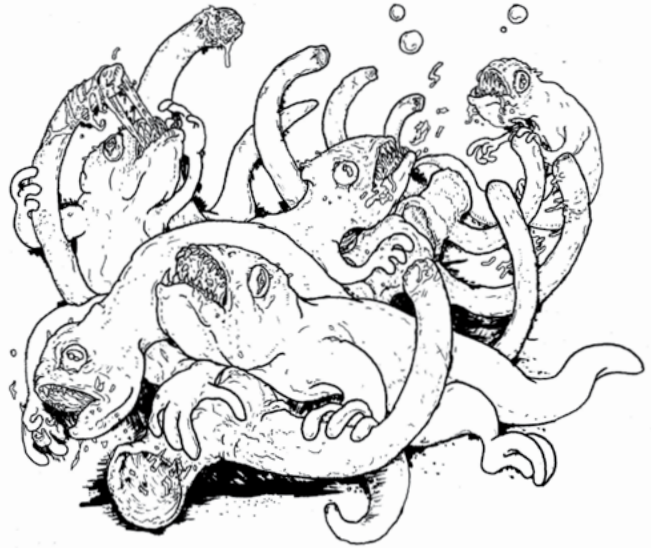


NEWT, NUKE

Colored a bright orange with a yellow underbelly, these three inch long lizards pack a dangerous punch. Bio-engineered in a pre-disaster military laboratory, these reptiles escaped and have established breeding populations in the wild – despite their propensity for exploding. Nuke newts live in colonies of 80 to 100 newts.

Chain reaction: When a single nuke newt explodes, all others within 20 feet also explode, setting off a potentially disastrous chain reaction. Each additional nuke newt in the explosion increases damage by both an additional die as well as increasing the strength by +1d.

Explosive: When confronted by a threat, nuke newts protect their colony by leaping at the threat and exploding for 1d6 damage caused by exploding gases and tiny flying fragments of bone. While generally not fatal, it is enough to drive away all but the most hardened wasteland predators.



NEWT, PIRANHA

Colored a dull gray with a red underbelly, feeding swarms of piranha newts are a terrifying sight indeed. Capable of rapidly stripping flesh from bone, the swarms are capable of devouring up to 100 hit points worth of flesh before being sated.

Maceration: A swarm of piranha newts can clean off a limb as quickly as some snap their fingers. For every 10 hit points of damage dealt to a single target, a limb of the victim is stripped clean, leaving only gleaming bone behind. Lost limbs cannot be healed through the simple restoration of hit points and the loss of multiple limbs may quickly lead to death.

Swarm traits: Because the swarm is composed of many individual elements, it takes half damage from normal weapons and any spell or effect that normally has an individual target.

NEWT, VOLTAGE

Close to 12 inches in length, these lizards are colored a brilliant blue, flecked with white, and have a white underbelly. Highly prized in communities using low-grade levels of tech, these creatures can be used as batteries for small items or, in large numbers, can

NEWT, ABERRATION

	Nuke Newt	Piranha Newt (swarm)	Voltage Newt
Init	+2	+5	+3
Atk	special	swarming bite +2 melee (1d3)	bite +3 melee (1d6 plus voltage)
AC	10	11	13
Armor Die	1d3	nil	1d4
HD	2d6	5d8	3d6
MV	30'	40'	30'
Act	1d20	special	1d20
SP	chain reaction, explosive	maceration, swarm traits	ride the lightning, voltage
SV	Fort -4 Ref +6 Will +0	Fort +0 Ref +10 Will -2	Fort +2 Ref +6 Will +0
AL	N	N	N

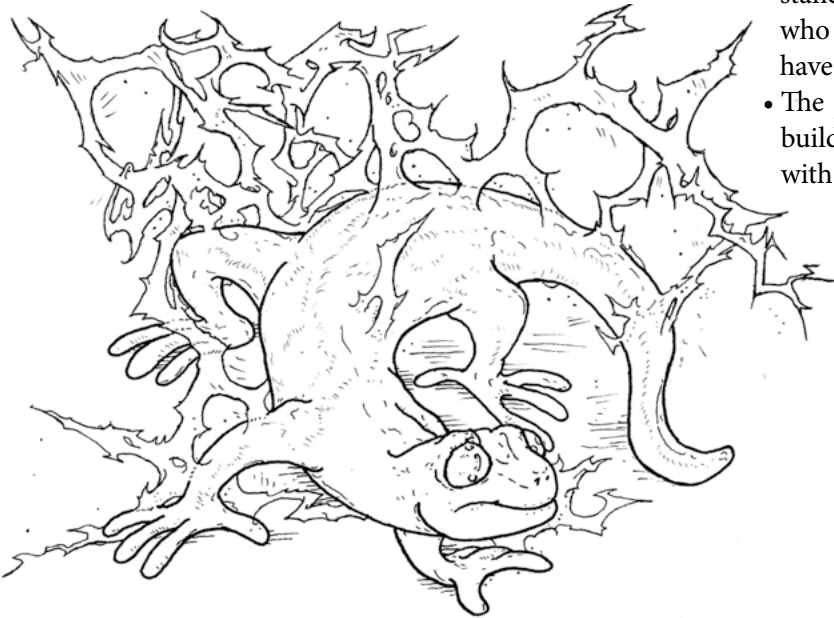
power major devices (GM's discretion). While they do not have a charge great enough to replace an auto battery, they are powerful enough to be used to jump a vehicle (on a successful Luck check).

Ride the lightning: Voltage newts are capable of traveling via established currents of electricity. Their bodies absorb energy from the flow and the creature transforms into pure energy before scorching its way along the path and emerging and solidifying on the other side. Voltage newts can travel any distance in this fashion, limited only by the circuit that they have access to. Additionally, traveling in this manner fully recharges the voltage of the newt.

Voltage: In combat, the shocking power of a voltage newt begins at +5 and is reduced by 1 on every successful hit until its charge is depleted. It takes four hours for the newt to recharge its inner capacitors.

Adventure Hooks

- A merchant sells the party a bio-battery made up of four voltage newts in a tank with leads. Unfortunately, the tank breaks and the newts get free. Can the party recapture them before the newts can find an escape route riding the electrical currents?
- A giant swarm of piranha newts, easily three times the size of a normal swarm, is spotted moving directly towards a village. Only the PCs stand between it and the helpless villagers — who offer the PCs virtually everything they have if they save them.
- The party sets up camp in a long abandoned building, unaware that its walls are teeming with a colony of nuke newts.





OCTOWOLF (Cephalopoda lupus)

These twisted mutations of fur, slime and hate, reputedly arrived through a dimensional rift from a world not dissimilar to our own. First appearing in the waters bordering Umerica, these highly intelligent hunters took up residence and began scouring some areas of the coasts of all sea life. It was nearly a year before reports of other types of octowolves started filtering in, and the territorial nature of these creatures may be all that stands between the octowolves and a complete collapse of the aquatic biome of Urth.

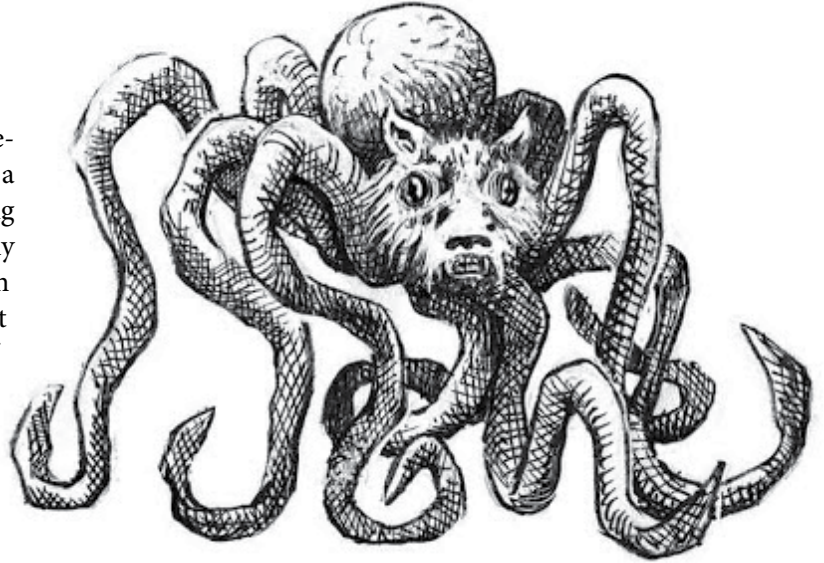
While easily taken for aquatic life, these creatures are nearly at home on land as they are in the water, mirroring the hunting cycles of some terrestrial cephalopods. Octowolves can remain out of water for upwards of two days without suffering any real ill-effects.

ARCTIC

Colored white with mottled gray, this breed of octowolf is incapable of generating color patterns under its skin, and only can work in gray-scale. Having only four thick arms often used to break through the thick polar ice, the arctic octowolf routinely bludgeons its prey prior to feeding. Arctic octowolves lead entirely solitary lives save for mating.

Aquavision: Octowolves have a number of sensory organs within the structure of their mutable skin. While in water they can never be blinded and, if fighting a blinded opponent they gain +1d in addition to the normal +2 bonus for attacking a blind opponent.

Camouflage: In a snowy environment and while holding still, the octowolf is wholly undetectable. If it lunges to attack from ambush, the creature receives a +5 bonus on its surprise round attacks.



GRAY

Once the only known species of octowolf, sages and shaman alike are still unsure if the appearance of the other breeds has any connection to the behavioral shift among these creatures. Previously having been so fiercely territorial that they would destroy one another on sight, now gray octowolves have been seen forming into packs numbering anywhere from 8 to 20 individuals.

Arboreal: When found on land, these creatures favor hunting in forested regions where they can climb into the tree canopy and swiftly move among the branches via octo-limbed brachiation.

Feint: While hunting within the oceans, the true deadliness of the gray octowolf becomes apparent as the creatures move effortlessly through the water at blinding speeds. When attempting to take down large prey, the octowolf will attempt to deceive it by rushing forward in a feint while its pack members wait for an opening. The target must make a DC 13 Willpower save else the octowolf gains +1d bonus to its attacks against that target for the next round.

Ink cloud: Another tactic often employed with deadly efficacy is charging forward as if attacking and, at

OCTOWOLF

	Arctic	Gray (common)	Simenien
Init	+1	+3	+4
Atk	bite +4 melee (2d4) tentacle +4 melee (Fort 13 or stunned 1d3 rounds)	bite +3 melee (1d6) grapple +3 melee (grapple+1d3/ round)	bite +1 melee (1d5) grapple +1 melee (grapple+1d3/ round)
AC	16/11 on land	18/13 on land	14/11 on land
Armor Die	1d5	1d3	1d3
HD	2d8	3d6	2d6
MV	20'/50' swim	15'/40' climb/70' swim	20'/20' climb/40' swim
Act	2d20	1d20+2d16	1d20
SP	aquavision, camouflage, immune to cold damage, double damage from heat	arboreal, aquavision, camouflage, feint, ink cloud, magpie, pack hunter	aquavision, camouflage, rapid reproduction
SV	Fort +3 Ref +3/+1 on land Will +4	Fort +1 Ref +5/+3 on land Will +2	Fort +1 Ref +5/+3 on land Will +2
AL	C	C	C

the last moment, releasing a 40 foot cloud of pitch black ink and jetting backwards. Anyone caught in the ink cloud is completely blind and suffers -8 to all attacks and moves in a random direction each round. The octowolf's aquavision renders it immune to its own obscuring cloud. The ink cloud lasts for 1d4+1 rounds and an octowolf may only release one cloud every four hours.

Magpie: In addition to being deadly predators, these creatures also are imbued with a magpie-like desire to collect shiny objects. Should a foe appear to be too dangerous for an octowolf or its pack to attack they may employ the following skills with a +4 bonus: *sneak silently*, *hide in shadows*, *pick pocket*, and *climb sheer surfaces*. The den of an octowolf pack will contain 10d100cp in shiny baubles and have a 33% chance of containing something of high value as well.

Pack Hunter: When working as part of a group, an octowolf gains +1 for each other pack member attacking the same target (to a max of +7).

SIMENIEN

While these smaller, less hostile octowolves live in large pack-like social structures, they are solitary hunters and are rarely encountered in groups. The size of a medium dog, these creatures have a natural

reddish hue to their skin that tends to carry through with their camouflage colorations.

Rapid reproduction: During any given underwater encounter, a simenien octowolf may be ready to give birth to a brood swarm.

Brood swarm: Init +0; Atk bite +2 melee against all in 10' x 10' x 10' space (dam 1d6 plus DC 10 Fort save or bleed 1 hit point per round for 4 rounds); AC 12; Armor Die: nil; hp 60; MV 30'; Act 1d20 (attack all enemies in space); SV Fort +2, Ref +2, Will +0; AL C.

Adventure Hooks

- Children have been vanishing in the winter snows, yet it is far too early for the coming of the reindire.
- A local has taken in an injured simenian octowolf, nursing it back to health over the protests of his neighbors. Will the party aid him by protecting the creature, or ally with the townsfolk who wish to see it destroyed?
- Recently, forestry work to gather lumber came to a complete halt as a pack of gray octowolves took up residence in a forest near an old reservoir. Now able to essentially farm for animals (and hapless woodsmen), the octowolves show no sign of moving on and appear quite ready to make their stay permanent.

ORBUS

The orbus, also known as the Eyes of Dominion in some languages, are a scarce alien race of schemers and exploiters. They have come to Urth to make as much profit as they can without getting their claws dirty. Master manipulators, orbus will enter into areas and offer their services to powerful people only to quickly have those people working for them. Then they will begin amassing the wealth they crave without concern of the cost.

All orbus consider themselves vastly superior compared to the indigenous population of Urth. That is not to say they do not value the capabilities and services of those it deals with or enslaves. They do not lightly throw away lives, talents, or resources without some guarantee of great profit.

Those who offer an orbus valuable gifts or services will find them rather pleasant to deal with. Those who refuse to honor them either end up charmed or rended limb from limb. Being respected is very important to an orbus, second only to their obsession.

While they have no discernible mouth, they can communicate quite fluently with any intelligent being via telepathy. They understand all spoken and written languages as well, making them renowned sages for those looking to decipher ancient or alien texts.

Orbus: Init +1; Atk claw +4 melee (1d6+2), psychic lightning +5 missile (1d8+4, range 60/120/180); AC 14; Armor Die [1d5]; HD 6d6+8; MV levitation 30'; Act 2d20; SP obsession, cone of control, read minds, lazy; SV Fort +6, Ref +4 Will +7; AL C.

Obsession: All orbus share a penchant for the collection and hoarding of a particular type of thing. When dealing with their obsession, an orbus suffers a -1d4 to all Willpower saves regarding avoiding temptation.

Cone of Control: An orbus' most effective tool is the cone of control, an invisible cone shaped effect that emanates from their large eye out to 100 feet and



60 feet wide. Anyone entering into that cone must make a Willpower save (DC 14) each minute or be charmed (effect level 14 of the charm person spell, DCC RPG, pg 131). This is a continuous effect and requires no effort from the orbus. In combat, the orbus can take an action each round to concentrate, forcing those in the cone of effect to make a save every three rounds instead of once per minute.

Those previously affected by the charm know it was the orbus' doing but not how it happened, thus making them vulnerable to the charm again when they confront it. Anyone that has been charmed three or more times by the same orbus must make an additional Willpower save (DC 18) each time they are charmed again or become addicted to the effect.

ORBUS

Roll 1d10 on the table below to determine what treasures this orbus likes to surround itself with:

Orbus Treasures	
Roll 1d10	Result
1	Carefully organized rows of CDs, cassette tapes, & vinyl records holding every genre and era of music. Several high end stereo systems to play them on as well.
2	An enormous library of movies across multiple media types with multiple TVs running different films 24/7.
3	Gemstones and rare crystals, all on display with lots of accent lights to make them shine.
4	Technological gadgets, the flashier they are the better. Roll 1d4 to determine the type: 1 - Kitchen appliances; 2 - Clocks and watches; 3 - Radio transmitters and receivers; 4 - Personal computers
5	Toys, all perfectly clean and displayed. Roll 1d6 to determine the type: 1 - Colorful preschool toys; 2 - Dolls; 3 - Action figures; 4 - Diecast cars; 5 - Stuffed animals; 6 - Wooden toys
6	Books of all types from fine literature to trashy romance novels. An eclectic library with no logical organization.
7	Large stacks of ancient paper currency and coinage arranged in artistic cubicle displays based on denomination.
8	Banks of server racks containing petabytes of data. Monitors everywhere displaying the vastness of its info-wealth.
9	Ancient signage, all displayed covering every inch of wall space. Roll 1d6 to determine the type: 1 - Movie posters; 2 - Car manufacturers signs; 3 - Pre-cataclysmic religious icons; 4 - Band promotional posters; 5 - Road signage; 6 - Pre-cataclysmic political propaganda
10	Dozens of shelves packed with knicknacks, all constantly being dusted by servants. Roll 1d6 to determine the type: 1 - Little children; 2 - Cute animals; 3 - Anime characters; 4 - Historical military miniatures; 5 - Tea pots; 6 - Restaurant faux food displays

Read minds: Even more insidious is the orbus' ability to read the mind of someone standing within the cone, even if they are not charmed. By focusing its eye the orbus can cast the *ESP* spell (DCC RPG, pg 166) against one target with a 2d8+8 casting roll. If a Lost result is rolled, it cannot try casting *ESP* again for one hour.

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

Adventure Hooks

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



POWER WIGHT

Created using the secrets of both golemcrafting and necromancy, these creatures are always planned works fashioned in a lab and never spontaneously occur. They are grizzly masterpieces formed from the finest parts of various corpses and incorporate advanced NecroTech devices within their bodies.

They generally have the appearance of heavy bodied, seven foot tall humans with arcs of energy playing across several exposed mechanical bits. Greater power wights have a much more refined, less corpse-like, appearance than their lesser cousins due to the added care taken during their construction.

Lesser power wights tend to think in a straightforward and direct manner without wasting time to contemplate creativity or flair. Any plans they concoct will be simple, brutal, and effective. They make excellent leaders of un-dead troops and will follow orders to the letter. As bodyguards, they are utterly loyal and self sacrificing.

Greater power wights are usually quite intelligent and have a penchant for academic studies. As they are of neutral alignment, they prefer to seek enlightenment and survival instead of outright savagery. They will utilize thoughtful tactics in combat, set traps, and employ minions when possible.

Lesser power wight (NecroTech enhanced corpse): Init +1; Atk bash +6 melee (1d6+3) or by weapon +5 melee (dam+3); AC 13; Armor Die [1d3]; HD 4d12+4; MV 20'; Act 1d20; SP un-dead immunities and crits, ignore crit, absorb electricity, enhancements ; SV Fort +8, Ref +1, Will NA; AL C.

Greater power wight (reanimatronic juggernaut intellectual): Init +2; Atk bash +9 melee (1d6+4) or by weapon +8 melee or ranged (dam+4) ; AC 14; Armor Die [1d4]; HD 8d12+8; MV 25'; Act 2d20; SP un-dead immunities and crits, ignore crit, absorb electricity, enhancements, necromantic talents, able student; SV Fort +10, Ref +2, Will +6; AL N.



POWER WIGHT

Ignore crit: Due to redundant systems and reinforced tissues, power wights can outright ignore critical hits scored upon them 33% of the time. Greater power wights ignore crits 50% of the time.

Absorb electricity: Any electrical damage inflicted upon one of these creatures does no damage but instantly heals the creature for half of the damage normally inflicted.

Enhancements: All power wights are constructed with several useful NecroTech enhancements, lesser ones having 1d2+1 and greater ones having 1d4+2. Roll 1d12 on the table below to determine what enhancements a particular power wight has. Duplicate results are allowed and either act independently or are combined into a greater enhancement.

Power Wight Enhancements	
Roll 1d12	Result
1	Extendable arm - The power wight's primary arm can rapidly extend 10 feet farther than normal. This can be used to deliver a surprise melee attack (treat as a backstab, once per combat) or attempt to grab a victim and quickly pull it towards the wight (treat as a grapple attack with success indicating the target is pulled next to the power wight).
2	Powered melee weapon - One of the power wight's limbs is equipped with a NecroTech enhanced melee weapon that does +2 die steps more damage than normal (one-handed weapons only).
3	Armor plating - The AC of the creature is increased by +1 and increases the Armor Die by +2 die steps, Impervious.
4	Negabolt caster - Several electrodes protrude from the power wight's body and can be used to fire a bolt of negative energy at an opponent (negabolt +3 ranged, 3d5 damage, range 20/40/80). This requires an action and they can only generate one bolt every three rounds. Any un-dead hit by this bolt will actually heal instead of suffer damage.
5	Might augment - The beast may supercharge its muscular system with negative energy and gains +3 to all rolls involving Strength, including to hit and damage rolls. This effect only lasts 1d3+1 rounds and requires 2d3 minutes to recharge.
6	Essence drain - On a successful touch attack, the power wight forces the target to make a Fortitude save (DC 13) or suffer 1d3 temporary Stamina damage. The energy drained from the target can instantly recharge any other NecroTech enhancement.
7	Mystic engine - Once every 3 rounds, as an action, the creature can use the engine to cast a spell built into the engine using 6d4 as the casting dice. The spell available is determined randomly from spell levels 1-3 when the creature was constructed.
8	Necro-shock leads - All melee attacks made by the creature do an extra 1d4 negative energy damage.
9	Speed augment - The creature may supercharge its neural tissues with negative energy and gain an extra 1d24 action die for 1 round. This requires 3 rounds to recharge.
10	Detachable parts - The power wight can detach one or more body parts (max 4) without injury and they will function independently (atk +2 melee (1d3); AC 13; Armor Die [1d3]; hp 8; MV 15'; Save All +1). The creature can see and hear perfectly from each detached part. Damage taken by the detached parts do not affect the creature's base hit points.
11	Flesh processor - The creature gains a powered bite attack (+6 melee, 2d5 damage). If used upon a living flesh being, the wight will heal an amount equal to one-third of the damage inflicted.
12	Tranquilizer launcher - Incorporated into one of the creatures arms is a hypodermic dart launcher (+4 missile, range 20/40/60, 1d2 damage, ammo 2d6 darts). A successful hit requires the target to make a Fortitude save (DC 14) or lose consciousness for 2d4 minutes.

POWER WIGHT

Necromantic talents: As they have an innate understanding of the nature of un-dead and NecroTech, greater power wights can create 1d3 HD worth of unintelligent corporeal un-dead every week, given the proper materials and lab space.

In addition, they are able to quickly repair themselves. With a portable surgery kit they can recover 1 HD per hour and in a properly set up lab they can recover 1 HD per turn. This ability can be used on other un-dead at half effectiveness. Also, with the correct rare components and several months time, they can install new enhancements (see table above) into their body.

Able student: For every decade they exist, greater power wights become an expert at one particular field of academic study, gaining a +4 to Intelligence checks regarding it.

Adventure Hooks

- A settlement based out of a large industrial park opened a sealed building in hopes of salvage. Now they are seeking aid from the party to deal with what was trapped there. Something keeps trying to raid the settlement for mechanical parts and people.
- A young necromancer has decided to make an name for themselves in the Vast Wasteland by litterially building their own road gang. The local, established gangs don't want to risk their own people so they have hired the party to take care of the problem.
- The party needs answers regarding a technological object they discovered. The only person the locals

know of that can help is a weird hermit that lives on a functioning wind farm out east. The problem is that the hermit does not take kindly to visitors and his desiccated guards are not too friendly either...



PUPPETCUBI

(demonic hand puppet servant of Elmos)

Few pre-cataclysm toys have survived intact over the years since the apocalypse. Those that are discovered are beloved by the children lucky enough to find them. Knowing this, Elmos has created the puppetcubi to help advance his plans for Umerica.

A puppetcubi appears as a nigh-pristine stuffed animal hand puppet, often found still in its original packaging. The form of the puppet will often reflect the desires of the person who initially finds it or the desires of a nearby child if discovered by a group. It will remain inert and wait until it is alone with its target before beginning to weave its domination.

Children are not the only targets of these insidious creatures. Many tyrants and warlords were good leaders before they fell prey to the machinations of these demons as well.

Puppetcubi: Init +3; Atk magic attack (see below) or by small weapon; AC 15; Armor Die [1d3]; HD 2d6+6; MV 20'; Act 2d20; SP whispers, dominate handler, empower, magic attack, regeneration, psychic shapechange, animate plush; SV Fort +2, Ref +5, Will +10; AL C.

Whispers: The puppetcubi can psychically whisper to any intelligent being within 200 feet and hold a telepathic conversation with them. They often do this to convince their intended target to take actions that seem beneficial but will lead to suffering later. Note that often the suggestion will actually benefit the target in some way so they will be more inclined to accept future suggestions.

Anyone choosing to disregard the puppetcubi's suggestions must make a Willpower save (DC 12) to do so. Each failed save also inflicts a -1 to save against all future suggestions by this puppetcubi.



Dominate handler: If the puppetcubi chooses to take direct action, such as when threatened in combat, they can completely dominate any intelligent being currently wearing the puppet on their hand. The wearer can choose to fight this, Willpower save (DC 18) with -1 to the save roll for every failed save vs. suggestion, or allow the puppet to take control, which allows them to gain the benefit of the puppetcubi's empower ability.

Empower: At any time when any intelligent being is currently wearing the puppetcubi on their hand, the puppetcubi can choose to grant the wearer any or all of the following bonuses:

- +1d3 Strength, Agility, & Stamina
- +1 to all saves
- Regenerate 1hp per hour
- Use of its magic attack

Magic attack: Each puppetcubi possess a potent arcane method of attack. Roll 3d8 on the table on the following page to determine what it can do:

Puppetcubi Magic Attacks

Roll 3d8	Result
3-7	<i>Eldritch eye beams</i> : +4 missile (3d3+3, range 20/40/60).
8-9	<i>Breath fire</i> : All in a 30' long, 20' wide cone must make a Ref save (DC 15) or suffer 1d6 fire damage. If a 6 is rolled on the damage, the target has caught fire.
10-11	<i>Doomgaze</i> : +4 missile (1d4+2, range 30/60/90) Will save (DC 12) or suffer -1 dies step to all saves for the next 1d3 hours.
12-13	<i>Poison cloud</i> : Cloud, radius 1d3 x 10', aimed up to 60' away. Fort save (DC 12) or suffer 1d4 temporary Stamina damage.
14-15	<i>Lullaby</i> : Any targets chosen by the puppetcubi within 30' must make a Will save (DC 13) or fall asleep for 1d6 turns. Target can be awakened through normal means.
16-17	<i>Command</i> : May cast <i>word of command</i> (DCC RPG, pg 268) with a casting roll of 3d6+3.
18-19	<i>Icy breath</i> : All in a 30' long, 20' wide cone must make a Fort save (DC 12) or suffer 1d3 temporary Agility damage due to frostbite. All targets in the cone suffer 1d3 cold damage.
20-21	<i>Force fist</i> : projects a huge fist made of glowing force +4 missile (2d6+2, range 20) uses the Giant Critical table.
22-23	<i>Dart barrage</i> : All in a 30' long, 20' wide cone must make a Ref save (DC 15) or be hit by 1d3 darts, each inflicting 1d4 damage.
24	Roll twice more, ignoring this result, and combine the effects. If the same result is rolled twice, the effects are doubled.

Regeneration: Anytime the puppetcubi is not being directly observed, it may choose to regenerate 1hp per round and recover 1 attribute point of damage every minute. It can also choose to extend its regeneration to any other plush toys it can touch.

Psychic shapechange: When not currently attached to a target, the puppetcubi can change its shape to be more attractive to any intelligent being within 200 feet. When changing shape it can also choose to be sealed in what appears to be original packaging. This transformation takes one full round to complete. Alternatively, the puppetcubi can transform any plush toy it touches to look like a duplicate of its current form.

Animate plush: At will, the puppetcubi can animate up to 10 plush toys as plush golems (pg 89). These golems are under the puppetcubi's complete control and will remain animate until the puppetcubi is destroyed. The puppetcubi can also see and hear anything the golems perceive if it chooses to concentrate (takes an action).

Adventure Hooks

- After returning to a previously friendly community, the party finds the leader has become cold, aloof, and tyrannical. The citizens are confused and weary from harsh new laws. They plead with the party for help.
- Word of a once thriving settlement now facing civil unrest reaches the party. A merchant from the settlement that is friendly to the party is reaching out for aid with hints that something sinister is behind the infighting.
- The party comes upon a settlement ruled over by a group of children, all carrying puppets with them. The citizens are clearly terrified of their child overlords but cannot bring themselves to act against their own offspring.

Q

QUANTUM APE

QUANTUM APE

(space/time simian)

As chimpanzees were once used to test space travel so too are gorillas used, somewhere in the diverging timelines, to test time travel. Flickering in and out of important events are the quantum apes, using their temporal vines to manipulate space/time. Often simply passive observers to important moments in history (great battles, important births, horrible disasters, etc.) they do, on rare occasions become directly involved with the shaping of events. Like com-

mon gorillas, quantum apes are normally peaceful animals but, when aroused with anger, they can be deadly foes.

Powerfully built, and highly intelligent, quantum apes have mastered time travel via indecipherable devices that adorn their bodies. Looking like gorillas covered in strands of glowing beads, each quantum ape builds their device differently and so all are easily distinguished from one another (so long as they do not lose their temporal vine).



marcel

QUANTUM APE

Quantum Ape: Init +1; Atk bite +12 melee (2d6+10) or slam +14 melee (2d8+10); AC 14; Armor Die 1d4; HD 6d8+10; MV 40' or climb 30'; Act 3d20; SP chrono-howl, flash forward, rend, temporal stutter; SV Fort +14, Ref +8, Will +8; AL N.

Chrono-howl: The ape releases a howling roar that echoes through the near chronosphere. All temporally stable creatures within 100 feet must make a Willpower save (DC 15) or spend the round paralyzed with fear. This effect repeats every d4 rounds and lasts the entirety of the combat. Victims having saved once in the combat become immune to the effects of the howl and need make no further saves.

Flash forward: The quantum ape can manipulate its temporal vine to change the relative passage of time for it versus local time/space. The ape may take up to 1d7 rounds worth of actions in a single round but, afterwards, is helpless for the same number of rounds as time suddenly catches up with them.

Rend: The quantum ape does +2d8 damage if more than two slam attacks hit the same target in one round.

Temporal stutter: In times of great personal danger, quantum apes access their most astonishing power,

the ability to bring duplicates of their self into local time/space. The effort of wrenching a duplicate from nearby in the quantum ape's personal timeline and crossing them over causes 1d3 points of chrono-damage (per duplicate). The duplicate is identical to the original (including the damage taken when bringing in the duplicate).

Adventure Hooks

- A corpsenado recently tore through a local village, killing hundreds. A quantum ape arrived to observe the tragedy, but still had not departed back to its native point in time. The PCs must unravel the mystery and perhaps gain insight enough to avert another calamity.
- An unmutated gorilla has been spotted in the nearby forest. Unlike stories of such creatures, it seems angry and hostile. The quantum ape, having lost its temporal vine requires help in building a new one, but trust is hard to earn even when the rewards could be so massive.
- As the party finishes an important combat, a pair of quantum apes arrive on the scene and attempt to rewind events to result in a different outcome. If the party acts quickly, they may thwart the apes, otherwise, the encounter will play out again (as it perhaps already has countless times)...



R

**RAIL WRAITH • RAILPEDE • REINDIRE • RERUN WRAITHS •
ROBODEVIL • ROBO-LICH • ROBOT • ROCKER**

RAIL WRAITH

Life in Umerica is a life and death struggle, and the railways are no exception. Whether at the hands of the Rail Barons, robbers or just track accidents, the souls of those who die on the trains never seem to rest — instead coming back as rail wraiths — cursed to forever haunt the tracks they died on. Even from a mile away, you can hear the haunting dirges they sing.

Rail wraiths are spectral, cloaked figures with no noticeable face. Out from their cloak extends ghostly hands, one wielding a long and rusted railroad tie.

Luckily, rail wraiths are slow and only appear at night. Even if they are dispersed they are not fully defeated, that's why junctions or stations of high violence usually get re-routed by the Rail Barons to avoid running into these ghoulish spectres.

Rail Wraith: Init +3; Atk railroad spike +4 melee (1d8+rust); AC 15; Armor Die: none; HD 3d12; MV 20' flight; Act 1d20; SP rusty railroad spike, light vulnerability, incorporeal, haunting dirge, never dead; SV Fort +6, Ref +3, Wil +10; AL N

Railroad spike: The railroad spike rail wraiths use as a weapon contains a dangerous magical rust. If



RAIL WRAITH

struck with the weapon, make a Fortitude save (DC 15) if you are at least partially mechanical, this increases to DC 20. The disease causes 1d3 Stamina and Agility damage. This damage can be removed if baking soda is applied to the area and scrubbed off within a day, otherwise the damage is permanent. If the target is wearing any metallic armor or objects, they must randomly determine the object and must attempt to roll under their Luck. On a failure, weapons or armor are reduced by two steps, while other metal objects are rendered useless.

Light vulnerability: Rail wraiths are vulnerable to light of all types, especially daylight. If exposed to ambient light from a torch, flashlight, etc., they must make a Fortitude save (DC 15) or be blinded for 1d8 rounds. If attacked by magical light or energy weaponry, any damage dealt to them is doubled. If the attack normally does no damage, it deals 1d4 damage.

Incorporeal: Rail wraiths are incorporeal, and can only be hurt by magical, silvered, or energy weaponry. They can also pass through floors and walls with no effort.

Haunting dirge: Rail wraiths sing a haunting dirge, usually about working on a railroad. The song causes all within 100 feet to make a Willpower save (DC 15) or be dazed for 1d4 rounds. Those who make the save are immune for 24 hours.

Never dead: Rail wraiths can be dispersed, but are difficult to defeat permanently. When they are dispersed, they will respawn 1d6 days later as if nothing happened. There are two ways to permanently get rid of rail wraiths. The first is purification, which involves pouring 1d6 gallons of blessed petrol on the rail segment (a segment being about 80 feet) and burning the fuel, which cleanses that rail segment of spirits. The other method is by dismantling the section of track and scattering the pieces, which leaves the rail wraiths inert; if the segments are ever put back together, the rail wraiths will return.

Adventure Hooks

- The group is about to take a late night train ride to the citadel, and the conductor looks noticeably nervous. Suddenly off in the distance, they hear a low moan singing “I’ve been workin’ on the railroad....”
- A settlement once used to be connected to a railway, but the old mayor scattered the pieces of the rail for some reason. A local Rail Baron asks for the help of the party to reassemble the line, but the townsfolk of the settlement act hostile.
- The party is on a sleeper train when all of a sudden, spectral figures start coming through the walls and attacking passengers. The train guards shoot at them with guns, but nothing happens!



RAILPEDE

(terror train)

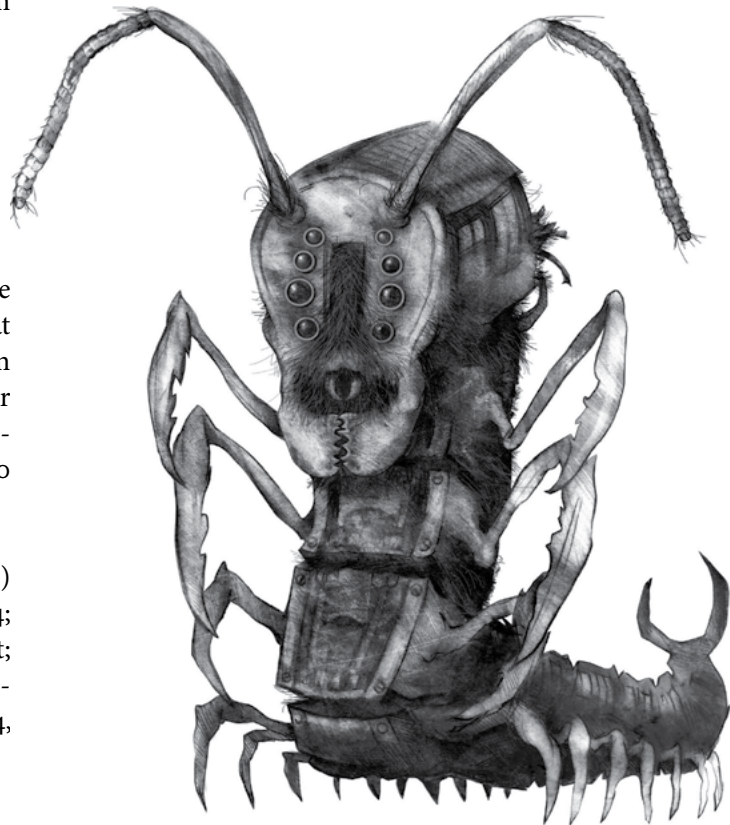
The multidimensional mutagenic energies that swept the world during the cataclysm warped the very fabric of reality across Umerica. This creature, considered by some to be a relation of the zilla, is one of many titanic horrors that have appeared since then. It is perhaps best described as an unclean arthropodically mutated railway train. Fleishy joints now join the train cars to create a blasphemously immense, segmented body ranging from 5 to 40 (5d8) fifty foot-long “cars” in length. The railipede is carried along by hundreds of powerful chitinous legs protruding from the undercarriage where it might have once joined with the tracks. The front of the locomotive-style creature opens to reveal a maw filled with dozens of sets of mandibles, while from atop its “head” extends a pair of conductive antenna. The screeching howl of the railipede, a cross between a train whistle and the angry roar of a hurricane, is a common sound in the vast wastes of Umerica.

No longer needing to move along Umerica’s ancient railways, the railipede’s size means that these creatures still need massive amounts of room to maneuver. Thus, these creatures tend to prefer to remain along the railways, or their immediate vicinity, deviating only to pursue prey. It is believed that railipedes may be territorial, and seldom is a railipede ever found within 30 miles of another (a very small mercy). When they have been seen in proximity, they have been observed flashing their headlamps at one another in what is thought to be a form of communication. The light from their headlamps clearly illuminates everything immediately ahead of them for a distance of 100 feet and can be seen for well over a mile.

Railipede: Init +3; Atk bite +6 melee (1d12+4) or slam +4 melee (1d16+2/segment); AC 14; Armor Die [1d12]; HD 1d24+1d12/segment; MV 60'; Act 2d20; SP car crusher, trample, unique mutation; SV Fort +6, Ref +4, Will +4; AL N.

Car crusher: Against vehicles and vehicular-sized opponents, railipedes will attack with their bite and, upon a successful attack, immediately wrap themselves around the target to immobilize and crush it. Drivers must make a Vehicle Control roll vs. DC 19, while living beings unprotected by automotive chassis make a DC 15 Reflex save to avoid being snared. Each round thereafter, the railipede constricts, crushing the target for an automatic 2d8+4 points of damage. Held targets are unable to act and remain trapped until the railipede is distracted by a powerful attack (10+ damage in a single strike) or something else catches its attention.

Trample: If there is room for the railipede to get up to full speed (made a double move last round), it may forgo its normal attacks to rush forward and attempt to trample all opponents in its way. Anyone within its 20 foot wide, 120 foot long charge path must make a Reflex save (DC 12) or be knocked prone and suffer 2d12+2/segment damage and an automatic Vehicular Critical hit (as per USG pg. 129). A railipede cannot use its trample attack two rounds in a row.



RAILPEDE

Unique mutation: Each railpede also has an additional mutation, granting one further special ability. Roll 1d10 on the table below to determine what it is.

Adventure Hooks

- **Midnight special:** A railpede is known to cross a section of the wastelands once per week. For those who can get atop the creature, unnoticed, it is the fastest non-stop way to cross Umerica. For those who are noticed though, death is a near certainty.
- **Cherry blossom special:** Traveling the Umerican coast near the ruins of Delphia is a small (15 segment) railpede. Locals have long made offerings of food to it and have been allowed to build small encampments within its territory without fear of being attacked. Of course, the party needs something from one such encampment.
- **Orient express:** The earth shakes as a zilla and an unimaginably colossal, 100+ segment railpede do battle. Locals need to be evacuated ahead of the massive wave of scavengers sure to arrive to pick through the aftermath of the titanic struggle.

Railpede Unique Mutations

Roll 1d10	Result
1	Deafening whistle – The mutated whistle of the railpede causes deafness in unprotected individuals. Creatures within 50' must make a DC 10 Fort save or be permanently deafened. The railpede may use its whistle once per day.
2	Webbing – Railpede has spinnerets atop its engine head, capable of spraying streams of silken webbing (as per <i>spider web</i> - spell check 1d16+10; DCC RPG pg 196). The creature's domain will often be strewn with miles of webbing along the railways, placed to catch unwary prey.
3	Sleeper car – Railpede moves in a swaying, hypnotic fashion capable of lulling victims to sleep (equal to <i>sleep</i> - spell check 24, mundane sleep only; DCC RPG pg. 155).
4	Caustic spray – Railpede can launch a stream of acid at a single target up to 50' away. Atk acid +5 missile (damage 1 per segment - max 50 - plus an additional 1d5 damage per round for an additional 1d4 rounds). Railpedes with this mutation often use the spray to form complex labyrinths in the landscape surrounding its home tracks.
5	Parasitic haunting – Railpede is infested by 2d6 rail wraiths (see pg 131).
6	Light burst – The headlamps of this railpede unleash a brilliant flash of light, blinding unprotected foes and damaging photosensitive equipment. All ahead of the railpede and within 50' must make a DC 12 Ref save or be blinded for 1d4 days. In addition, those who succeed suffer a -1d to all mental tasks for 3d6 turns due to photosensitivity-induced migraines. The railpede may use this attack once per night, it has no effect in daylight.
7	Ram plate - With a hardened plate forming the front of the railpede, the bonus damage per die increases from +2 to +4 on all slam and trample attacks.
8	Petrifying bite – Anyone bitten by this beast must make a Fort save (DC 14) or they begin to blacken, losing 1d3 points of Agility and reducing movement by 5'. Every minute thereafter they must make another save or lose an additional 1d3 points of Agility and 5' of movement until they succeed with three consecutive saving throws or until their Agility is reduced to 0 (bringing death as the victim transforms into coal).
9	Electrostatic floatation – Through some vagary of physics, the railpede is able to move across bodies of water as if they were solid ground.
10	Magnetized – The body of this railpede is one large electromagnet. Any ferrous metal objects coming within 10' of it will be strongly attracted to it. Held objects will require a Str check (DC 12) to keep a hold on them. Ferrous metal melee weapons have a 33% chance to adhere to the beast on a successful strike, requiring a Str check (DC 15) to get them free. Any equipment that is sensitive to electromagnetics within 50' of the railpede has a 10% chance per round of being damaged.

REINDIRE

Drop the name “Santa” and folks will speak of gift giving, cookie gobbling clergy, and a flying sleigh that brings joy wherever it goes. Most people either do not know, or choose to forget, that Santa knows whether you have been bad or good and he has little tolerance for those who are always on his naughty list. Those who commit crimes especially blasphemous in the eyes of Santa may be visited by his heavenly host... the dreaded reindire.

The reindire are immortal anthropomorphic reindeer that serve Santa with absolute loyalty. Reindire are either sent out on solo missions or in groups of exactly nine, with one clearly marked as the leader with a glowing nose. Should the target evade the “punishment” intended by Santa for a full 24 hours, they cannot be hunted by the reindire again for an entire year.

Reindire are quite intelligent and while they are fluent in just about every spoken Urth language, they are creatures of few words. They will do their best to not harm anyone but their intended target, chosen by Santa, and they will NEVER harm a child by ANY direct or indirect action. They will hold to this even if it means dying repeatedly over the course of the mission.

Reindire (guardians of good cheer): Init +3; Atk enchanted greataxe +6 melee (1d12+4 plus magic) or horn gore +5 melee (1d4+3); AC 13; Armor Die [1d3]; HD 4d10; MV 40', fly 60'; Act 1d20+1d14(horn gore only); SP hunt the wicked, silent hunters, magic axe, immortal, gift giving; SV Fort +8, Ref +4, Will +6; AL L.

Hunt the wicked: When on a mission they will always know the general direction and location of their target(s) but will still need to hunt them down when they get close. Versus any magics or powers that might hinder their ability to locate their target, they receive a +5 to the save.

Silent hunters: The hooves of a reindire are charmed to make no noise and leave no hoofprints. They gain +7 to all attempts at stealth and leave no evidence of their passing.



Magic axe: Each reindire is armed with an enchanted greataxe that is beautifully gilded with precious metals and stones. Roll 1d12 on the table below to determine the magical property of each axe.

Magic Axe Properties

Roll 1d12	Result
1	+2 to hit and damage.
2	Fiery aura causes +1d8 damage.
3	Always returns when thrown, +2 to hit when thrown.
4	+4 to damage.
5	Three times per day, +8 to hit for the round.
6	Three times per day, <i>teleport</i> up to 20'.
7	Add +1d3 to all saving throw checks.
8	Inflicts 1 point of temporary attribute damage per hit, rolled randomly.
9	Scores a critical hit on 15+.
10	Heal a total of 6HD per day, up to 1 HD per round.
11	Allows the wielder to make one additional melee attack per round, with a 1d20 action die.
12	Glows brightly in combat forcing foes in melee range to roll a Reflex save (DC 10) or blinded for 1d3 rounds (<i>USG</i> , pg 101).

REINDIRE

An axe stolen from a fallen reindire will turn on its wielder at the worst of times. Each battle, the GM will secretly make a Luck check for the wielder. If it is a failure it will turn on the wielder sometime during this battle, chosen by the GM. The most common effect is a mishap that causes an automatic fumble, at +4 to the fumble table roll, and also inflicts the weapon's damage to the wielder.

Gift giving: Should anyone choose to significantly aid the reindire in its mission, such as fight alongside it or heal it, it will offer a small gift in return to each helper when its mission is complete. Roll 1d10 on the following table to determine the gift.

Reindire Gift	
Roll 1d10	Result
1	1d3+1 magic candy canes (heal 1 HD each).
2	Sack of delicious cookies, 2d4+4 in total (each fresh delicious cookie acts as one meal's food and water, never goes stale).
3	Tin of enchanted cocoa (12 doses, turns up to 1 gallon of dirty/contaminated water into safe, strong, <i>hot</i> chocolate)
4	Silver handbell (leads to clean, pure water when rung. Does not indicate distance or quantity).
5	Sprig of holly (restores 1 Luck point per day for the next 2d7 days).
6	Christmas cracker (one use, when opened casts <i>food of the gods</i> - DCC RPG, pg 262, result 28 - the food manifests as a banquet table heavily laden with a holiday feast).
7	A small red sack (will hold up to 50 lbs of material without encumbrance, weight, or noticeable bulk)
8	Floppy red hat (-1 die step to all roll under Luck checks).
9	Enchanted soap on a rope (5 uses, heals all poisons & diseases after a good bath).
10	Small tree ornament (one use, grows into a fully decorated and lit Christmas tree that provides protection from the elements and random encounters for 12 hours while the party rests within 20' of it. After resting each person recovers 1 HD).

Immortal: If felled in combat, the reindire's body will quickly fade away and will reappear 1d3 turns later within one mile of the target. Should the reindire's enchanted greataxe be pilfered before the body fades, it will remain with the thief instead of manifesting with its rightful owner. This respawning magic will continue throughout the duration of the mission, which can last no longer than 24 hours.

Adventure Hooks

- While enjoying a hot meal at an O'Burger, a woman races into the restaurant. She takes one quick look around and offers a backpack full of high quality medical supplies to the party in return for protecting her. While she quickly agrees to anything to seal the deal, several horned humanoids charge into the place looking for her.
- Trekking through a twisted bramble forest, the party encounters a wounded horned humanoid. It eyes them wearily but does not attack. Should any of them be devotees of Santa, they will feel kinship with the beast.
- After looting a abandoned chapel dedicated to Santa your group discovers decorative socks full of rocks among their possessions the next morning and an ominous feeling of being hunted...



RERUN WRAITHS

(bystanding broadcasts)

In the distant past entertainment was, not directly streamed to the consumer, but instead radiated outwards into the heavens. Television programming from sitcoms and cartoons to “reality” shows and nightly news were beamed upwards into space and into the great void beyond. Eventually, the void noticed (and then wrapped an antenna with tin-foil). Whatever alien consciousness that received and interpreted humankind’s collective pop culture was advanced enough to enhance the signals and return them to Urth. Thus was the arrival of the rerun wraiths.

Appearing as one of any number of television archetypes (although there does seem to be a predisposition towards black and white programming of the 1950’s), rerun wraiths range from being well intentioned nuisances to

overtly dangerous. While it can never be predicted where or when these beings may appear, certain meteorological conditions can impact the strength of their signal. On a clear evening the rerun wraiths are wholly solid while during thunderstorms they can flicker in and out of being while being filled with static “snow”.

While the intent of these creatures, and their broadcaster, is not wholly understood in each case of a rerun wraith’s appearance there is a message that

they seek to deliver. That message is often delivered in the fashion most suited to the particular trope predicating their appearance; intellectuals may pose it in the form of a mathematical formula while thugs may chant the message while violently beating their listener. Below are some of the more common types of rerun wraith.

Reception (good/bad): All rerun wraiths are at the whims of the elements and other environmental factors. When a rerun wraith is first encountered, the PC with the lowest Luck score makes a Luck check. If they pass, reception is good and if the test is failed, reception is bad.

- Good reception: Rerun wraith is fully corporeal, capable of being hit by mundane means, and is clear and intelligible when speaking.
- Bad reception: Rerun wraith is insubstantial, its visual form



RERUN WRAITHS

filled with static and sometimes inverting to negative. It is immune to mundane attacks being only susceptible to mutations and magic while still capable of causing harm by all of its available methods. Its speech is garbled and filled with static.

BUDDY

The “buddy” is the neighbor next door with a winning grin, who seems to always be two-steps behind on the conversation. They are genial and always willing to help, although often not in the most productive of manners.

Friendly: Buddies are so charming and kind that a DC 12 Willpower save is required by any creature wishing to engage them in combat. Those failing are under the sway of their charming behavior and will actively attempt to interrupt and intercede in any hostile actions taken against the buddy in non-lethal fashion (a creature wouldn’t attack a comrade but might “accidentally” trip an attacker)

COP

The cop is as tough as nails guardian of law and order with a sense of humor that seems to have been surgically removed. Commonly communicating via droning monologue, the cop upholds the law along with his own particular “Code” of justice. No strangers to violence, cops are quick with their fists (throwing flurries of blows in the span of a round) and are able to snap off multiple shots with their firearm.

The Code: Each individual cop has a personal interpretation of societal norms and how transgressions should be dealt with. Some are strictly by the book, following the letter of the law, while others are willing to look the other way so long as justice truly prevails. Because of their unyielding belief in this particular code, they are immune to attempts to coerce, charm, or otherwise mentally control or manipulate.

DILETTANTE

Appearing as impeccably dressed, wealthy men and women with a complete lack of understanding of the plight of the common man, dilettantes hold themselves apart and above others. In their eyes, nothing is acceptable unless it is done their way and wholly

to their benefit. The needs of anyone else are completely without import.

Clueless: Because of their lack of understanding of the day to day world (especially one so far removed from the world which originally penned them), dilettantes are easily placated by the heaping of praise, by the speaking of official sounding jargon, or simply by wearing the correct “club” tie. Once per round, a PC may attempt to influence their behavior by making an opposed Willpower check. Both the PC and the rerun wraith roll a Willpower save and the higher result indicates success. Success indicates that the dilettante is confused and obeys the direction (however begrudgingly) while failure indicates their absolute refusal to be swayed. Only one such attempt may be made per encounter.

FOOL

Encountered in a wide variety of forms from red-headed housewife, hapless sailor, or buffoonish surfer, fools are likely the most deceptively dangerous of all rerun wraiths. Never encountered alone, they are always accompanied by 1d7 other rerun wraiths of differing types. Fools allow the rerun wraiths to work in concert, and their antics seem to camouflage a more sinister intent. In the presence of a fool, other rerun wraiths show heightened signs of frustration and aggression, and are more prone to conflict (GM’s discretion). The duration of effect from being struck by either of their weapons begins at 1 round and increases by an additional 1 round with each later strike, potentially leaving entire groups helpless against attacks from their companions.

Zany: The outlandish actions of the fool allow them to do all number of strange things. As an action they may do any of the following:

- Ignore all damage from any one attack (while looking comically affected: frizzed hair, doubled over and flailing wildly, launched airborne and somersaulting across the ground upon impact).
- Take another full movement.
- Redirect any incoming attack towards another adjacent individual (DC 12 Reflex check required).

RERUN WRAITHS

	Buddy	Cop	Dilittante	Fool
Init	+1	+3	+0	+6
Atk	fist +1 melee (1d3), +1 melee (as weapon)	fist +4 melee (1d6+1), revolver +2 ranged (1d8)	+1 melee slap (1d3), +1 ranged (as weapon)	pie +1 melee (blind), seltzer +1 ranged (stun)
AC	10	13	10	15
Armor Die	1d3	d4 (x2 vs. projectiles)	n/a	1d12
HD	1d8	3d8	1d6	1d30
MV	30'	30'	30'	50'
Act	1d20	4d16 (fists) or 2d20 (revolver)	1d16	3d24
SP	friendly, reception (good/bad)	"the Code", reception (good/bad)	clueless, reception (good/bad)	zany, reception (good/bad)
SV	Fort +0 Ref -2 Will -2	Fort +4 Ref +2 Will +3	Fort -1 Ref +0 Will +0	Fort +2 Ref +8 Will +0
AL	C	L	N	C

	Intellectual	Kingpin	Parent	Thug
Init	-1	+2	+4	+2
Atk	fist -1 melee (1d3-1), -1 melee (as weapon)	fist +3 melee (1d6+2), AR-15 +3 ranged (1d10)	slap +1 melee (1d3), belt +1 melee (fear)	fist +1 melee (1d4), revolver +2 ranged (1d8)
AC	10	13	10	12
Armor Die	n/a	d5	1d3	1d5
HD	2d4	4d10	1d12	3d6
MV	30'	30'	30'	30'
Act	1d20	2d16 (fists) or 1d20 (rifle)	1d20	1d20
SP	withering wit, reception (good/bad)	intimidating, reception (good/bad)	sage wisdom, reception (good/bad)	bad timing, reception (good/bad)
SV	Fort +0 Ref +0 Will +4	Fort +4 Ref +1 Will +2	Fort +2 Ref +2 Will +2	Fort +2 Ref +0 Will -2
AL	N	L	L	C



RERUN WRAITHS

INTELLECTUAL

Lab coat wearing professors, stethoscope equipped doctors, and bespectacled scientists are all examples of intellectual rerun wraiths. The meaning of their statements is often difficult to decipher, and they take issue with “dumbing down” their words. The height of their egos is matched only by that of their IQ. If befriended, they are capable of assisting in attempts at jury rigging, tinkering, or any number of scavenger skills by granting a +1d bonus via their aid.

Withering wit: Intellectuals think faster than most and are seemingly always prepared with a scathing retort or witty remark. At any time during initiative the intellectual may, as an action, lambast another combatant and their prepared action. The target must make a Willpower save vs. 18 or have their intended action negated while they are left red-faced and stammering in apoplexy for 1d4 rounds. If not in grave danger, this is the preferred method of engagement of the intellectual, capable of leaving several opponents helpless at once.

KINGPIN

Whether clad in pinstriped suit and fedora, or something more modern, kingpins are always impeccably dressed. Even their version of “casual” would qualify as semi-formal (no shorts or sweatpants for these fellows). Stony faced and intense, the attitudes of these crime lords runs the gamut from Cagney-esque stereotypes to stony hard-case killers. When encountered, a kingpin will always be accompanied by 2d3 thugs.

Intimidating: The mere presence of a kingpin carries with it a sense of disquiet and unease. All opponents suffer a -1 to hit penalty and for any individual specifically called out by the kingpin that penalty increases to -1d. An action may be taken to stop and collect oneself, allowing a Willpower save vs. 15 to negate the penalty.

PARENT

Charming and oddly formal, rerun wraith parents tend towards the dispensing of well-intended wisdom rather than engaging in combat. If they are

forced to do battle, parents are not above taking off their belt (or shoe) and wading into the fray. Blows of this sort cause no damage but leave their target cowering in fear for 1d6 rounds unless a successful DC 12 Willpower save is made.

Sage wisdom: Parents always seem to know the right thing to say to make things better and, if asked, will stop and offer their advice on any given problem. Following their advice allows a +d4 to any one non-combat roll related to the task discussed. The propensity for giving advice is so great that, if not attacked during a round of combat and instead questioned, the parent will immediately halt and offer advice (unless accompanied by a fool).

THUG

Thugs come in numerous forms, ranging from bullying youths to thieves and cutthroats appearing in groups of 1 to 10. They are not known for their high intellectual capacities, but they are known for their willingness to do harm to anyone that they may encounter. Thugs don't resort to violence, they converse with it.

Bad timing: When encountered on their own, thugs have a knack of being encountered at the worst possible time, often when PCs are about to achieve some long sought-after goal. Thugs always have surprise in the first round of a combat when not accompanied by other types of rerun wraiths.

Adventure Hooks

- A Kingpin has taken up residence in a local town. He and “da boyz” have a message that they will only disclose to the PCs.
- An unaccompanied fool recently was discovered wandering near the pyramid of the Bass Masters. All who have been sent out in an attempt to banish the sad looking figure have not returned.
- One of the party suddenly finds themselves with a buddy who seems really intent on helping them with something, although they will not say what.

ROBODEVIL

(extradimensional flesh haters)

Diametrically opposed to the Ultimospark, robodevils are techno-organic demons hailing from a plane they call Tektarus. They HATE all flesh based life forms and see them as a sickness that must be cleansed. Their solution is to kill or forcefully convert any flesh beings they encounter.

These cruel beings appear as emaciated demonic humanoids made from robotic parts artfully blended together. They pride themselves on the appearance of their horns, wings, and conversion blades, which they treat as extensions of their own bodies.

When encountered, it will be as a single robodevil with 1d4 fully converted cyberslaves or a group of four robodevils with a troupe of 4d4 fully converted cyberslaves. Robodevils are quite fond of the number four.

While exceedingly arrogant, robodevils will make deals and exchange useful information with robots, A.I.s, or EXTREMELY powerful flesh beings. The only robots they will attack on sight are those bearing the insignia of the Ultimospark.

Robodevil: Init +1; Atk conversion blade +7 melee (1d8+2 plus convert); AC 15; Armor Die: [1d5]; HD 6d12; MV 40', fly 60'; Act 2d20; SP convert flesh, control cyberslaves, open gate, tech eater; SV Fort +11, Ref +5, Wil +7; AL C

Convert flesh: Every successful strike a robodevil lands with its conversion blade upon a flesh based being will cause some of its flesh to convert to techno-organic components. Roll 2d20 - (the victim's Personality attribute + HD) and this is the percentage of the victim's body that is converted by the attack. Should a victim's conversion percentage exceed 60 + (their Personality attribute) percent, they will become a cyberslave under the control of the robodevil. Once the robodevil is no longer threatened, it will usually utilize its blade to fully convert any cyberslave thralls it gained during the encounter.

If a victim is not fully converted, a clerical lay on hands can restore 5% of the converted flesh per HD of healing achieved by the attempt. Clerics of the Ultimospark gain a +2 die step bonus to lay on hands attempts to restore converted flesh. Those fully converted are permanently lost.



ROBODEVIL

Grays and the un-dead are completely immune to a robodevil's conversion powers.

Control cyberslaves: As an action a robodevil can telepathically give up to four cyberslaves within 200 feet specific instructions. If they are fully converted, they will perform their tasks at maximum effort with no thoughts of safety. Those not fully converted can make a Willpower save (DC 14) each round to ignore any orders given. If successful, they may take other actions but do so at a -1 die step penalty. A cyberslave cannot directly harm a robodevil or block its path.

Open gate: At will, a robodevil can open a portal to its native plane of Tektarus that will remain open for one turn (10 minutes). As a result of a deal or subjugation, a robodevil has an 80% chance of being able to open a portal to any other plane.

Tech eater: Robodevils may consume technological devices of greater than 21st century or higher advancement levels to heal their wounds. Depending on the size and quality of the device, the robodevil will recover between 1-3 HD from the attempt. Any robodevil encountered will have 1d3, 1 HD quality devices at hand to consume.

CYBERSLAVES

Almost any living flesh based creature can be converted into a cyberslave by a robodevil so the types encountered can be quite varied. In general, these are the traits shared by all cyberslaves:

- Gains one step of impervious armor to its Armor Die rating.

- All Fortitude saves are made at +1 die step.
- Can be controlled by a robodevil or other highly capable technologically advanced being.
- (Full conversion only) immune to mind affecting spells and abilities.

Below is a stat block for an average humanoid that has been fully converted.

Common cyberslave: Init +0; Atk club +1 melee (1d4); AC 14; Armor Die [1d3]; HD 1d8; MV 30'; Act 1d20; SP immune to mind affecting spells and abilities; SV Fort +1 (+1d to save), Ref +1, Will nil; AL N.

Adventure Hooks

- As the party closes in on a recently crashed spaceship, they see they are not the first to arrive on the scene. A battle is now raging between the ship's surviving gray crew and a mechanical demon with a few cybernetic minions in tow.
- The church of the Ultimospark has reached out to the party about a recent incursion of robodevils less than a day's travel distant. They offer a sizable bounty for every robodevil head the party returns with and free healing.
- A local warlord's scouts have seen some of the Cyberhive's zombie monks working with some mechanical demons in the ruins of an old factory. The warlord offers the party a hefty sum to go check it out.



ROBO-LICH

These hideous beings are generally employed by the Earth Brain of the Cyberhive to watch over groups of wandering zombie monks that are pilgrimaging through especially dangerous territory. Otherwise, they are serving as shock troops against the foes of the Cyberhive. Like their monk charges, the robo-lichs are unswervingly loyal to the Cyberhive and will gladly give their "lives" in service to its great cause.

Reputedly crafted from deceased magic users, a robo-lich is a grizzly fusion of corpse and robot. They appear to be highly cybernetically augmented, semi-skeletal cadavers cut off at the waist and grafted onto tank tread platforms they use to move about. The lower left arm is replaced with a small plasma

cannon and the right with a wicked looking robotic combat claw. Despite its dedicated appearance, it gives off a pleasant scent of machinery and artificial vanilla.

Like most of the servants of the Cyberhive, robo-lichs are quite pleasant and personable if approached in an unthreatening manner. They are highly intelligent and well aware of their gruesome looks, which they will use to their advantage to manipulate others into whatever emotional response the Cyberhive is currently studying.

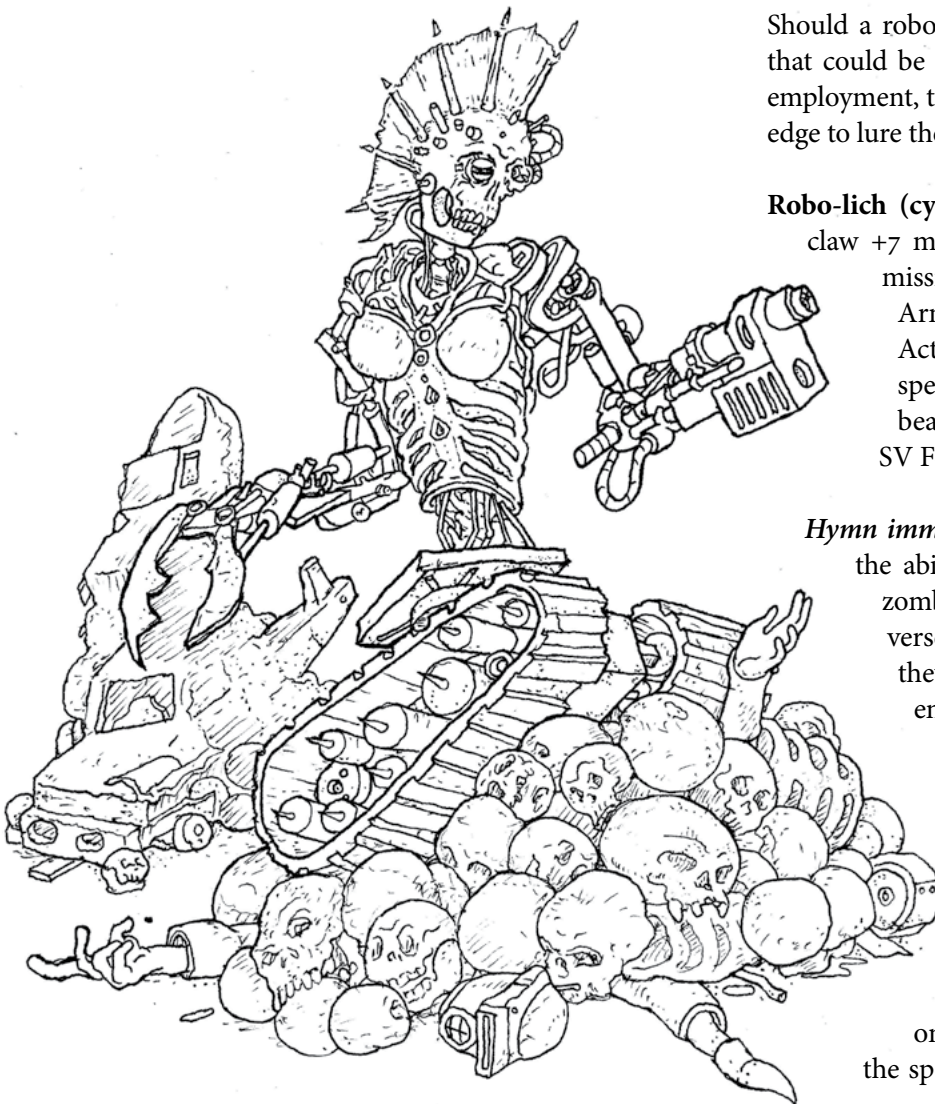
If they or their charges are directly threatened, they will continue delivering polite dialogue while meticulously destroying their foes. Any slain foes will be collected for techno-reanimation as zombie monks.

Should a robo-lich encounter a person or persons that could be of use to the Cyberhive, it will offer employment, technological gifts, or magical knowledge to lure them into service.

Robo-lich (cyber shepherd): Init +1; Atk power-claw +7 melee (1d10+3) or plasma cannon +9 missile (1d14, range 150/300/450); AC 14; Armor Die: [1d6]; HD 6d8; MV 30'; Act 2d20 +1d16; SP hymn immunity, spellcaster, caster organ, install sensory beacon, expert hacker, techno-magical aid; SV Fort +9, Ref +3, Will +9; AL N.

Hymn immunity: While robo-lichs do not have the ability to sing a battle hymn like their zombie monk charges, they are not adversely affected by it either. In addition, they are immune to all blinding or deafening effects.

Spellcaster: Robo-lichs are created with the following spells in memory: *magic shield* (DCC RPG, pg 146), *scare* (DCC RPG, pg 191), & *slow* (DCC RPG, pg 228). To determine what other spells they may have roll 6 times on the table below. Roll 1d3 across for the spell's level and 1d6 down for the spell.



Robo-lich Spells			
Roll 1d6	1	2	3
1	<i>Charm person</i> (DCC RPG, pg 131)	<i>Detect invisible</i> (DCC RPG, pg 165)	<i>Consult spirit</i> (DCC RPG, pg 204)
2	<i>Choking cloud</i> (DCC RPG, pg 134)	<i>Forget</i> (DCC RPG, pg 170)	<i>Dispel magic</i> (DCC RPG, pg 208)
3	<i>Detect magic</i> (DCC RPG, pg 260)	<i>Knock</i> (DCC RPG, pg 175)	<i>Gust of wind</i> (DCC RPG, pg 219)
4	<i>Force manipulation</i> (DCC RPG, pg 143)	<i>Monster summoning</i> (DCC RPG, pg 184)	<i>Haste</i> (DCC RPG, pg 221)
5	<i>Mending</i> (DCC RPG, pg 147)	<i>Shatter</i> (DCC RPG, pg 193)	<i>Turn to stone</i> (DCC RPG, pg 233)
6	<i>Defensive upgrade</i> (USG, pg 221)	<i>Control+Alt+Delete</i> (USG, pg 222)	<i>Create cybomination</i> (USG, pg 223)

The casting roll is 1d20+12 and robo-lichs are immune to corruption.

Caster organ: Among their cybernetic implants is an Arcane Amplification Cyber-Organ that grants a robo-lich a +5 bonus to all casting checks (already calculated into their stated casting roll).

It is possible that a person skilled in medical science and technology could harvest the organ from a freshly killed robo-lich. If harvested properly, it would remain viable for 1d3+1 days. Given the proper high tech medical facilities, the organ could be implanted into a living wizard and grant a similar casting roll bonus plus other side effects...

Install sensory beacon: Anyone employed or gifted by a robo-lich will have a 66% chance of having a sensory beacon implanted, possibly without their knowledge. The robo-lich merely needs to touch the target to painlessly inject a cloud of nanites that will quickly tap into their sensory organs and relay everything they experience to the Cyberhive. A target, or someone nearby, must make an Intelligence check (DC 16) to notice the injection. Once installed, the sensory beacon will continue to function for the rest of the target's life. In melee combat, there is a 25% chance that any successful power claw strike will also inject a sensory beacon into the target.

A robo-lich does not automatically have access to anyone's sensory beacon feed but the Cyberhive can give it access at will.

Expert hacker: A robo-lich can attempt to forcefully gain access to any computer within reach, employ-

ing the *computer use* skill (technologist, USG pg 90) with a +10 bonus to the roll.

Techno-magical Aid: Through magical and medical means, a robo-lich can repair itself or any other servant of the Cyberhive, healing one HD worth of damage per turn. There is no limit to how many times this healing can be employed.

In addition, given 24 hours a robo-lich can convert a humanoid corpse into a fully functional zombie monk. This process installs a new personality into the remnants of the corpse's brain so any previous knowledge or personality is erased.

Adventure Hooks

- As the party is traversing a particularly hazardous patch of wasteland, they spot a troupe of "singing" corpses being led by a gruesome techno-un-dead thing traveling in a similar direction. If they are not stealthy, the techno-un-dead thing will cheerfully call out to them to come and journey with them, offering greater safety in numbers...
- Taking a well earned rest in a reasonably cozy settlement after a very enwealthening adventure, the party finds the village in a sudden uproar, battenning down the hatches as a group of walking corpses lead by a mecha-corpse approaches...
- While plumbing the ruins of a huge office building, the party stumbles across a cyberzombie plugged into a bank of still running servers. As it peruses the output of a dozen glowing monitor screens, it seems to be installing various cybernetics into a fresh, bloody corpse.

ROBOT

(mechanical minions and monsters)

Robots are non-sentient creatures made for a number of different tasks. While, in some rare cases they may be programmed to simulate life, the vast majority are built as “dumb machines” to carry out specific tasks. Within each category of robot (or -bot, for short) there is often a degree of customization performed to enhance a given robot’s suitability for a particular role. As such, it is rare that any two robots of the same type, encountered in differing locations, will be identical. In general, the SP of a robot is defined by its type and its attack styles are, in many cases, defined by a series of attachments.

CONSTRU-BOT

Sometimes referred to as Tonka-bots, these robots have been created specifically for the building trade; robots of this sort tend to be massive machines that shake the earth with their movement. Whether moving earth, bringing down buildings, hauling refuse, or lifting enormous loads into place, constru-bots are not devices to be trifled with. All constru-bots have one attachment.

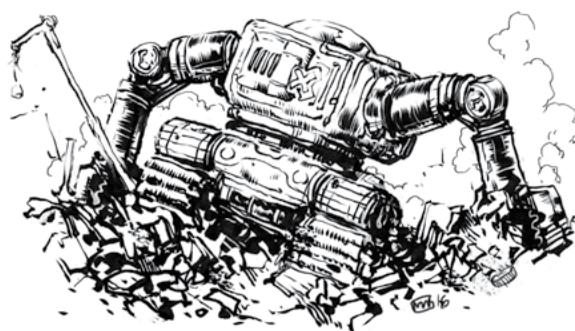
Massive: These robots are so large that they are nearly irresistible by physical means. Successful melee attacks made against them causes 1d3 points to the wielder of the weapon upon impact.

Table RB-1: Constru-bot Attachments

Claw	bisecting grab +4 melee (3d24, Fort save vs. damage or die).
'Dozer blade	slam +8 melee (2d12+6, 10' knockback).
Earth roller	crush +0 melee (4d10+20, Fort vs. damage or die).
Welding lasers	welding beam +2 ranged (1d10+2, 4 attacks).
Wrecking ball	slam +4 melee (6d10, range 50', Ref vs. 16 for half).

CUSTODIO-BOT

Known as “janitors from a drum”, “robo-maids”, and a wide variety of other sobriquets, these devices exist to clean. Armed with a variety of innocuous seeming attachments, custodio-bots are capable of wreaking



great havoc should something go wrong with their programming. Brooms, sweepers, and cleaning sprays all become potentially lethal implements wielded by a machine determined to remove “all the dirt”. Depending on their combination of individual attachments, custodio-bots can be as deadly as any sentry-bot – with half the threatening appearance. All custodio-bots will have 1d3 attachments.

Table RB-2: Custodio-bot Attachments

Air freshener, ionizing	ionic shock +1 ranged (1d4, Fort vs. 10 or stunned 1 round)
Air freshener, spray	blinding mist +1 ranged (Ref vs. 10 or blind & smell of pine for 1d3 rounds)
Anti-dust spray	poison cloud +1 ranged (1d3, Fort vs. 16 or stunned 1d3 rounds)
Anti-fungal spray	poison cloud +1 ranged (1d4, Fort vs. 12 or double damage)
Broom	strike +1 melee (1d6)
Dust-grabbing staff	strike +1 melee (1d5)
Dust-grabbing wand	stab +1 melee (1d3)
Floor buffer	buffed smooth +1 melee (3d8, prone targets only)
Mop	strike +1 melee (1d6)
Polishing rag	smear +1 melee (1d3, Fort vs. 12 or diseased)
Rust-Be-Gone	acid spray +1 ranged (2d4, Ref vs. 12 for half)
Scrub brush	scouring +1 melee (1d3 + 1 point temporary Stamina)
Vacuum hose	rad dust backwash +1 ranged (3d6, DC 15 Mutation check)
Wax sprayer	hot wax +1 ranged (1d8, All in 10' radius Ref vs. 14 or fall prone. Roll each round in the affected area.)

ROBOT

	Constru-bot	Custodio-bot	Game-bot
Init	-1	+1	+8
Atk	see below	see below	see below
AC	10	10	12
Armor Die	[d30]	[d4]	[d3]
HD	8d10	1d10	1d8
MV	20'	30'	60' (fly)
Act	1d20	1d20	3d14
SP	massive	unobtrusive	generous
SV	Fort +8 Ref +0 Will n/a	Fort +2 Ref +2 Will n/a	Fort +2 Ref +8 Will n/a
AL	L	L	L

	Gun-bot	Sentry-bot	Spam-bot
Init	+8	+5	+4
Atk	+5 ranged - see below	Light Gatling Gun +3 ranged (3d12)	n/a
AC	12	12	10
Armor Die	[d24]	[d4]	[d3]
HD	5d10	3d10	1d10
MV	30'/20' (hover)	40' (hover)	30'
Act	2d24	1d24	2d16
SP	over-kill	alert	enduring
SV	Fort +10 Ref +8 Will n/a	Fort +8 Ref +2 Will n/a	Fort +2 Ref +2 Will n/a
AL	L	L	L

Unobtrusive: Custodio-bots blend so well into the background, and are so adept at making no disturbance, that unless threats are being actively guarded against, custodio-bots receive surprise automatically on their first attack.

GAME-BOT

Glowing balls of Dawson-esque gregariousness and excitement, game-bots pose varying challenges to those who come across them, offering ever increasing rewards ranging from paltry to life changing, with commiserate levels of risk. GMs are encouraged to draw upon their favorite game shows and hosts to breathe life into these creatures. All game-bots will have one of the following attachments.

Generous: Game-bots are very generous when doling out rewards, one might say to a fault. Where a single trade good would suffice, 1,000 100ths of that same trade good is seen as better. Despite the fact that some trade goods (like fuel) are unaffected by such portioning, many trade goods are of no use if disassembled or sliced into smaller pieces. On presenting any award, the game-bot will dispense it in increments of 1d10 trade goods worth of value, by opening a box, moving a curtain aside, or by simply having it materialize out of thin air. For every trade good awarded there is a cumulative 10% chance of finding one complete trade good in the award. Everything else is divided into 1% portions.

ROBOT

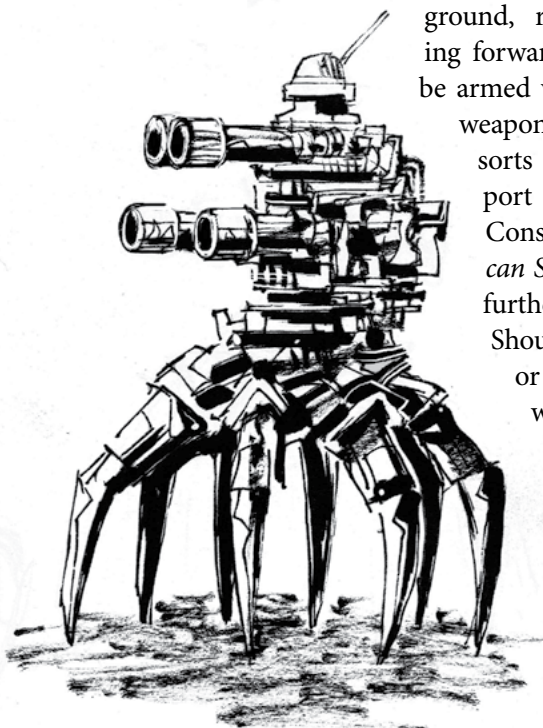
Table RB-3: Game-Bot Attachments

Audience poll	Atk: buzzer (1d3/2d3/3d3 to all allied beings within 20', Fort vs. 10/12/14 for half)
Form of a question	Atk: Value loss (targeted victim loses 1d100sp trade goods value)
Little devils	summon 1d3 animated beings with the following stats, Little devil: Atk pitchfork +2 melee (1d3), AC 11, Armor Die n/a, HD 1; hp 4; MV 20'/20' fly; Act 1d18; SP none; SV Fort +0, Ref +2, Will +0; A N
Mucus dump	Atk: goo-fall (permanent loss of 1d3 personality, Ref vs. 15 negates)
Spinner	Atk: vertigo +3 ranged (1d6, Fort vs 15 or be rendered dizzy and helpless for 1d3 rounds) range 20/40/60
Sprayer	Atk: water jet +1 ranged (1d2, Luck save or have any electronic technology ruined) range 10/20/30
Wildcard	Atk: random blast +1d6 melee or ranged (1d100 damage) range 20/40/60

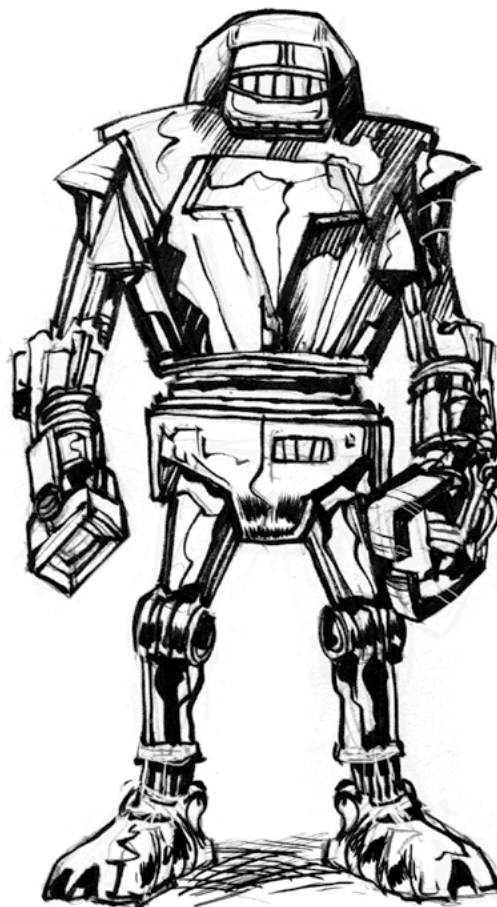
GUN-BOT

This term covers a dizzying array of robotic creatures designed for war, and general destructive force. While most move, carried forward by their massive treads, they have the ability to hover above the

ground, relentlessly moving forward. Gun-bots will be armed with 3d10 ranged weapons of various sorts (including support class weapons). Consult the *Umerican Survival Guide* for further information. Should there be three or more of a single weapon generated, they are treated as "linked" and require only one roll to strike with all linked weapons of that sort.



Over-kill: Upon scoring a critical hit, the gun-bot automatically hits 1d4 times (scoring a critical hit table result on each successive hit), inflicting each result as it unleashes a massive follow-up attack as it target locks and fires repeatedly on the heels of the initial strike.



SENTRY-BOT

Unlike their more powerful cousins, gun-bots, sentry-bots are made to patrol and maintain security over a specific area or route and only that area or route. Large, floating platforms carrying a light Gatling gun, sentry-bots are capable of unleashing a withering spray of fire to repulse any threats posed to the security of its protectorate. Save for very specific and unusual conditions, sentry-bots will not pursue targets should they retreat; instead remaining to carry out its protective duties.

Alert: Sentry-bots are equipped with a varied arsenal of strange sensory systems and are unaffected by any attempts at stealth that have a result of 20 or

less, nor are they affected by mechanical attempts at stealth that only affect less than all senses.

SPAM-BOT

Named for an ancient form of nominally independent scripts that roamed the World Wide Web, modern spam-bots are real world analogs of their ancient ancestors. Drifting from place to place, they infect other technological items — enlisting them into their crusade of self-replication. Swirling, floating swarms of frayed electronics and circuitry, spam-bots are highly infectious and are a familiar threat to any who travel the wastes.

Enduring: Each spam-bot is merely a part of a larger self-replication algorithmic gestalt. As such, spam-bots have no individual programming for self-preservation and will continue attempting to infect other technology in their vicinity until destroyed. Infected devices immediately transform and begin doing the same, only ceasing when all spam-bots are destroyed, or all technological items capable of replication have

been transformed. Any, non-sentient, electronic device within five feet of the spam bot is given a DC 20 Willpower save per round (sentient electronic beings receive a DC 10 Willpower save) to avoid infection. Infected devices immediately transform into a spam bot and redouble the efforts of the original.

Adventure Hooks

- A wizard wishes to attempt to duplicate the self-replicative abilities of a spam-bot and offers a large reward for a captive specimen.
- A gun-bot recently rolled through the area, destroying small villages and slaughtering residents. It is en route to a much larger encampment. Can the PCs stop it in time?
- Someone has been reprogramming custodio-bots into assassins, using their ability to be unnoticed to gain access to a number of otherwise well defended areas. After surviving one such attack, the party must unravel the mystery of who is behind these attacks...while surviving subsequent attempts on their lives.



ROCKER (heavy metal elemental)

Encountered in groups of two to eight, these eight foot tall beings are the mindlessly devoted followers of Kizz. Carved into the stone of their chests are the logos of ancient bands that glow with an unearthly blue radiance. With crudely formed facial features, rockers are incapable of speech, instead communicating through simple hand gestures. In combat, rockers immediately begin slam-dancing with their foes, and there is a 30% chance each round that a rocker will cast *mosh pit* against any opponents lurking out of reach.

How rockers behave when encountered varies depending on whether or not rock music is playing.

- **No music:** Rockers will be either performing physical labor they have been set to or will be listlessly awaiting commands while headbanging and playing air guitar. They will ignore any threat that does not directly attack or harm them unless it is an attempt to command them in the name of Kizz. Commanding them in their master's name requires a DC 25 Personality check. Priests of Kizz or wizards with a Patron bond to him add double their level to the Personality roll to command them.
- **Music:** The group of rockers will be slam-dancing, storming about in a circle, stomping their feet and wildly waving their arms and forming a circling mosh pit. Commanding them in such a state requires a DC 30 Personality check.

Rocker: Init +0; Atk slam +5 melee (1d10+4); AC10; Armor Die [1d24]; HD 3d8+6; MV 20'; Act 1d20; SP regeneration, cast *mosh pit* 1/day (spell check +5; USG pg. 208), crush, immune to all mental attacks and effects; SV Fort +6, Ref +0, Will NA; AL N.

Crush: Successive slam attacks made by rockers in one round do a cumulative +1d6 damage.

Regeneration: Rockers regenerate 1d3/round in the presence of rock music.

Adventure Hooks

- A group of five rockers are busily dismantling a temple to Technos Discos. The party must de-

cide whether to stop them and risk the wrath of Kizz, or to allow them to continue and potentially face the anger of Technos Discos.

- Standing motionless in a pile of ancient ruins are four rockers with white paint on their faces in the fashion of some of the greatest Kizz priests of antiquity. Why they are immobile is a mystery and what will happen when they begin to move is a question that fills locals with a sense of dread.
- The party meets an extraordinary rocker, Fray-Lee, strutting down the road with a crudely fashioned guitar clenched in its powerful hands. Every few minutes it manages to strum out a power chord that resonates to challenge the heavens. Behind him follow 12 other rockers, Fray-Lee's disciples. Is Fray-Lee a new type of rocker, self-aware in Kizz's service or is it an elemental being that has risen to challenge its former god. The mystery could take much unraveling, and the pernicious behavior of angry rock gods leaves little time.



ROCKIN' WRAITH

Throughout time, there has been a select club, the membership of which all were tragically struck down in their 27th year. For hundreds of years, the organization was thought to be mere legend, but modern day Umerica has learned that this is no legend and the “27 Club”, as it is known, is real. So too is its un-dead membership. These ghostly rockers often appear out of nowhere, while behaving as if they have been there all along. Their favorite haunts are dive bars and music halls.

Rockin' wraiths always look familiar, whether they died a week ago or in a century past. So great is their fame that their very presence reminds the spiritual essence of onlookers that these restless spirits are famous. Clad in anything from a leather jacket to an old fashioned

suit, tattered jeans to an elegant gown, rockin' wraiths look much like they did in life. Only a few small things immediately distinguish them from followers of the cults such as those of Tahck'ing, or Kizz. Each rockin' wraith carries with them a white disposable lighter that, in their hands, never fails to light. They also will uncontrollably hum, tap, or otherwise express the music they made prior to their deaths.

The members of the 27 Club obey their founder; an un-dead blues musician who is rumored to have made a deal with the devil, presides over them. Unlike many un-dead, rockin' wraiths are not immediately or overtly hostile. Often times they can be dealt with by simply listening to them tell their life's story (which, admittedly, can take hours). However, the rockin' wraiths are always willing to make a deal — in return for a soul — and will gladly broker the

Table RW-1: Hard Rockin' Powers

Roll 1d10	Result
1	Sexual magnetism: The wraith's visage becomes so overwhelmingly beautiful that it inspires obedience (DC 13 to resist). Victim's succumbing to the allure of the rockin' wraith are under his control for 2d3 rounds.
2	Drum solo: The rockin' wraith is accompanied by the sound of drums, which can be heard up to 100' away. In combat the drums grow louder and do 1d3 damage to all who hear them (DC Fort 15 negates).
3	Trash the dressing room: The rockin' wraith can cause multiple objects to fly through the air (any number, no more than a combined weight of 300 pounds). As an action the rockin wraith may hurl one of these objects at a target (+4 missile fire, 1d6+2 damage, range 20/40/60).
4	Invisible touch: At will the wraith may turn invisible. It can return to visibility on any following round. Once per day, while invisible the rockin' wraith may attempt to reach into the chest of a victim to grab their heart. Heart grab +6 melee (1d10 plus DC 14 Fort save or die).
5	Addictive gaze: The merest glance from the rockin wraith fills the victim with a burning that runs through their veins. As quickly as the feeling comes, it is gone again, leaving the victim craving just one more touch. Creature's succumbing to the power are defenseless for 1 turn and are -1d on all actions for the next hour (DC 15 Fort save to resist)
6	Overdose: Anyone touched by the rockin wraith (+4 melee) loses 1d3 points of both Stamina and Personality.
7	Wailing vocals: The rockin' wraith unleashes un-dead vocal mastery and power. All living creatures within 50' automatically suffer 1d4 sonic damage. The wraith can use this power three times per "set".
8	I'm with the band: With a touch (+6 melee), the rockin' wraith may alter the tempo of the target's soul. The victim immediately picks up the nearest instrument (clapping, tapping, whistling, etc if none are present) and is unable to stop for 2d3 rounds. During this time the rockin' wraith gains 1d30 hit points from hearing someone else play his music.
9	Rockin' out!: The rockin' wraith is able to call up 2d3 other rockin' wraiths to form a jam session.
10	Broker a deal: The rockin' wraith is trusted enough by Rojo to create his own deals (the terms of which are wholly at the GM's discretion). The cost is still the soul of the supplicant, but the deal requires no visit to a crossroad.

ROCKIN' WRAITH



terms before sending a person off to meet Rojo at the crossroad.

Gatherings of rockin' wraiths do rapidly become dangerous, as the dreaded "jam session" begins... and often doesn't end until the last listener has escaped or died.

Rockin' wraith: Init +3; Atk special (see below); AC 11; Armor Die [1d3]; HD 3d14; MV fly 50'; Act 2d20; SP un-dead traits, immune to non-magical weapons, jam session, unkillable, 1d4 special abilities (see Table RW-1); SV Fort +3, Ref +5, Will +7; AL C.

Jam session: If multiple rockin' wraiths are encountered they may begin jamming together, sending out waves of ghostly music that merge and amplify their powers. All powers invoked by any rockin' wraith present gain a bonus on all dice equal to the number of un-dead musicians playing music.

Unkillable: When reduced to 0 hit points or less, a rockin' wraith vanishes with a discordant scream only to reform the next sundown.

Adventure Hooks

- While traveling at night the party encounters a nervous looking man standing alone at a crossroad. He tries to get them to leave but is interrupted by the arrival of an old bluesman. How the rest of the encounter goes is wholly up to the actions of the party.
- One year ago, at the party's favorite watering hole, a musician fell offstage and died. One year ago...tonight. Now he's come back.
- The cult of Tahck'ing is holding a celebration and ask the party to help them gather materials to attract a group of rockin' wraiths in hopes of pleasing their god.



**SCORPIONOID • SEPTICRAKEN • SERPENT SHRUBS •
SHARKHANA • SHRIEK • SPLICE FIEND • SPOREFANGS**

SCORPIONOID

Brought to Umerica by a failed extra-dimensional invasion centuries ago, scorpioniods have remained true to their nature as greedy mercenaries and assassins for hire. They do not care who or what they are fighting for as long as they get paid; their preferred method of payment being large amounts of fresh blood, raw sugar, or honey. They also love copper and favor it over any other precious metal.

An odd quirk of scorpioniod biology causes them to become easily addicted to carbonated sugar soft drinks, especially of the caffeinated variety. Once addicted, they will do ANYTHING to get more and shift their alignment to chaotic. Several warlords have used this fact to create hit squads of very loyal cola-addicted scorpionoid assassins.

Scorpionoids have large scorpion-like bodies with an insectal-humanoid torso jutting from where the head would normally be. This torso sports two powerful arms ending in huge pincer claws, and a bulbous, multi-eyed head. Their chitinous hides are usually a dark reddish black all over with rudimentary highlights. Those that have succumbed to soda addiction have a lighter coloration to their chitinous, some even becoming albino-like.

Scorpionoid: Init +3; Atk tail sting +4 melee (1d5+4 plus poison) or claw +3 melee (1d7+4); AC 13; Armor Die [1d4]; HD 2d8; MV 35'; Act 1d20; SP stealth, backstab, poisonous tail sting, contractual honor; SV Fort +2, Ref +3, Will +2; AL N.

Soda junky scorpionoid: Init +5; Atk tail sting +4 melee (1d5+4 plus poison) or claw +3 melee (1d7+4); AC 15; Armor Die [1d3]; HD 2d6; MV 40'; Act 1d20; SP stealth, backstab, poisonous tail sting (potent), contractual honor, addict; SV Fort +2, Ref +5, Will +2; AL C.

Stealth: By nature, scorpionoids move quietly over just about any surface (gaining +6 to all stealth checks). They will use this to their advantage whenever possible.

Backstab: Should a scorpionoid catch their target unaware, they may make a surprise *backstab* attack with their tail stings (as a thief, DCC RPG, pg 34).

Poisonous tail sting: The poison delivered on a successful tail sting attack causes the victim to make a Fortitude save (DC 12) or have all action dice lowered by one step and suffer -5' to movement due to partial paralysis. These effects last for 3d8 rounds. Additional poisonings have a cumulative effect and any victim that has all of their action dice reduced to d10 will die of heart failure. The poison of a soda junky scorpionoid is much more potent and the paralysis effects lasts for 1 turn instead of 3d8 rounds.

Contractual honor: These mercenaries are greedy to the core but will ALWAYS fulfill whatever paid contract they have agreed to. They gain +5 to all Willpower saves against any deception or charm effects that would make them do otherwise.

Addict: A soda junky scorpionoid suffers -10 to all Willpower saves or checks regarding getting more soda pop. This includes all bargaining attempts and deceptions. In addition, their jittery nature grants them a +3 to all perception checks.

Adventure Hooks

- A local warlord that in the past has not had the power to do more than petty extortion of unwary travelers seems to have upped their game. Rumors abound of his new insectal shock troops raiding nearby settlements. The locals are more than willing to pony up some good loot for the party to travel to his hideout in an old bottling plant and take him down.

SCORPIONOID

- A merchant known for delivering fine goods fresh from the Citadel has approached the party to act as guards. She has apparently been raided the last three trips by scorpion thugs demanding sugary tribute tolls to pass through what was open territory. She wants them driven off and stopped for good, if possible.
- Shortly after a successful raid of an unplundered pre-cataclysm food warehouse, the party is accosted by a band of pale, jittery man-scorpions that insist that they can smell that the party is carrying soda and that they surrender it immediately. The bugs have a crazy look in their creepy multi-eyes and seem desperate.



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SEPTICRAKEN (sewer squid)

Scholars say that in the olden times before the cat-aclysm that the megacity folk all feared that their sewers were home to gators, constrictors, and other beasts. Perhaps those fears were justified as the sewers of those ruined cities now do house horrors. One of those horrors is the septicraken, a giant cephalopod oozing with toxins and disease.

A septicraken's bloated body can reach the size of a van and each of their numerous tentacles can grow to 20 feet or more in length. These foul beasts reek of excrement and decay, which can be perceived up to a mile away in some cases. While essentially boneless, rumors have circulated that they can move about out of water, albeit slowly. Whether one of these beasts can survive in clean water is unknown but any food or water it touches is instantly befouled.

Septicraken: Init +4; Atk tentacle strike +6 melee (1d6 + disease); AC 14; Armor Die 1d4; HD 9d8; MV 5', swim 40'; Act 4d20; SP disease, immune to toxins & disease, pliable, reach, stench cloud, grapple bite; SV Fort +6, Ref +8, Will +5; AL N.

Disease: Septicrakens are infused with all manner of pestilence and filth. Any successful strike will require the target to make a Fortitude save against a randomly determined disease below, roll 2d10.

Anyone foolish enough to attempt to eat septicraken flesh will suffer 1d3 temporary Stamina damage and automatically contract a random disease.

Immune to toxins & disease: These creatures have developed nigh perfect immune systems and are totally resistant to all forms of poison, toxins, or disease.

Pliable: Having no true skeletal structure, septicrakens merely take half damage from all blunt weapon attacks. In addition, they can fit through openings that seem way too small for them, including traditional doorways.

Reach: Due to their long tentacles, a septicraken can deliver melee attacks from up to 15 feet away.

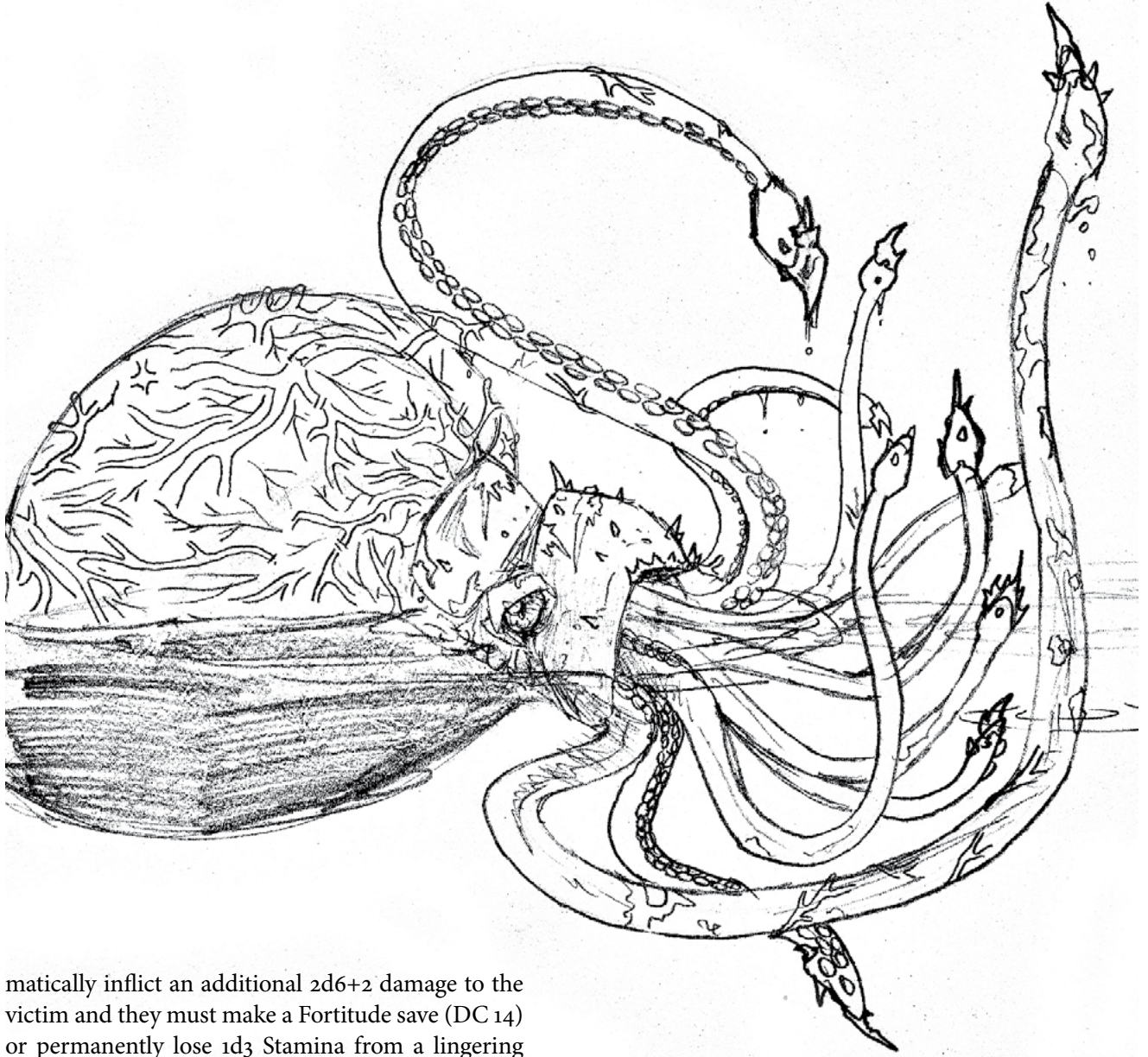
Stench cloud: Once per hour, a septicraken can produce a single acidic, poisonous cloud with a radius of 20' centered on the beast. For 2d4+4 rounds, targets in the cloud suffer a -4 penalty to all rolls (attacks, damage, skills, and saves), take 4 points of damage each round, and must make a Fortitude save (DC 16) when first exposed or be poisoned (-2d4 Agility, duration 1 day). The septicraken is, of course, immune to the cloud's effects.

Grapple bite: If a septicraken hits the same melee target with three tentacle attacks in the same round, it will also deliver a fetid bite attack. This will auto-

Septicraken Disease Results

Roll 2d10	Result
2-5	Fort save (DC 8) or suffer sickness and vomiting for 4d12 hours; half movement and a -2 die step penalty to all rolls during that time.
6-9	Fort save (DC 14) or suffer terrible stomach pains; 1d3 temporary Stamina damage and unable to heal damage normally for one week.
10-11	Fort save (DC 16) or suffer debilitating weakness; 1d4 temporary Strength and Stamina damage.
12-13	Fort save (DC 12) or be infested with parasites; after 3d4 hours loses 1 temporary Stamina and must make an additional Fort save (DC 14) each day or lose an additional 1 temporary Stamina until the condition is healed. Victim is unable to heal damage normally.
14-15	Fort save (DC 10) or suffer system shock; unconsciousness leading to death in 2d4 minutes.
16-17	Fort save (DC 20) or suffer vertigo; 1d5 temporary Agility damage.
18-19	Fort save (DC 12) or suffer intense weakness; permanently lose 1 Strength and unable to heal damage normally for 1d3 weeks.
20	Roll again twice on this table, ignoring this result, and combine the two effects using the higher save DC.

SEPTICRAKEN



matically inflict an additional $2d6+2$ damage to the victim and they must make a Fortitude save (DC 14) or permanently lose 1d3 Stamina from a lingering illness.

Adventure Hooks

- While in the Citadel of Scrap, a member of the maintenance guide approaches the party with an offer of work with good pay. They just need to trek through the sewer system and take care of an aggressive “blockage issue”.
- As the party explores the streets of an ancient ruin city the road gives way beneath them. They are dumped into a stagnant sewer causeway and the hole they fell through is too high to reach. The only way out is through.
- After being cursed by a priestess of Grokk last year, the settlement of Bigwater has had numerous plagues befall them. Currently, their underground water supply has become tainted and they have employed the party to solve the situation.

SERPENT SHRUBS

SERPENT SHRUBS

(plant/reptile abomination)

In the forests of Umerica, the soothing sound of the wind rustling the leaves of the bushes and trees conceals a hidden danger. Serpent shrubs, (also known as “vegetation vipers”) are the result of a trans-dimensional rift explosion that fused a timber rattlesnake with a cluster of richweed (also known as “white snakeroot”) into a deadly hybrid that is both venomous as well as poisonous.

Looking like a harmless low-growing, white-flowering bush, serpent shrubs are anything but. The mutant survives by allowing small animals and large insects to find shelter within its branches before its snaking vines lash out and devour them. When approached within 10 feet by a larger creature, the shrub begins to rattle its leaves in warning, something often overlooked by those unfamiliar with this deadly plant. If forced to attack, the creature extends its long vines, each tipped with the scaled head of a serpent.

Serpent shrubs are found from mid-Umerica to its east coast, growing in forested areas as well as grassy plains. It is said that the Dubaity Hill tribesman dine on salads of the creature’s leaves so that they may taint their flesh and make it undesirable to predators.

Serpent shrub: Init +4; Atk tendril strike +1 melee (1d6 + poison DC 12 Fort or 1d4 Stamina, range 10’); AC 12; Armor Die 1d4; HD 2d8; MV o’; Act 1d20; SP camouflage; totally toxic; SV Fort +2, Ref +0, Will +0; AL N.

Camouflage: Simply looking like any other bush, serpent shrubs are beyond merely being camouflaged, they are a true part of the environment. Unless one is familiar with them, they are indistinguishable from other local flora. When the shrub begins to rattle its branches, a successful DC 15 Intelligence check determines the source and, most importantly, the unusual nature of the sound. Characters failing this test remain unaware of the creature’s presence.

Totally toxic: So strong is the poison of the serpent shrub that creatures that eat of its greenery are wracked with agony as the poison flows through them (DC 12 Fortitude save or die) and those which survive carry that toxicity in their flesh (and even, in the case of cattle, their milk). The poisonous taint lasts for one week from the time of exposure and inflicts 1d8 Stamina damage (DC 16 Fortitude save for half) within twelve hours of consumption. This secondary consumption bestows no toxicity.

Adventure Hooks

- Ironically, the poison of the serpent shrub’s leaves is useful in making a poultice to aid in the recovery of snakebites. The party is asked to gather the leaves from six serpent shrubs and return them to a tribal shaman at the base of Dubaity Hill.
- While following an old game trail through the forest, the leaves of several flowering bushes begin to rustle although there is no breeze.
- A komo-doan gang, the Fangs, offer the party a place within their membership but the characters must go through initiation; allowing themselves to be struck by a serpent shrub before killing it and dining upon its leaves. If the characters pass, they will be accepted into the gang as full patch-holders, right before a turf war with the Hissians breaks out.

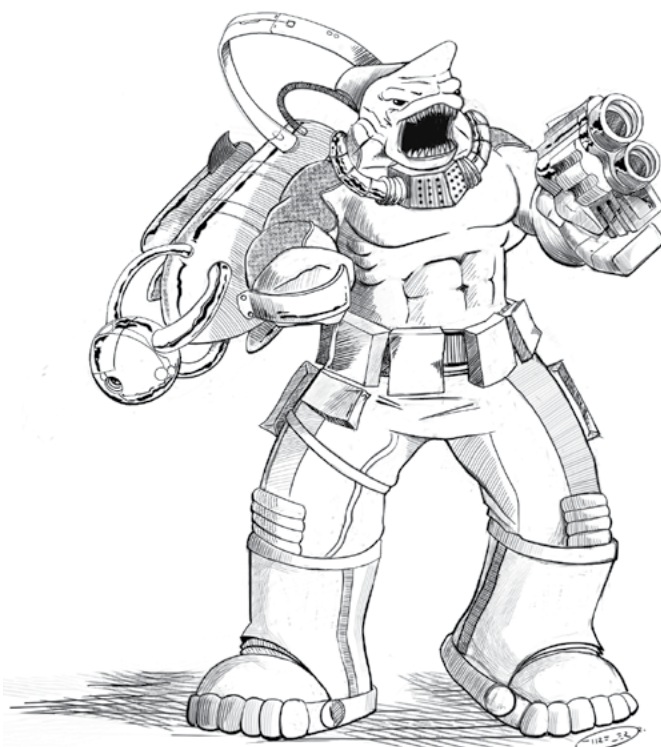


SHARKHANA (street shark soldiers)

After the crash of a Xuaxiax bio-warship off the Umerican Pacific coast nearly a century ago, the stranded invaders found themselves in need of disposable shock troops. By combining the genetic materials of humans with that of different breeds of sharks, the sharkhana were created. These remorseless soldiers were devastatingly effective against humanity and, had the Xuaxiax not fallen prey to earth-borne disease, they may well have subjugated all of Urth.

Since the local extinction of the Xuaxiax, the sharkhana have abandoned their earlier military structure and have, instead, split into many nomadic tribes. Sharkhana wander the world, both asea and ashore. There are even rumors of groups of sharkhana within some of the crumbling cities, acting as vigilantes to right wrongs and protect the innocent. If this is the case, they have strayed far from their creator's intent.

Engineered to rapidly multiply, sharkhana are a race of asexual hermaphroditic humanoid sharks. Their reproductive cycle is controlled by base instincts and, when they find a location with ample food and



a sufficient body of water, the fittest of the mature members of the tribe enter a rapid, one month, gestation cycle. The rest of the tribe scours nearby areas for the necessary supplies and foodstuffs to sustain the tribe and its young for the three months it takes for the young to reach maturity.

	Angel	Bull	Hammerhead
Init	+0	+1	+4
Atk	claw +1 melee (1d5+1), bite +3 melee (1d10+2), barbed net +1 missile (1d3, entangle)	claw +1 melee (1d5+1), bite +3 melee (1d10+2), barbed net +1 missile (1d3, entangle)	claw +1 melee (1d6+1), bite +3 melee (1d8), barbed net +1 missile (1d3, entangle)
AC	11	13	13
Armor Die	1d3	1d3	1d3
HD	1d7+1	1d8+3	1d10+2
MV	20'/40' swim	20'/40' swim	30'/50' swim
Act	1d20	1d20	1d20
SP	blood scent, camouflage, life sense, unstable alignment	blood scent, cause fear, life sense, trauma, unstable alignment	blood scent, cause fear, life sense, trauma, unstable alignment
SV	Fort +2 Ref +3 Will -3	Fort +1 Ref +1 Will -1	Fort +2 Ref +2 Will +0
AL	see below	see below	see below

SHARKHANA

	Mako	Tiger	White
Init	+0	+1	+5
Atk	claw +2 melee (1d7+1), bite +5 melee (1d12+3), barbed net +2 missile (1d3, entangle)	claw +3 melee (2d4+1), bite +3 melee (1d10+2), barbed net +3 missile (1d3, entangle)	claw +3 melee (2d7+2), bite +7 melee (3d6+6), barbed net +3 missile (1d3+2, entangle)
AC	12	14	12
Armor Die	1d3	1d3	1d3
HD	1d7+5	2d8+2	3d12+3
MV	20'/40' swim	30'/60' swim	40'/80' swim
Act	1d20	1d20	2d24
SP	blood scent, life sense, trauma, unstable alignment	blood scent, camouflage, life sense, trauma, unstable alignment	blood scent, cause fear, life sense, trauma, unstable alignment
SV	Fort +3 Ref -1 Will +0	Fort +1 Ref +1 Will +1	Fort +4 Ref +3 Will +4
AL	see below	see below	see below

Table SH-1: Sharkhana reaction table

Roll 1d14	Alignment
1 or less	Chaotic ravenous: Wracked with near-insatiable hunger, the sharkhana attack anything that even resembles animal life. Their feeding frenzy adds +1d3 to all attack and damage rolls.
2-5	Chaotic hungry: Unless bribed with gifts of fresh meat, the sharkhana will attack and devour any animal life encountered.
6-8	Neutral peckish: Sharkhana are relatively calm and will only attack opportunistically if the party seems to be easy prey or is bleeding.
9-12	Neutral satiated: In near-complete control of their animal nature, the sharkhana will not attack unless provoked. They may be willing to trade or even offer aid.
13-14	Lawful concerned: Fully in control of themselves and willing to act on behalf of other creatures rather than merely their own self interest. Will talk, trade, and even protect other creatures.

Blood scent: In combat, sharkhana rely heavily on close combat due to their poor depth perception. They do, however, have a powerful sense of smell which allows them to track a bleeding person or animal from up to a quarter mile away. Due to the precision of their sense of smell, they are difficult to fool although incredibly strong scents may overwhelm them and cause temporary anosmia.

Camouflage: The natural coloration of the sharkhana gives them an advantage when attempting to hide. Sharkhana gain a bonus to hide equal to their HD max result+HD bonus (i.e. an angel sharkhana gains 1d7+1= +8 to hide).

Cause fear: Something about the sharkhana strikes a primal chord within those who see them. Upon first encountering them, flesh and blood creatures must make a Willpower save vs a DC of 10+HD else be frozen in fear and unable to act for 1d4 rounds.

Life sense: Sharkhana are very attuned to electromagnetic fluctuations, allowing them to easily navigate, avoid obstacles under water, and most importantly, detect the presence of living creatures within 20 feet of them. If the sharkhana is hit with an electrical based attack, this sensory ability is scrambled and useless for 1d6 hours.

SHARKHANA

Trauma: The bite of a sharkhana can be devastating. They score a critical on an 18 to 20 with a natural 20 indicating the loss of a limb.

Unstable alignment: When encountering a group of sharkhana, they are not always aggressive as their manufactured psyche can swing wildly based on their level of hunger. Roll on table SH-1 above, modified by the Luck modifier of the unluckiest party member, to determine the reaction from the group.

Adventure Hooks

- A lone, white sharkhana staggers ashore, bloody and covered in wounds. The rest of his tribe has been slain, and something sinister

and powerful lurks beneath the waters, preparing to make its move.

- A tribe of bull sharkhana swim up river into the Mishippi basin, claiming to want to trade with the fishmen there. Locals aren't so certain, and the sharkhana are blamed for several disappearances in the surrounding waters, the party is hired to uncover the truth.
- A small tribe (2d4) of hammerhead sharkhana enter the region and begin preying on local livestock, and the keepers of that livestock. The party is hired to end the menace, but what appeared to be a tribe was only the outliers for a much larger group. Can the sharkhana be satiated, or will open warfare commence?



SHRIEK (bat fiends)

In the pre-disaster age of Umerica, bats were simple creatures – winged mammals that soared in the night. However, in post-disaster Umerica, a mutant fungal strain has adapted a symbiotic relationship with numerous bat colonies, slowly taking control and uniting swarms with greater purpose than before. Shrieks work towards a common purpose, ruled by a rudimentary intelligence that unites them.

Individual shrieks are small, with a wingspan of a mere three inches and their semi-humanoid bodies are covered in what appears to be soft, white fur. The “fur” is actually a symbiotic fungus that has adapted to the bats over the past several centuries and now influences the behavior of individual shrieks as well as that of the swarm.

Shriek (screaming swarms): Init +4; Atk bite +1 melee (1); AC 12; Armor Die 1d2; HD 4d8; MV 5', climb 5', or fly 60'; Act special; SP bite all targets within 20' x 20' space, clever, disorienting, half damage from non-area attacks, preferred prey, vulnerable to fire; SV Fort +2, Ref +4, Will -2; AL N.

Disorienting: The ultrasonic screeching of shrieks is felt as opposed to heard (at least in most cases). Victims within a swarm are bombarded by high volume cries that they cannot hear, but can certainly be injurious. Each round of shrieking disorients prey causing a -1 die step penalty on all actions (DC 10 Fortitude save, checked each round, to negate). Unfortunately for victims with heightened senses of hearing, their sharpened acuity compounds the effects (no save vs. disorienting) and after a turn of exposure can cause permanent deafness (DC 7 Fortitude negates).

Preferred prey: Shrieks are particularly fond of xeno-locusts, and rapidly devour them with great relish. Xeno-locusts are especially vulnerable to shriek swarms, suffering 1d4 damage each round and are also automatically subjected to the shriek swarm's disorienting effect.

Vulnerable to fire: Because they are covered in highly flammable white fungus, shriek swarms are sur-

rounded by a combustible cloud of spores. Shriek swarms take triple damage from fire attacks but the accompanying flash of flame deals 1 point of damage to all targets within the swarm.

Adventure Hooks

- A xeno-locust swarm is fast approaching a village. If their crops are wiped out, the villagers will likely starve during the winter ahead. They hire the party to collect four shriek swarms for use in pest control against the coming threat.
- A subterranean passage opens up into a cave that houses a pair of shriek swarms. The party may avoid the swarms by moving with care, disturbing them will cause the swarms to attack.
- Something is stirring up enormous clouds of shrieks; accumulated masses of easily 16HD have been scouring the countryside and are posing a great danger. After confronting one of the swarms, the party must seek out the great shaman Brayne 5 in hopes of finding the answer to the problem.



SPLICE FIEND

SPLICE FIEND (alien murder scientists)

These strange aliens are said to come from a place outside of normal space and time. They all look exactly alike, assuming there is more than one as only one is ever encountered. It appears as an eight foot tall humanoid with an extremely gaunt physique and four long arms. Its bald, oval head sports six lidless eyes that are deep purple. The color of their skin is milky white with an iridescent sheen.

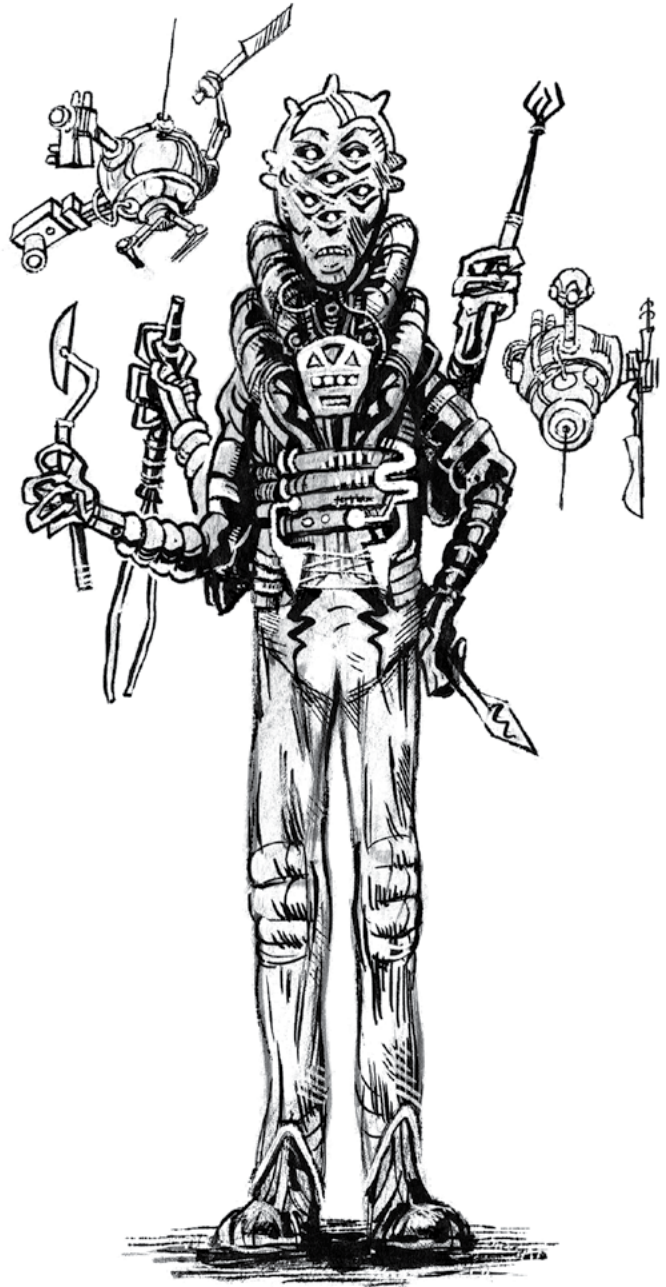
The goals of a splice fiend are as strange as their appearance. It tends to set up a laboratory near a remote settlement and begins harvesting folks for experimentation. The most common experiment is to trap victims in cocoon-like devices that slowly and painfully condense them to roughly three foot tall purple humanoids, known only as pygmies. Other experiments usually involve torturously genetically altering the victims into specifically purposed mutants. All those who are warped by a splice fiend end up mindless, loyal slaves to their master. A splice fiend is rarely encountered with fewer than a dozen pygmy thralls to do its bidding.

While the splice fiend itself is a harbinger of terror, even more feared are the technological sphere guardians, known as death orbs, that constantly attend and orbit their fiend master. When encountered, a splice fiend will have two to five of them at hand and they never stray more than 200 feet from their master.

Splice fiend: Init +2; Atk multi-ray +8 missile (see below, range 100'), surgical tool +8 (1d4+4), or fist +6 (1d3+4); AC 11; Armor Die [1d4]; HD 10d8+10; MV 35'; Act 2d20; SP surprising strength, force field, multi-ray, clone respawn, observation; SV Fort +6, Ref +4, Will +15; AL C.

Surprising strength: Despite its thin frame, a splice fiend is tremendously strong (Strength 20, mod +4) and adds +1 die step to all Strength based checks.

Force field: At a moment's notice, a splice fiend can erect a skin tight force field that has 50hp and regenerates 3hp per round. All attacks directed at the splice fiend will strike the force field instead until it



is depleted. Once all of the field's hit points are spent, the splice fiend cannot raise the force field again for one turn.

Multi-ray: This techno-wand like device is capable of many functions. Roll 1d20 to determine which function the splice fiend will employ each round.

SPLICE FIEND

Multi-ray Results

Roll 1d20	Result
1-4	Analyze: The splice fiend will have a complete understanding of all physical and mental capabilities of one being it targets. This understanding includes any equipment carried by the target.
5-7	Targeting pattern: The multi-ray projects a beam that marks an intricate surgical cutting pattern on the target in glowing blue ink. Any attempts to use either the biopsy, dissection, or amputate functions on that target in a future round are made with a +4 to the attack roll. The marks are permanent.
8-10	Seal: The target is instantly entrapped in a vacuum sealed, transparent foil stasis bag. They must make a Fort save (DC 12) each round to remain conscious. To free the target, at least 10 points of cutting damage must be done to the bag and any outside attempts to cut it open will also do damage directly to the target on a failed Luck check.
11-13	Batch test: The target will have a dose of gene altering material “beamed” into them. This will result in an immediate, accelerated mutation (see USG, pg 168) that will happen over the next 1d3 rounds. While mutating the target can take no action, other than to scream loudly. The effects are permanent.
14-15	Biopsy: One target will have a small portion of one its vital organs “beamed” into a nearby specimen jar. The target will suffer 1 permanent Stamina damage from the procedure.
16-17	Amputate: Utilizing a cutting beam, the splice fiend will attempt to remove a random limb from the target. The target must make a Ref save (DC 17) with a +1 bonus for every step of armor they are wearing on that limb. Success indicates the target only suffers 2d6 damage. Failure means the targeted limb is cleanly removed and cauterized.
18-19	Dissection: The splice fiend will attempt to open the body cavity of its target with a high intensity cutting beam. The target must make a Fort save (DC 17) with a +1 bonus for every step of armor they are wearing on their torso. Success indicates the target only suffers 3d6 damage. Failure means the target is immediately incapacitated, their body cavity is cleanly cut open, and a good number of their organs spill out. This will cause the target to expire in 1d4 minutes unless powerful magic or highly advanced medical equipment is employed.
20	Disintegrate: The target must make a Fort save (DC 15) or be reduced to a pile of dust.

Should the multi-ray end up in a character's hands, it will require one turn of study and an Intelligence check (DC 20) to decipher one random function. A gray gains a +1 die step bonus to the Intelligence check. Additional successful attempts will discover additional random functions. A technologist may attempt a *use alien device check* (see USG, pg 87) to decipher the multi-ray at -2 die steps to the roll.

Clone respawn: Should the splice fiend be killed a nearby capsule will open and decant a fresh, new splice fiend with all of the memories of the previous one. This capsule will be hidden somewhere in the fiend's laboratory. It will take the newly spawned fiend 2d4 rounds to reach the location of its previous body, where it will attempt to take possession of the multi-ray. All death orbs and minions will be under

the psychic command of the new fiend as soon as it is born. A splice fiend will generally have 1d3+1 clones available to respawn from at any one time.

Observation: As long as the splice fiend does not feel its existence is in danger (meaning its enemies seem weak) it will spend its actions observing its enemies attacks and making notes instead of retaliating. It will stand observing while its death orbs and minions battle its enemies until its force field is nearly depleted. Even then, there is a 33% chance that it will not act even as its body is destroyed, preferring to record the sensation of dying as it activates its next clone body.

SPLICE FIEND

Death Orbs attack

Roll 1d7	Result
1	Beamer: (+3 missile attack, range 30/60/90) The shell of this orb glows brightly as it charges up for one round before firing. On a successful hit, it deals 2d8 damage and destroys one step of armor (if any is worn). The orb takes no action other than moving on a recharge round.
2	Cryoburst: (Blast Radius 10') A cloud of chill vapor surrounds this orb, leaving vapor trails as it moves. It will attempt to maneuver into the center of the largest grouping of foes and then release a 10' radius blast of intense cold, dealing 1d8 damage to all within the blast and requiring a Fort save (DC 12) or suffer next level of effect, listed below: <ul style="list-style-type: none"> <i>1st failed save</i> - The victim is Dazed (see <i>USG</i>, pg 101) by the blast for 1d3 rounds. <i>2nd failed save</i> - The victim is Stunned (see <i>USG</i>, pg 101) by the blast for 1d3 rounds. <i>3rd failed save</i> - The victim suffers 1d4 temporary Agility damage from frostbite and Stunned for 1d3 additional rounds. <i>4th failed save</i> - The victim suffers 1d4 additional temporary Agility damage from frostbite and is paralysed for 3d4 rounds, until they thaw out.
3	Drill syphon: (+2 melee attack) On the initial successful attack the death orb will impale the target with a set of barbed blades extended from its shell, causing 1d6 damage. On the next round, it will employ the blades to bore into the target, causing an additional 1d4 damage (ignore armor) per round for the next 1d4 rounds. Once it stops drilling, it will begin to pump out the target's vital fluids at high speed, causing 1d3 Sta damage per round until the target is dead. Attempting to remove the orb once attached will cause an additional 1d3 damage to the target (ignoring armor) and requires a Strength check (DC 15) to succeed.
4	Electro-bolter: (+3 missile attack, range 15/30/45) Arcs of electricity play across the surface of this orb. A target struck by its bolts suffers 1d6 damage (ignores armor) and must make a Fort save (DC 13) or suffer 1d3 temporary Agility damage and -5' Move. Anyone reduced to 0 Move is considered paralysed for one turn.
5	Flechette storm: (blast radius 20') Dozens of symmetrically placed spines surround the shell of this orb. It will attempt to maneuver into the center of the largest grouping of foes and then release a high velocity cloud of razor sharp projectiles, inflicting 3d4 damage to all within 20' of the orb, Ref save (DC 14) for half damage. After discharging a volley, the orb takes no action in the next round other than moving as it generates a new set of flechettes. Striking this orb in melee combat has a 40% of triggering it to immediately release a volley of flechettes.
6	Meltmist: (10' x 20' cone) The shell of this orb has an obvious nozzle protruding from it. It can project a gel-like corrosive spray that can break down most living tissue. A Ref save (DC 12) is required to avoid suffering 1 point of temporary Sta and Per damage per round for the next 1d3 rounds. For every 3 points total of each attribute loss inflicted by this weapon, 1 of those points is permanently lost.
7	Rotary razor: (+4 melee attack) Multiple rotary blades extend from the orb's shell and spin at high speed. These blades inflict 2d4 damage on each successful hit and will score a critical hit on a natural 18-20. Instead of rolling for a critical effect, the critical causes an additional 2d6 damage and the target begins to bleed out (<i>USG</i> , pg 101).

DEATH ORBS

These devices appear to be softball sized chromatic spheres with various lethal widgets protruding from them. They move about by hovering much faster than a human can run. Each has a specialized attack that it will employ as the splice fiend commands. All commands are received psychically and the splice fiend is always aware of whatever each death orb can perceive.

Death orbs: Init +8; Atk see below; AC 16; Armor Die [1d3]; HD 1d10+3; MV fly 50'; Act 1d20; SP specialized attack, leash; SV Fort +12, Ref +12, Will nil; AL L.

Specialized attack: Each death orb is created with a unique method of attack. Roll 1d7 on the table above and reroll any duplicate results among a particular splice fiend's cadre of orbs.

SPLICE FIEND

Leash: Should any attempt to chase down a target or perform a task take it more than 200 feet away from its master, the death orb will cease its action and retreat to just within the 200 foot range. If forcefully moved outside of the 200 foot range, the death orb will begin to act erratically, attacking and moving at random, until the splice fiend can come within physical contact with it.

PYGMITES

The skin of these tortured humanoids are a vibrant purple and their features are grossly distorted parodies of their former appearance. They are only capable of crude vocalizations and seem to communicate more on a simple, psychic level. Their splice fiend master can telepathically issue them orders from up to several miles away but does not receive any sensory feedback as it does with its death orbs.

Pygmities: Init +1; Atk melee weapon +3 (1d5+2); AC 12; Armor Die none; HD 2d6; MV 20'; Act 1d20; SP simple telepathy, surprising strength, apt grappler, selfless; SV Fort +2, Ref +2, Will -2; AL C.

Simple telepathy: Pygmies can communicate with each other telepathically up to 150 feet away and communicate with their master up to two miles away. This communication is very basic, covering only simple maths and short sentences covering simple concepts.

Surprising strength: Despite their small frames, pygmities are tremendously strong (Strength 16, mod +2) and add +1 die step to all Strength based checks when working together in groups of three or more.

Apt grappler: While small, pygmities do not suffer any disadvantage with attempting to grapple a man sized opponent (DCC RPG, pg 96).

Selfless: Pygmities have no concept of self preservation or ambition and as such are immune to all forms of fear or other effects that might dissuade them from any task given by their master.

OTHER CREATIONS

Should the splice fiend encountered have dabbled in further genetic experimentation, their creations will usually be designed to perform a single task and to do it VERY well. Below are a few examples. Each will have the pygmite special abilities simple telepathy and selfless in addition to the ones listed.

Labor brute: Init -2; Atk fist weapon +4 (2d3+6); AC 8; Armor Die 1d3; HD 4d6+4; MV 20'; Act 1d20; SP enhanced strength (Str 24, mod +6), tireless (cannot become exhausted, does not need to sleep); SV Fort +6, Ref -1, Will -2; AL C.

Skilled assistant: Init +0; Atk tool +1 (1d3+1); AC 10; Armor Die none; HD 1d6+1; MV 30'; Act 1d20; SP savant (+5 to a specific task or skill); SV Fort +1, Ref +3, Will -2; AL C.

Sentry: Init +4; Atk fist weapon +1 (1d4+1); AC 12; Armor Die none; HD 1d6+1; MV 15'; Act 1d20; SP enhanced perception (+8 to spot or notice), tireless (cannot become exhausted, does not need to sleep); SV Fort +2, Ref +2, Will -2; AL C.

Adventure Hooks

- As the party returns to a thriving community they have visited many times, it is apparent that something is very wrong. It is a veritable ghost town and few of the remaining occupants are willing to venture out of their homes. When asked why, they simply point at a nearby industrial building and shudder.
- After a reasonably good night's sleep, the party is breaking camp as a small, ugly purple humanoid waving a white flag approaches. It does not speak but hands a pristine looking note to one party member. The note speaks of an offer of advanced tech and medical goods for collecting a few, macabre items on this list...
- After trekking up a sizeable hill, the party spies a pre-cataclysm prison that looks largely intact. Electric lighting and the sounds of machinery can be easily perceived from the hilltop. So can the sounds of terror filled screams...

SPOREFANGS

(explosive fungi predators)

The next time you find yourself in an idyllic bit of nature be wary of any ‘rock’ outcroppings you may find. Sporefangs are opportunistic hunters well camouflaged in their native environments. When at rest, they resemble roughly globular stone boulders no more than two to three feet in diameter. The grey-green coloration of their fungal bodies make them difficult to spot in forested or grassy settings. In motion, four spindly legs ending in razor sharp hooks propel these eye-less hunting fungi towards the scent of their prey. Pack hunters by nature, sporefangs will attempt to surround and curtail all avenues of escape left to their quarry before pouncing en masse, ripping and tearing with their terribly sharp feet and gaping mouths. Sporefangs reserve one last surprise to those that are able to mount a defense against their tactics: they explode upon death, releasing a toxic spore-cloud that shuts down respiratory systems leading to death by asphyxiation.

Sporefangs (pack hunting fungus): Init +3; Atk bite +2 melee (1d4*); AC 10; Armor Die 1d4; HD 1d6; MV 30'; Act 1d20; SP spore-cloud, track by scent, camouflage, pack hunters; SV Fort +1, Ref +2, Will -1; AL N.

Spore-cloud: Upon death a sporefang releases a toxic cloud that fills a 10'x10' area that causes all within that need to breath air to start coughing and choking, unable to take action unless a Fortitude save vs. DC 15 is met for each round within the cloud. A successful save allows actions at a -1 die step for each round within the cloud. While within the cloud, if the Fortitude save is failed three total times within an hour (it need not be in succession) death results. For EACH sporefang killed within 10 feet of another, the cloud doubles in area.

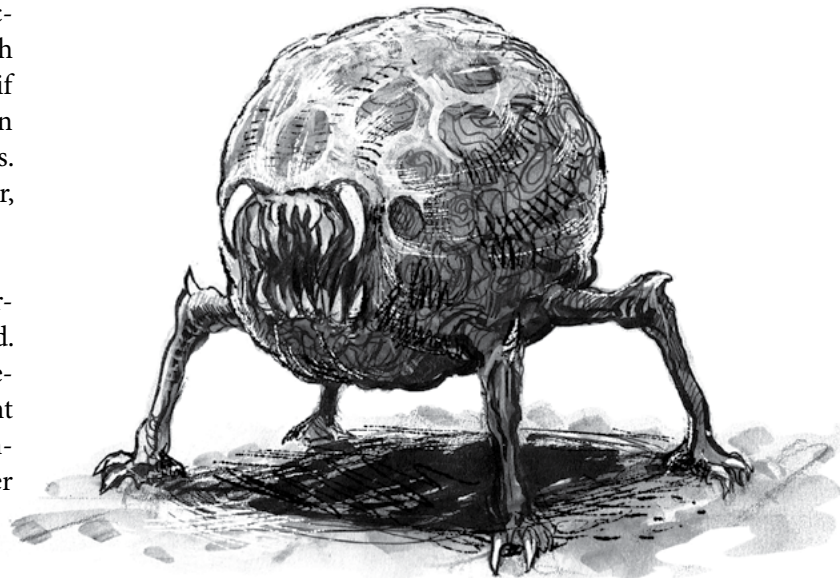
Track by scent: Sporefangs lack visual sensory organs and their ability to hear is greatly diminished. To make up for this lack, nature has provided a superior sense of smell. Sporefang packs can track a scent trail for several hundred miles and can pick out individual scents even when confounded by stronger scents in the area.

Camouflage: Sporefangs have the ability to sit for hours at a time without moving, blending into their environments, appearing as nothing more than small outcroppings of rock. An Intelligence check at DC 15 is required to spot the lurking killer. Failure allows the sporefang to attack from surprise.

Pack Hunters: For every four sporefangs that attacks a single target, add +1 die step to the bite damage to a maximum of +4 die steps. Sporefangs hunt in packs of 4 to 16 (4d4).

Adventure Hooks

- Your journey has been long this day and your party looks forward to making camp. A green, open glade with a gentle stream and a sparse scattering of rock seems an inviting place to stay for the night.
- A harried group crosses the road in front of you, panic evident on their faces. None can speak, overcome with coughing and hacking fits as they gesticulate wildly at some danger following close behind.
- A well fortified township is not allowing your group entrance though you sorely need medical attention and resupply. As you pound one more time upon the town gate, cursing loudly at the guards, a large canister is hurled over the gate and lands at your feet breaking on impact and killing the creature inside.





**TECHNO-MIMIC • THINK TANK • TOYCUBIM • TRAPDOOR
TOADSPITTER • TRASHLODYTE • TRU-PET**

TECHNO-MIMIC (device doppelganger)

A land-based relative of the cuttlefish, the techno-mimic uses a combination of its alien intelligence coupled with skin densely packed with chromatophores to take on the appearance (but not function) of whatever a prey creature might desire most. Feeding on the brains of its victims, the techno-mimic generally morphs its body to look like some form of desirable technology.

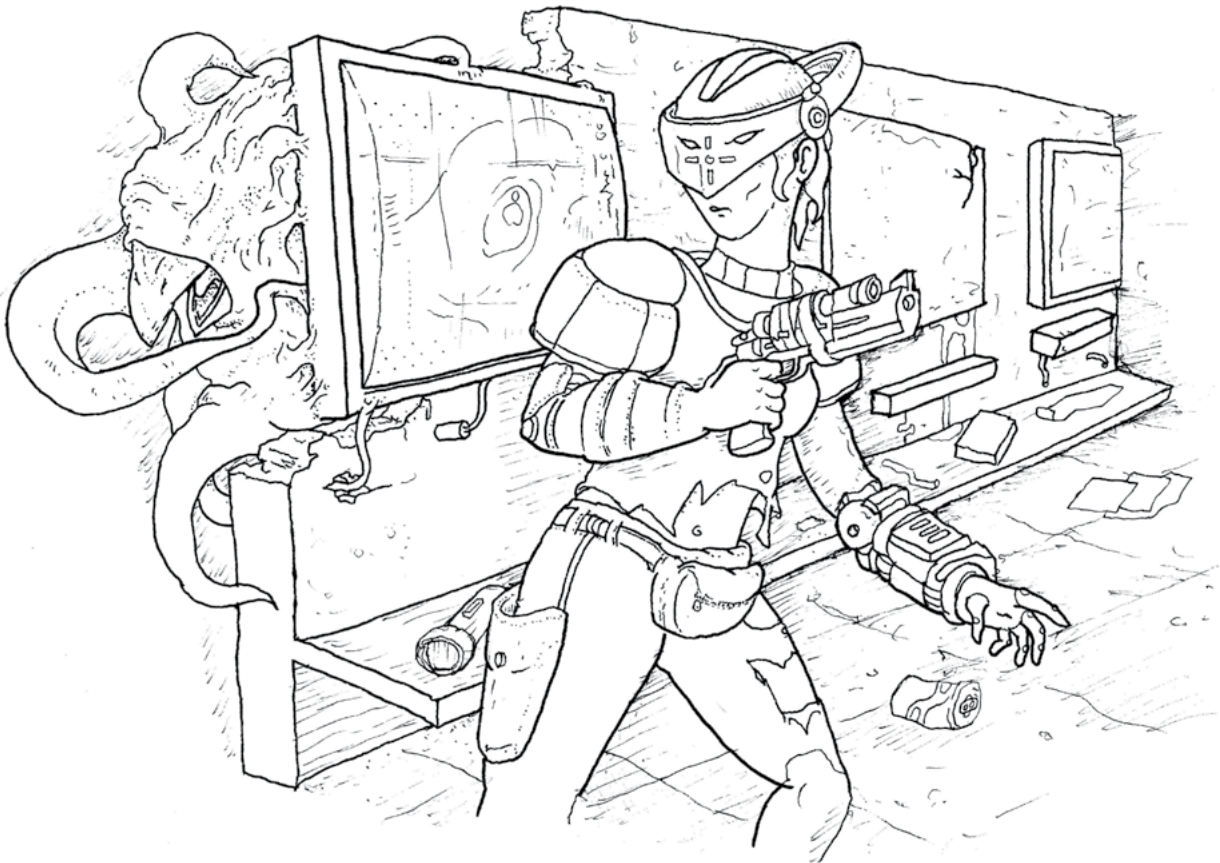
Rarely seen in its natural form of an amorphous mass with eight arms, two long tentacles, and a bone crushing powerful beak, the techno-mimic is instead generally seen in one of its many clever disguises. Capable of altering its shape, texture, and color, the techno-mimic is able to even mimic the look

of an active computer screen by flickering colors and patterns in a fashion akin to a screen saver.

In combat, the techno-mimic strikes at its chosen prey with all eight of its arms while fending off other threats with its two long tentacles.

Techno-mimic: Init +2; Atk arm(x8) +3 melee (1d2) tentacle +2 melee (1d10); AC 11; Armor Die 1d3; HD4d8; MV 30'; Act 2d20+8d16; SP bite, imposter, rend, telepathic skim; SV Fort +4, Ref +6, Will +10; AL N.

Bite: Once a single target is held by four or more arms it is held and dragged to the techno-mimic's mouth. The creature automatically bites its victim's head, cracking open their skull and devouring 1d3



TECHNO-MIMIC

Intelligence worth of brain matter. Victims with helmets have their headgear removed or destroyed in the first round, and take Intelligence damage in subsequent rounds. Victims whose Intelligence is reduced to 0 have had their skulls scooped clean and cannot be recovered. Breaking the feeding hold of a techno-mimic requires a Strength check versus a DC of 10 +2 per each arm holding the victim (12-26).

Imposter: The blending ability of the techno-mimic is perfect. Unless its targets are specifically aware of its presence and location prior to its attacking, techno-mimics always have surprise.

Rend: The long powerful tentacles of the techno-mimic extend up to 15 feet. If the techno-mimic strikes a single target with both tentacles in a single round, the creature immediately follows up by attempting to tear the victim in half for an additional 1d12 points of damage.

Telepathic skim: While not able to simplify its thought processes enough to allow it to communi-

cate telepathically, the techno-mimic is capable of skimming the surface thoughts of anyone within 100 feet. It uses this method to determine its camouflage style by basing its form on that of a technological good, coveted by the minds that it touches.

Adventure Hooks

- The party is sent into an ancient underground complex to find a device vital to the survival of an entire village. Instead, they mistake a techno-mimic for what they need.
- A techno-mimic has been found that is beginning to pattern its markings on the printed word by forming letters and making them dance across a “computer screen” made up of its body. The party must choose to destroy the creature now or to attempt to communicate with it.
- A shaman believes that he can duplicate the color changing ability of the techno-mimic but he needs samples to study. He hires the party to slay and collect four techno-mimics.



THINK TANK

(ancient brain powered war machine)

Built on mechanized assembly lines in the past, these atomic powered war machines prowl the countryside of Umerica fighting a war that ended long ago. It is unknown which side, if any, won the ancient war for which the think tanks were created but, based on their capabilities the battlegrounds must have been terrifying hell-grounds.

Small for what might be thought of as a tank the vehicle is only slightly larger than some automobiles. That it requires no crew complement allows the compact mass of a think tank to be densely packed with munitions. The tank is a treaded box bristling with guns of varied sorts atop which rests a clear plasteel dome housing a human brain. Think tanks often bear the symbols of varied forgotten nations; flags, emblems, and the like dot their forms.

Think tank: Init +2; Atk claw +12 melee (1d16+4), atomic cannon +8 missile fire (2d12+6, range 300' to 1 mile), mini-guns +2 missile fire (2d6, range 100'), atomic lance +8 missile fire (2d5 plus ignores Armor Dice, line of site), or grenade launcher +10 missile fire (see below, range 100'); AC 12; Armor Die 2d20 (chasis)/2d24 (brain case); HD 12d10+12; MV 60'; Act 3d20; SP grenades, trans-dimensional imaging; SV Fort N/A, Ref -2, Will +10; AL L

The think tank is armed with a variety of grenades, as shown below.

Grenade, anti-personnel: This grenade detonates and spreads razor-sharp shards of plastic in a 50 foot radius inflicting 3d8 damage (DC 12 Reflex save for half). Geared towards damaging flesh as opposed to armor, these grenades cause no damage to anything with an Armor Die greater than 1d10. A think tank typically carries 2d8 of these grenades.

Grenade, cluster: Upon impact, cluster grenades eject a shower of tiny bomblets that inflict 1d4 points of damage to all targets within a 100 foot radius (DC 15 Reflex for half). A fully supplied tank typically carries 1d7 of these grenades.

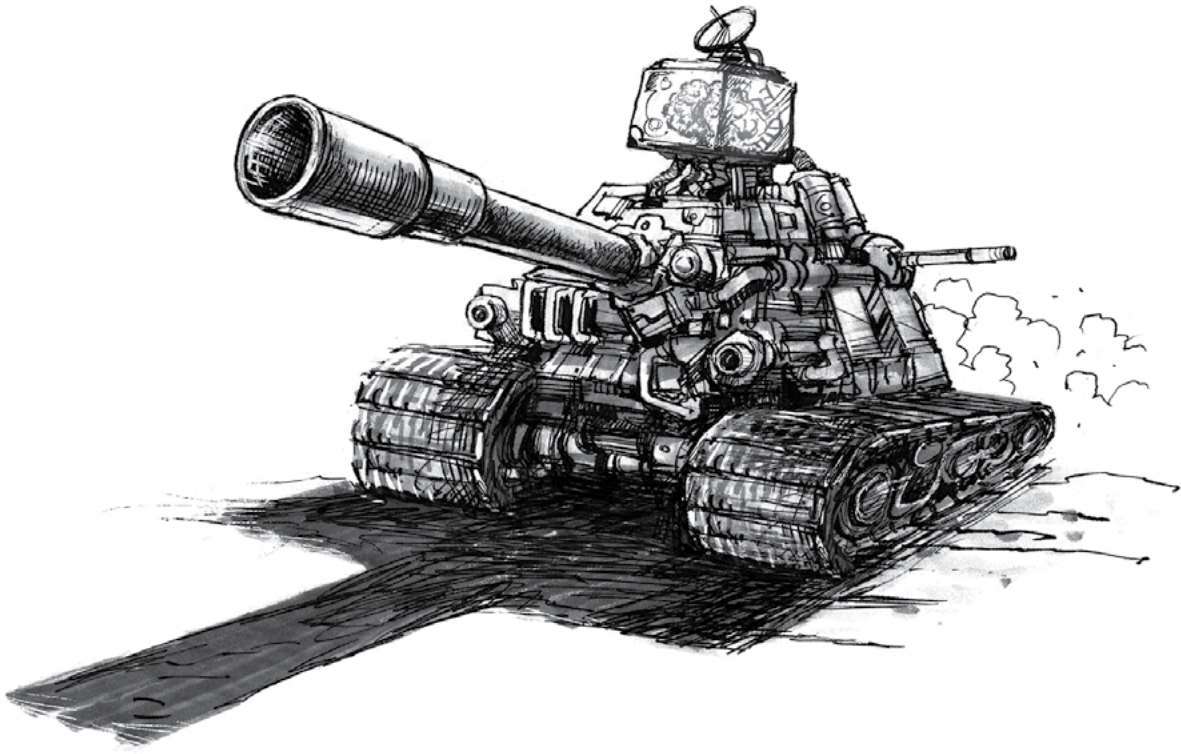
Grenade, gas: This grenade releases a cloud of pure sulfur mustard, because some horrors of war never go out of style. This pure mustard gas is colorless and odorless, and is only visible as a thin white mist during its initial expulsion from the grenade. The grenade contains enough gas to spread over a 100 foot radius and hangs in the air for a turn. Victims inhaling the gas suffer 1d4 Stamina damage per round of exposure (DC 18 Fortitude for half) in addition to the other effects of physical exposure. The gas permeates clothing and clings to skin, creating painful blisters (causing 1 point of damage per round the victim was exposed to the gas). Damage from sulfur mustard heals at 1 hit point per day and one Stamina point per week. Thankfully a think tank typically only carries 1d4 of these grenades.

Grenade, scrambler: This grenade releases the bio-equivalent of an EMP, capable of overwhelming and shutting down a living nervous system, leading to death. Targets within a 10 foot radius must make a DC 13 Willpower save or die. A fully supplied tank typically carries 1d3 of these grenades.

Grenade, smoke: Intended to obscure vision on the battlefield, smoke grenades cover a 100 foot radius with a cloud of heavy, colored smoke lasting 1d3 turns. The thickness of the hot smoke blocks lasers as well as obscures vision, reducing visibility to 10 feet and completely blocks thermal imaging. The think tank's trans-dimensional imaging is wholly unaffected by smoke and fog. A fully supplied tank typically carries 2d6 of these grenades in an assortment of colors.

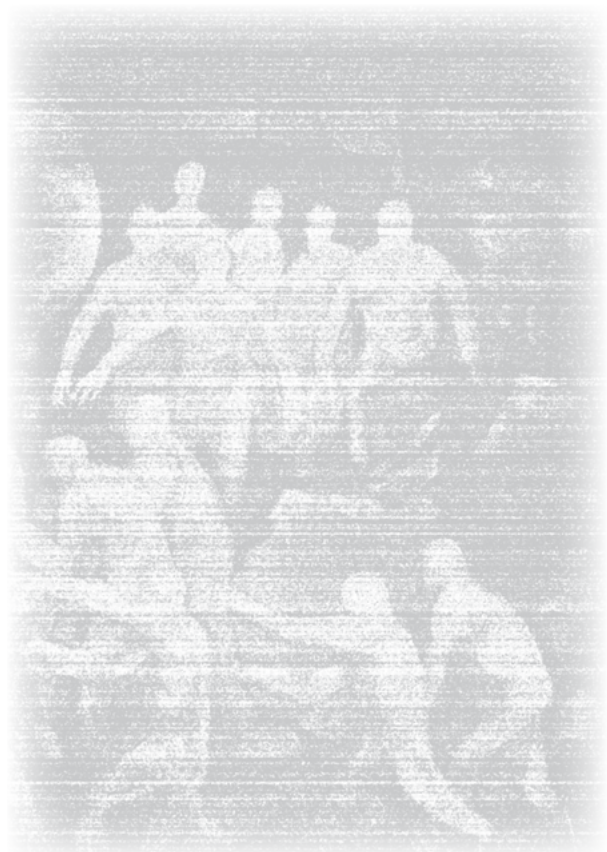
Trans-dimensional imaging: With a living brain, powered by an atomic generator, hooked up to arcane dimensional rift technologies, the think tank, using its imaging systems to scan the area within 300 feet, is able to unerringly view its surroundings. Its imaging systems are not interfered with by anything other than a solid obstruction. Individuals who are camouflaged but are not actually behind cover are also automatically detected within this range.

THINK TANK



Adventure Hooks

- A think tank is rolling through the area, leaving scorched earth in its path. Shaken survivors trail in its wake, a hungry horde attacking other survivors for supplies in a frantic attempt to survive. If the party can defeat the tank, can they survive the frenzied cannibals which follow in its wake?
- Deep in the swamps near the Kingdom of False Gods it is said that a strange rod extends from beneath the muck, capable of vaporizing travelers. The reality of the situation is that a think tank has sunk deep into the mire, with only its atomic cannon and claw functioning.
- Word of an inert think tank has reached a gear-head dragon. Excited at the possibilities, the dragon hires the party to transport the tank several days across the countryside and to his personal scrapyard. The entire journey with the tank is one of wondering when it might awaken to slay all around it.



TOYCUBIM

(adorable demonic toy servant of Elmos)

While puppetcubi prefer to work through dominated human tools to further the cause of Elmos, the toycubim use more direct methods to cause pain and suffering. They often infiltrate communities and pose as innocent toys when discovered. Once away from observation, they delight in stalking the weak and destroying essential equipment, all the while leaving a trail of false evidence. Once a community is on the verge of collapse or chaos, they will use whatever means are at hand to move on to the next community.

Toycubim usually take the shape of a larger toy, roughly two to three feet tall or long, in nigh-pristine condition. If not already anthropomorphic, they can warp their toy bodies into a roughly manlike shape to perform their nefarious deeds and return them to normal in an instant.

Toycubim: Init +2; Atk slam (1d5) or by weapon; AC 15; Armor Die [1d3]; HD 3d6+6; MV 25'; Act 2d20; SP stalk, sabotage, plant evidence, too cute, unholy propagation; SV Fort +4, Ref +4, Will +8; AL C.

Stalk: Toycubim are experts at avoiding detection and gain a +8 to all attempts to sneak silent and +4 to all attempts to circumvent security (as a scavenger, *USG* pg 84). Also, a toycubim may *backstab* (as a thief, *DCCRPG* pg 34) and automatically deals double damage in addition to scoring a critical hit.

Sabotage: When not indulging their murderous appetites, toycubim will attempt to disable or destroy crucial machinery or facilities that a community depends on for survival. For each hour they have to work undisturbed they will use their innate understanding of vandalism and mischief to have a cumulative 10% chance of utterly ruining a machine or piece of vital equipment. Anyone attempting to fix the damage must first roll under their Luck or suffer 1d4 damage from a trap set by the toycubim to dissuade repairs.



Plant evidence: By picking up a few stray personal items toycubim can easily leave false traces at the scene of their murder and mayhem to incriminate those they have chosen to frame in a community. It will take an Intelligence check (DC 16) to see through their deception. If the result is 20+, the investigator will be aware that the evidence planter was not a person at all.

Too cute: One of the more disturbing aspects of a toycubim is that no matter what they are doing, they always look extremely cute doing it. Anyone trying to take action against them must make a Willpower save (DC 10) or stop what they are doing that round to just watch them and go "Aww...". A new save must be made each round.

TOYCUBIM

Anyone that successfully saves against this effect three times in a row will be immune to the effect for the next week. If a person fails three or more saves in a row, they also suffer 1d3 points of temporary Intelligence damage from the horror of the scene.

Unholy propagation: Any child that is stalked and murdered by a toycubim has a 33% chance of rising as a newborn toycubim in 1d3+1 days. This chance is increased to 66% if the child was buried by its family but the grave was not sanctified by a cleric or other servant of the gods.

Adventure Hooks

- After returning from an errand, the party finds that their home community is in an uproar. There have been a few mysterious deaths and

some blatant sabotage. All evidence points to a few folk who are the least likely to ever do such a thing. What could be going on?

- The party comes across a giant warehouse-like toy store that does not seem to be too badly picked over, despite being quite garishly decorated and obvious. A cheery soundtrack plays eerily on the store's sound system. It is creepy but who can pass up such great scavenging?
- A community has paid the party to bolster their town watch as there is a child murderer on the loose that needs to be stopped. None of the evidence makes sense and folk are on the verge of a witch hunt to stop the killings. Can the party stop the murders before the civil unrest peaks?



TRAPDOOR TOADSPIDER

TRAPDOOR TOADSPIDER

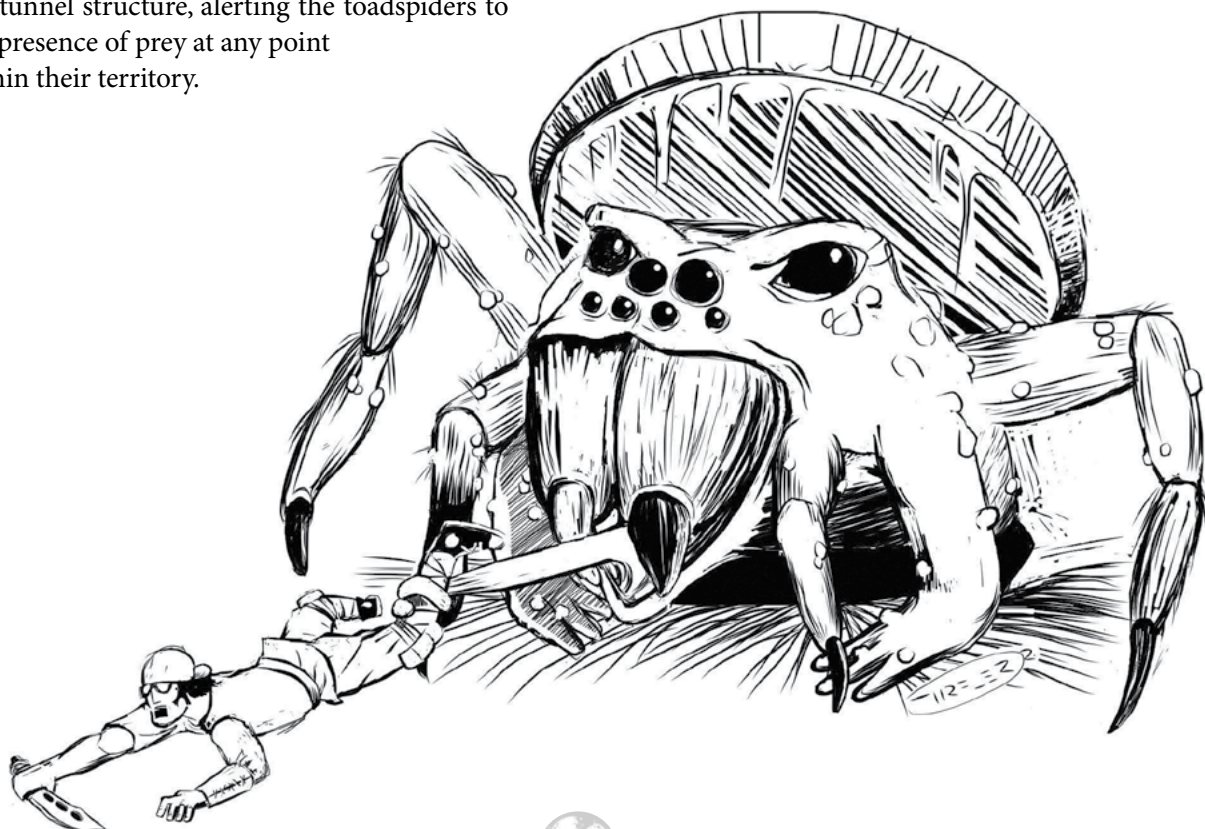
Born of the twisted experimentation of a rogue nanovirus A.I., these creatures are a foul hybrid of arachnid and amphibian resulting from gene-splicing run amok. Originally bred to keep insect populations down by combining the ambush predation of the trapdoor spider with the mobility and toxins of the cane toad, the combination of the two DNA resulted in unforeseen consequences. The hybrid's rate of growth was wholly unexpected, expanding to the size of a large hound. Their increased size and strength allowed the trapdoor toadspider to escape into the wild where, like their cane toad ancestors, they wreak havoc among local fauna. Highly adaptable, and having no predators, the trapdoor toadspiders have spread throughout Umerica.

Once invading an area, the toadspiders work, in communities ranging from 2 to 12 individuals, to dig networks of interlinked tunnels spread over areas as large as one half acre. The creatures build in a number of trapdoors, constructed from webbing, along with local materials so as to conceal the ambush points. The areas around the trapdoors are crisscrossed with delicate webbing that runs through the tunnel structure, alerting the toadspiders to the presence of prey at any point within their territory.

Trapdoor toadspider: Init +0; Atk bite +2 melee (1d3+2) or 20' tongue +2 ranged (entangle + bite); AC 12; Armor Die 1d3; HD2d8+1; MV 20' or leap 60'; Act 1d20; SP ambush, hypno-croak, poison, webbing, scavangeable; SV Fort +5, Ref +2, Will +0; AL N.

Ambush: Animal intelligence creatures are not capable of detecting the trapdoors. Intelligent creatures actively searching for the concealed trapdoors must succeed on a DC 20 Intelligence check to spot them. Attacks made from undetected trapdoors grant the toadspiders +1d6 to the initiative and attack rolls for that round.

Hypno-croak: In times when prey grows scarce, a toadspider community will begin croaking out a low thrumming beat from deep within their tunnels. This sound carries through the earth, projecting for a half mile. The hypnotic thrumming draws prey into the area, restocking their hunting grounds. Creatures hearing the croaking must succeed at a Willpower save vs. a DC of (15 - Intelligence modifier) or fall under the spell of the hypnotic croaking. Once the area is rich with prey, the toadspiders will begin trapping prey and restocking their tunnels.



TRAPDOOR TOADSPIDER

Poisonous: The flesh of the trapdoor toadspider is filled with a potent neurotoxin that is capable of killing most creatures that dare eat its flesh. Beings attempting to consume a toadspider must succeed at a DC 18 Fortitude save or die. Success leaves the creature violently ill and incapacitated for 1d3 hours.

Webbing: The toadspider is capable of using its spinnerets to anchor webs up to 10 feet in diameter on any static location touched. Any victim coming into contact with the webbing is stuck fast, requiring a DC 15 Strength or Agility check to escape. The web is flammable and may also be cut away by a creature not already caught (AC 13, 5 hp to free one target).

Scavengable: The poison of a trapdoor toadspider can be harvested with a successful DC 15 handle poison check. It can be used to coat arrowheads and spear-tips. Targets struck with weapons thus treated must succeed as a DC 12 Fortitude save or suffer an additional 1d6 damage.

Adventure Hooks

- The children of a local village were last seen walking out into the wilderness, heading towards some basso thrumming in the distance. Their parents implore the party to bring their children home.
- The party stumbles into the territory of a massive knot of trapdoor spider toads, numbering 20 or more. Once the initial skirmish is done, the tunnels beneath must be cleared lest more remain in the tunnels to pose further hazard.
- While traveling across the wilderness, the party encounters a knot of 3 to 12 trapdoor toadspiders in the midst of migrating to a new hunting ground. Beyond the hazard posed to travelers, there is the enticing image of a newly vacated tunnel system that is potentially filled with loot and castoffs from prior victims. Of course, what might take up residence in such an inviting warren of tunnels is left to the GM's discretion.



TRASHLODYTE

(*Homo quisquilliae*)

Cast aside by “polite” society, trashlodytes thrive where more “civilized” beings do not. Unabashedly digging through trash heaps, scrapyards, and even midden pits to find scraps that they deem useful, trashlodytes are a mostly harmless group of mutants — so long as you aren’t attempting to steal their “treasures”. Using the excuse, “I may need that eventually” they attach particularly choice pickings to framework structures, eventually forming backpack-style trash mounds that they carry with them from place to place until they become too heavy to move and the trashlodyte sets up camp and never leaves that area again.

Closely resembling a very unhealthy example of their human kinsman, trashlodytes are heavy set with wispy white hair and pale, bloated complexions. Bent near double under the weight of their junkumbrance, trashlodytes move slowly and, when at rest, are easily mistaken for simple piles of trash. They are suspicious of outsiders but are quite genial if approached with kindness and respect. If pushed though, their heaps of near useless things can pose a grave threat to those unprepared for the onslaught.

Trashlodyte: Init +0; Atk clawed hands +2 melee (1d3 plus disease) or +2 melee by weapon; AC 10; Armor Die 1d5; HD1d8; MV 30'; Act 1d20; SP disease (DC 7 Fort save or contract disease), useful, what's this; SV Fort +2, Ref -1, Will -2; AL N.

Disease: Those clawed by a trashlodyte risk infection with Needisn-dattoo Fever. The disease erodes the will of the sufferer while altering their genetic profile to be more akin to the trashlodyte. Victims lose 1 point of Personality per day. If untreated until the patient's Personality score drops below 3, the victim is no longer capable of discarding anything...ever. They are forced to amass ever greater levels of junkumbrance but, not being a true trashlodyte, none of it will be useful. Victims are allowed an additional saving throw once per week.

Useful: Travelers in need of basic items may attempt to trade with the trashlodyte. Each day the trashlodyte may pull one random, simple (but directly use-

ful) item from their junkumbrance. Whatever the item is, it will be useful to the person dealing with the trashlodyte.

What's this: Once per combat, as an action the trashlodyte may pull a makeshift weapon from their junkumbrance. Roll 1d12 to determine how many steps along the dice chain the weapon is for damage (1d3-1d24). The item may be immediately used in that round, but only functions once (regardless of a hit or miss) before being irreparably reduced to so much useless junk.

Adventure Hooks

- A group of ten trashlodytes have emerged from the scrapyard outside of a village and have set up shop in the village square. Local traders are none too pleased and ask the party to roust the “trashies”.
- The party is sent on a quest to find Bernice, the oracle of old Dettrit. It is said that she can tell a man's future by the path he chooses through her hoard.
- Through carelessness, a party member damages some prized “treasure” of a trashy. The party must quest to find a replacement or earn the undying enmity of trashlodytes everywhere.



TRU-PET

Tru-pets originate from an alternate Urth where the great cataclysm never occurred and humanity advanced to amazing technological heights. Occasionally due to the fractured dimensional barriers a tru-pet slips into this world. While there are many models of tru-pets, the dog based models are one of the most popular. This is due to the exceptional loyalty factor this model exhibits.

The guardian model is based off of a military prototype and is intended to be combat ready while appearing no different than a large dog model. This allowed it to serve as a low profile bodyguard for high threat owners.

Synthetic: Being 100% artificial, tru-dogs do not age and require neither food nor rest. In addition, they will regenerate 1 hp per hour, even if reduced below 0 hp but not utterly destroyed. Once a week they must spend 10 minutes connected to a significant power source for rapid recharging. This means that stray tru-dogs can most likely be found near accessible power sources. If they run out of charge they “sleep” until they can absorb 30 hours of solar energy.

Very loyal: A stray tru-dog will bond to the first living being that shows it significant affection and will remain bonded to them until that being dies or the



tru-dog is destroyed. Tru-dogs gain a +8 to Willpower saves involving remaining loyal to there bonded owner until death.

Tricks: Most tru-dog encountered will know at least one “trick” and possibly several more. Roll 1d5 to determine how many times to roll on the Trick Table below. Guardian tru-dogs will automatically have the guard trick.

	Small dog model	Large dog model	Guardian dog model
Init	+4	+3	+5
Atk	bite +1 melee (1d3)	bite +3 melee (1d4)	bite +5 melee (1d5+2)
AC	13	12	14
Armor Die	[1d3]	[1d3]	[1d4]
HD	1d8+1	2d8+2	4d8+4
MV	45'	55'	75'
Act	1d20	1d20	2d20
SP	synthetic, very loyal, tricks	synthetic, very loyal, tricks	synthetic, very loyal, tricks
SV	Fort +4 Ref +3 Will +2*	Fort +6 Ref +2 Will +2*	Fort +8 Ref +4 Will +4*
AL	L	L	L

Tru-dog Tricks

Roll 1d10	Result
1	Guard: The tru-dog has been programmed to be able to serve as watchdog and protector. It increases its Action die to d24 for perception checks in watch mode or when defending its bonded owner.
2	Seek: The tru-dog can be given the command to search and locate a general type of object via vocal command or a specific person/object if presented with a proper visual and scent sample.
3	Help: This tru-dog has received special programming to assist persons with some manner of physical handicap, such as blindness, deafness, or limited mobility.
4	Save: The tru-dog has been designed to render limited medical aid to persons suffering from hypothermia, exhaustion, shock, minor asphyxiation, and other minor life threatening conditions until proper medical help can arrive on the scene. They can perform a Recovering the Body action for party members (DCC RPG, pg 93).
5	Perform: This tru-dog has been programmed to perform acrobatic stunts or involved productions. All such actions are performed with a d24 action die.
6	Sport: The tru-dog has been designed for high physical performance sports such as racing, parkour, or disc catching. Its Move is increased 50% and all physical non-combat actions are performed with a d24 action die.
7	Deliver: The tru-dog has been programmed to deliver the contents of a hidden case attached to its belly to a person based on specific visual references and general geographic location information.
8	Promo: The tru-dog can speak and has the ability to easily memorize up to a 30 second message/advert jingle and then announce the message throughout a large group of people.
9	Spy: Designed for covert reconnaissance, this tru-dog can scout an area of up to a square mile and return with detailed information regarding terrain, hazards, and population. It gains +5 to stealth and perception checks.
10	Assassinate: Designed to be a stealth weapon, this tru-dog has a hidden lethal gas generator. On command, it can be given specific, detailed instructions on where and when it should deliver its payload. Once it reaches the specified conditions, it emits a colorless, odorless gas cloud 20 feet in diameter, centered on the tru-dog. This cloud remains potent for one minute. All living beings in the cloud must make a Fortitude save (DC 12) each round or expire. The tru-dog can only emit one gas cloud every 24 hours.

Adventure Hooks

- After one of the party is knocked unconscious or has fallen due to hit point loss, they are pulled safe from the fray and are revived by a large, very friendly dog.
- The group stumbles on the scene of a fresh massacre with settler and raider bodies strewn about the road. To one side is a small group of terrified children huddled together and standing behind a very large dog. It is covered in blood and has just dispatched a raider.
- While searching through the ruins of some sort of entertainment park, the party encounters a healthy looking friendly dog. It will follow the party until adopted or chased off.





UN MEN

UN MEN

(trans-celestial synthoid soldiers)

Even legend does not speak of where the un men come from, only of their arrival and the horrors that followed. It can only be said that long ago, shortly after the Great Cataclysm, the un men arrived in force bent on wresting control of the world's resources. The un men claimed to have created all life on the planet and thus recognized no rights of ownership by "inferior designs run amok". Then the purges began; it turned out that flesh was just another protein resource for harvest.

The already shattered nation states of the world attempted to unite against this new foe, but the damage of the recent global cataclysm was still too great. The combined forces of the Umericans and Soovets continued to fight a losing battle until a major discovery turned the war. The un men are sentient, artificial life forms which communicate via a network

of wireless signals. Discovering this, the Umerican forces experimented with various attempts at jamming signals before finally coming across a command line instruction for diagnostic review; sending out this signal effectively shut down the un men by putting them into a hibernation state.

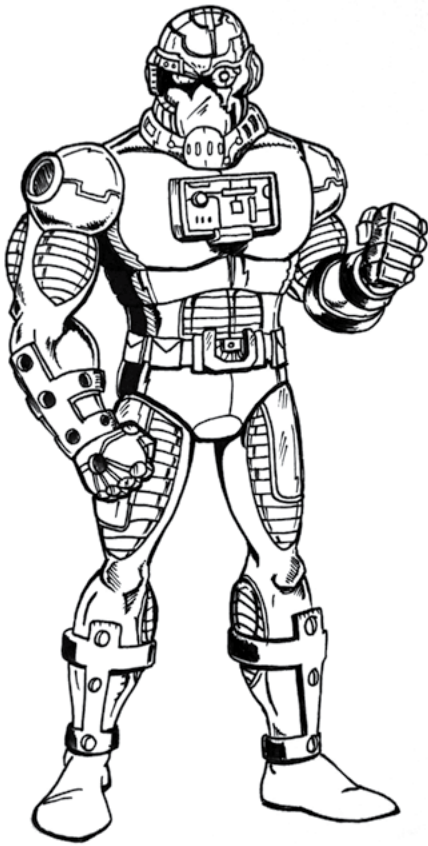
Un men appear as powerfully built, virtually-identical humanoid robots roughly nine feet tall. Despite the fact that their general appearance rarely differs, the equipment found attached to their bodies varies wildly (see table *UM-1* below). While their place of origin is unknown, the similarity between their drones and the death spheres of the alien splice fiends has led more than one scholar to question if they may somehow be connected.

COMMON

These are the most frequently encountered of un men, these synthoids having made up the majority of the invasion force. While normally found alone

	Common	Commander	Un-made men
Init	+0	+2	+1
Atk	punch +6 melee (1d8+2) or blazer +6 missile fire	punch +8 melee (1d8+2), power sword +7 melee (2d4+3, SP see UM-2 below) or blazer +8 missile fire	punch +5 melee (1d7+1) or by weapon
AC	12	14	10
Armor Die	[1d4]	[1d8]	[1d6]
HD	3d12+12	3d16+16	4d10+8
MV	30'	50'	30'
Act	2d20	2d24	1d20
SP	alert drones (1d5), forgotten tech (1d3), infravision 60', mental immunity, self-repair (3 hp/round)	alert drones (1d5), forgotten tech (1d5), infravision 60', mental immunity, self-repair (5 hp/round)	drone (1), forgotten tech (1d3-1), infravision 60', mental immunity, self-repair (1 hp/round)
SV	Fort +9 Ref +0 Will n/a	Fort +12 Ref +3 Will n/a	Fort +7 Ref +2 Will n/a
AL	N	N	N

UN MEN



and in diagnostic hibernation, groups as large as 100 have been noted lying near one another amidst the ancient battlefields.

In absence of instructions to the contrary, common un men will relentlessly pursue and destroy any humanoid life that they encounter. Common troops will follow the orders of any active commander un man within a 50 mile radius. It is believed that this range exclusion is due in part to some form of existing military safeguards built in by whatever race created the un men. Regardless of range, un men are capable of sharing information over the entirety of the world grid. Any group of 10 or more un men will automatically attract a commander to their vicinity (arriving after 1d12 months of travel time).

COMMANDER

At first glance, command units look nearly indistinguishable from the common forces. Normally recognizable by the presence of their power sword (see below), unarmed commanders may only be

distinguished by those familiar with un men forces and their standard technological attachments (DC 15 Intelligence check). The forgotten tech attachments used by commanders include some items that are exceedingly rare, and often highly sought after (especially among Aetherian craftsmen).

Highly intelligent, commanders are capable of command and communications functions with any un man within a 50 mile radius. They have been known to direct entire battles from a safe distance, or even while participating in another skirmish. Upon arriving in a region and taking command of local un men forces, commanders will often set some of their troops to work building a fortified encampment to serve as an operations base. While no central location is required for organizational command, having one for repairs and supply stockpiles is apparently helpful to their purposes.

Command units have been known to authorize the acceptance of the surrender of humanoid forces. In such cases, they will demand a large and regular tribute be delivered (often to a very remote area). Tributes demanded tend to include items needed for un men repairs, construction materials used to reinforce un men fortifications in the area, and “other” materials of value but of no easily understood use to the un men. Interestingly enough, no stockpile of this third category of items has ever been found in an un men base location.

UN-MADE MEN

The “un-made” are the remnants of Aetherian efforts to strip usable parts and technology from the broken remains of the un men. At some point in the past, a craftsman took the step of re-activating a “disarmed” un man. The first experiments ended in failure as subjects reconnected to the wireless grid and immediately attacked with anything available at hand. Once craftsmen discovered the location of the communications devices within the un men and learned to remove them, things were radically different.

With no wireless connection, un men can be re-programmed. Left with attachments considered otherwise useless (such as extending limbs or powerful

jaws), un-made men are rare (but highly visible) members of the Aetherian military. Even more infrequently, they may be found as mercenaries for hire.

Rumor has it that un-made men will attack un men at any opportunity and strip their foe down for parts and enhance themselves by adding more attachments – something no regular un man would ever consider doing. While there are no currently confirmed reports of such re-made men, the power that one might amass should give pause to any who may consider work in the field of hunting un men.

Alert: While apparently harmless, the off-line un men are capable of awakening from their diagnostic mode at the first sign of threat (something discovered all too fatally by those initially attempting to loot the “corpses” of the invading forces). When encountered, there is a 60% chance that they will be in hibernation mode. If hibernating, there is only a 1 in 6 chance per round that they will wake up if care is taken to be quiet. Any attack will cause them to wake up immediately and act at the end of the surprise round.

Drones: Un men drones are small, free-moving, silver orbs containing both an un men blazer as well as a small multi-tool. Housed within un men, the drones draw an energy charge from their host. The drones are capable of simple flight and combat for up to 5 turns prior to recharging. Combat use of their welding-blazer rapidly exhausts their batteries, forcing them to immediately return to recharge after two shots. The drone is capable of a third shot, but drops to the ground inert until reclaimed and recharged.

Drone (robot servitor): Init+2; Atk: multi-tool +2 melee (1d6) or welding-blazer +2 missile fire (1d3+1 as hp or Agility damage, range 30'); AC: 15; Armor Die: 1d3; HD: 1d8+2; MV: 30'; Act 1d20; SP: mental immunity, infravision 100'; SV: Fort: +0, Ref: +10, Will: NA; AL: N

Forgotten tech: Devices leftover from a long-forgotten war, un men are capable of attaching these pieces of modular-designed equipment onto their bodies. Common un men use d10 when rolling on this chart, commanders d16, and the stripped down “un-made men” use d4.

UM-1: Un Men Forgotten Tech

Die Roll	Attachment	
1	Extension appendage	SP extend 15'; (1) neck, (2) arms, (3) legs; results may stack
2	Loudspeaker	SP sonic attack (DC 12 Will or stunned 1d3 rounds)
3	Mechanical jaw	Atk bite +6 (4d6, DC 10 Fort or limb severed by attack)
4	Power fist	SP +1d8 to punch damage
5	DNA harvester	Atk harvest +6 melee (1d3 Sta)
6	Flamethrower	Atk flamethrower +6 missile fire (range 50' cone, 1d10, plus burning 1d4 dmg/round until extinguished)
7	Sensor suite	SP +4 to all Perception checks, see invisible 60', <i>detect magic</i> - result 14-17)
8	Vibro axe	Atk +6 melee (1d12, crit 17+)
9	Boot jets	MV fly 30'
10	Extra drone storage	SP +1d drones
11	Force field	SP +4d to Armor Die
12	Mana harvester	Atk harvest +4 melee (For wizard casters: treat as the "failure, lost" spell table effect for one random wizard spell. For clerical casters: gain +2d3 disapproval)
13	Blazer cannon	Atk +8 missile fire (range 200', 10' radius, DC 14 Ref or 1d8 hp or Agility damage; replaces blazer)
14	HypnoVox	SP <i>charm person</i> , as spell; spellcheck 1d20+5
15	Chrono-accelerator	SP time dilation (+2 actions for 1d3 rounds, 1/day)
16	Chrono-manipulator	SP time manipulation (force opponent to reroll any 1 roll, 1/day)

Power sword: Power swords are the favored weapons carried by un men commanders. The blades are found in a number of strange and impractical-seeming shapes while made of alien metals that can be any color on the spectrum. It is rumored that their strange color and shapes are due to their being part of a greater artifact referred to by un men as a “power star”. The truth of this matter is not known.

How these weapons function remains a mystery but all power swords have the following powers in addition to 1d3 special powers (see *Table UM-2*):

Bright aura: The power sword may be called upon to generate a brightly flickering aura of colored light, capable of piercing any form of darkness, extending 10 feet.

Reflection: Whenever an energy or light-based attack is targeted at a wielder of a power sword, the wielder can make a Reflex save vs. the attacker’s unmodified attack or casting roll. If the roll is success-

ful, the attack instead is reflected. The wielder then rolls a missile attack to determine if this attack hits the new target. The wielder is able to reflect any attack that is targeted at him/her even if it would not otherwise hit.

Adventure Hooks

- An un man has been spotted in the vicinity. Its attitude is oddly friendly and it is functioning as a wandering tinker, going from place to place making minor repairs for people. Can this be trusted?
- Rumor spreads that the machine capable of shutting down the un men has been located. The race is on to confirm its whereabouts as a number of interested parties (including the un men themselves) converge on the reputed location.
- A group of Aetherian craftsman approaches the party requesting aid in recovering a cache of un men corpses and equipment. Sadly, the un men are not dead...but dreaming.

UM-2: Power Sword Abilities

Die Roll	Power	Effect
1	Subdual blade	SP subdual damage only (+1d4+2 to damage; dragons, demons, & un-dead are immune)
2	Increased Agility	SP +2 to Agility so long as the sword is wielded
3	Increased Stamina	SP +2 to Stamina so long as the sword is wielded
4	Increased Strength	SP +2 to Strength so long as the sword is wielded
5	Recharger	SP recharge power cells 1d4+2 charges/round
6	Mystic key	SP unlock doors/disable security of an Aetherian gray castle
7	Spell absorption	SP Will save vs spell check to absorb spell targeting wielder. May be released later - cast as spell's lowest successful casting. Only 1 spell may be held at any given time.





V.E.T.T. • VARROK • VENDIBEAST

V.E.T.T.

(Vehicular Extraterrestrial Trapper Terror)

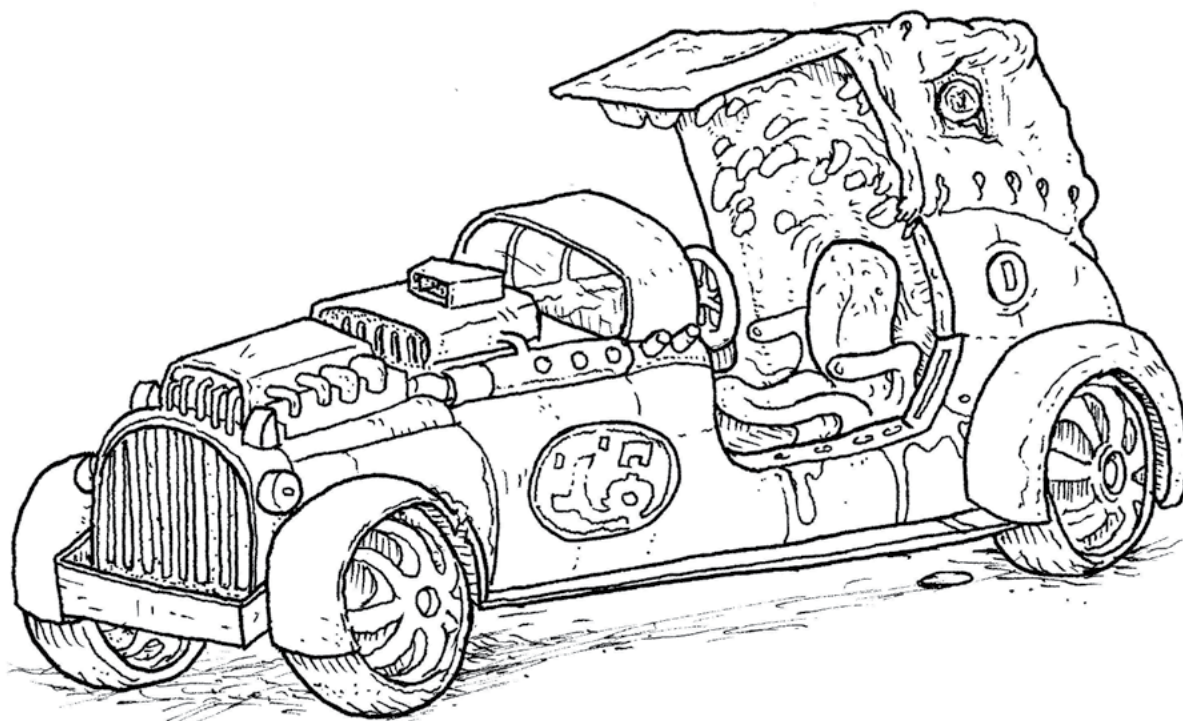
Many years before the great cataclysm, an alien ship crashed into a place in the sea known as “The Triangle”. What the ship’s purpose was or why it crashed has been lost in history but since then a few of its passengers have made Umerica their home, and hunting grounds.

V.E.T.T.s are alien biomechanical predators that disguise themselves as vehicles to lure humanoids into their “interior cabin”, which is actually their digestive system. Once a victim enters, the doors slam shut and then the vehicular predator takes off at top speed while it begins digesting its meal.

Sages theorize that a V.E.T.T. could take the form of any machine that is roughly the same mass as itself. As to why they prefer to exclusively take the forms of vehicles, there is no clue. What is known is that their true form is actually a large humanoid robot with an extremely modular physiology. They tend only to show their true forms when pressed in combat or meeting with another of their kind.

While all evidence shows that V.E.T.T.s are highly intelligent and understand most languages spoken on Urth, they refuse to communicate with other species. Perhaps it is against their culture to speak to or interact with food.

	Small (car sized)	Large (truck sized)	Matrixarch (semi tractor sized)
Init	+3	+2	+1
Atk	rundown +8 melee (2d6+collision damage bonus), melee weapon +8 (2d5+3), or blaster +8 (3d4) Range 100/200/300	Rundown +10 melee (2d8+collision damage bonus), melee weapon +10 (2d6+5), or blaster +10 (3d5) Range 120/240/360	rundown +12 melee (2d12+collision damage bonus), melee weapon +12 (2d7+7), or blaster +12 (3d6) Range 150/300/450
AC	13	13	13
Armor Die	[1d7]	[1d10]	[1d16]
HD	10d10	10d12	12d16
MV	MV 60' in melee combat, otherwise Speed Level cruise 6/ max 9	MV 50' in melee combat, otherwise Speed Level cruise 5/ max 8	MV 40' in melee combat, otherwise Speed Level cruise 4/ max 7
Act	2d20	3d20	3d24
SP	vehicle form, biomechanical, trap feeding, reconfigure	vehicle form, biomechanical, trap feeding, reconfigure, salvo	vehicle form, biomechanical, trap feeding, reconfigure, greater salvo, V.E.T.T. domination, reproduction matrix
SV	Fort +10 Ref +6 Will +8	Fort +12 Ref +8 Will +8	Fort +16 Ref +6 Will +10
AL	N	N	N



Vehicle form: One of the most potent abilities of a V.E.T.T. is its ability to change its form into a functional vehicle. An Intelligence check (DC 20) is required to determine a vehicle is actually a V.E.T.T.. Once a V.E.T.T. has set its vehicle appearance it must use its reconfigure ability to change it. While in vehicle form, a V.E.T.T. cannot utilize its melee or blaster attacks, only its rundown attack.

Biomechanical: As an alien living machine based lifeform, all V.E.T.T.s are immune to all terrestrial poisons, toxins, and diseases. In addition, their lifespans are so long they are nigh immortal, making them relatively immune to aging effects.

Trap feeding: A V.E.T.T.s primary means of feeding is appearing as an unsecured vehicle of high quality on the edge of a humanoid settlement. It will allow as many victims to climb into its "cabin" as it can before it strikes. Then, it will attempt to slam all of its doors shut and drive away at high speed.

Any occupant next to a door can make a Reflex save (DC 20) to jump free before the door closes. A result of 17 to 19 means they have prevented the door from

closing but are still trapped. Each round they must make an opposed Strength check versus the V.E.T.T.'s door (1d20+3). Failure indicates the door has shut securely. If they succeed, they open the door enough for one person to escape, after which another Reflex save must be made for anyone else near the door to escape. Each securely shut door can withstand a total of 15 damage to get it open (note the door interior has the same armor die as the exterior). A damaged door will not shut properly until the V.E.T.T. takes a reconfigure - repair action to fix it.

After springing the trap, the V.E.T.T. will accelerate to high speeds so those escaping after the initial Reflex save will suffer 1d6 damage per Speed Level (USG, pg 126) the V.E.T.T. is currently moving at as they hit the ground. As with falling damage, any "6s" rolled on this damage indicate a broken bone. A kind GM might allow such escapees to make a Reflex save (DC 15) to take half damage.

Once all of the V.E.T.T.'s cabin doors are shut, it will flood the compartment with corrosive digestive juices causing drowning (USG, pg 101) and 1d4+1 acid damage per round to all occupants. Once all of the

victims are broken down, it will process the resulting soup and be satisfied for 1d3 days per person digested.

Reconfigure: As one or more actions, a V.E.T.T. may take an action to reconfigure their modular physiology to do one of the following:

Change appearance (2 actions): The V.E.T.T. can scan and duplicate the appearance of any vehicle of their size category. An Intelligence check (DC 20) is required to tell the difference between the two.

Revert to true form (1 action): This allows the V.E.T.T. to transform from its vehicle form to its normal humanoid form, allowing it to utilize its melee and blaster attack options.

Repair (1+ actions): By activating redundant systems and moving damaged components into rapid maintenance nodes, a V.E.T.T. may heal 1d3 damage for each action spent.

Rearm (1 action): If disarmed, a V.E.T.T. can utilize spare components to form a new weapon.

Upgrade (2 actions): A V.E.T.T. can temporarily increase their action dice for one specific type of action (melee combat, ranged combat, saves, armor dice, skill checks, etc.) by +1 die step. This lasts for 5 rounds and all other types of actions taken suffer a -1 penalty to the rolls.

SMALL V.E.T.T.

The majority of the V.E.T.T.s encountered will be of the smaller variety. They primarily take the form of cars that can “seat” two to four victims but rumors do exist of ones taking the form of an enclosed speedboat or a small helicopter.

Small V.E.T.T.s will always prefer to avoid direct combat unless they feel very secure in their superiority. If forced into combat, they will choose to maintain a good distance when possible and employ their blasters.

They will eschew working in groups of more than three, unless dominated by a matrixarch. Even when working together they will not engage in group tactics, preferring to use an “every V.E.T.T. for themselves” approach. Occasionally, a trio of small V.E.T.T.s will be spotted working with a large V.E.T.T., though out of fear rather than loyalty.

LARGE V.E.T.T.

It is thought that these are older, more seasoned V.E.T.T.s that have built up enough mass to take the form of big pickup trucks, SUVs, and vans. These V.E.T.T.s have no fear of those they consider food.

Unlike their smaller cousins, they do not shy away from direct conflict if they see gain in it. In fact they seem to enjoy bullying smaller V.E.T.T.s as they see them as cowards. The only time this is not the case is when they are part of a matrixarch convoy.

While a larger V.E.T.T. may coerce a few smaller V.E.T.T.s into doing its dirty work, they do not work together unless in dire straights or under orders of their matrixarch.

Salvo: Two times per day a large V.E.T.T. is capable of launching a veritable cloud of micro-missiles that does damage equal to its current hit points to all targets within a 15 foot radius, up to 200 feet away. A Reflex save (DC 14) can be made to suffer only half damage. This attack is usually reserved for clearing large formations of foes or against high powered threats.

V.E.T.T. MATRIXARCH

The largest of the V.E.T.T. species known, it is rumored that there are only a few of these rare beings currently roaming through Umerica. They take the form of a longnose semi tractor and trailer, though the trailer is not a permanently attached part of their body.

A matrixarch will take great care to keep its convoy in line and to not overfeed in one place, so as to avoid mass conflict with the food population. It will move the convoy in a nomadic fashion and avoid settlements with the magical or technological means to cause serious damage.

Greater salvo: Three times per day the matrixarch is capable of launching a veritable cloud of micro-missiles that does damage equal to its current hit points to all targets within a 25 foot radius, up to 300 feet away. A Reflex save (DC 15) can be made to suffer only half damage. The matrixarch can shape the blast around allies within the area of effect to leave them unharmed.

V.E.T.T.

V.E.T.T. domination: This road queen is never encountered alone. It always has a servant convoy of 2d4 small and 1d4 large V.E.T.T.s that are completely loyal. Any independant V.E.T.T.s that a matrixarch comes within 100 feet of are automatically added to its personal convoy, unless they are already dominated by another matrixarch.

Reproduction matrix: The trailer pulled by a matrixarch is actually a detachable extension of their bodies dedicated to the creation of new V.E.T.T.s. Once detached, this trailer cannot move on its own but the matrixarch is continually aware of its condition and can perceive the area around it. The trailer is considered a separate target and has the following stat block:

Matrixarch trailer: Init nil; Atk none; AC 6; Armor Die: [1d14]; HD 10d10; Speed Level none; Act 1d20; SV Fort +16, Ref -8, Will nil.

If ripped open, the trailer will contain 1d3 partially formed V.E.T.T.s and many actuators equipped with

specialized tools. Salvaging the tech will be difficult (-4 to the attempt) but will yield great rewards (5 to 10d20gp of advanced alien tech components)

Adventure Hooks

- After being stranded by a massive breakdown, a friendly semi-trucker offers to give them a lift to the next settlement for a few trinkets. As the miles roll by he talks about finding a pristine trailer, locked tight and heavy with goods. As he ponders what treasures lie within the trailer, the party notices a large convey, led by an angry looking semi, bearing down upon their ride...
- A local road gang has offered the party a hefty sum to help them run down a small group of cars associated with some snatch and grab kidnapping of their people.
- Rumors abound of a salvage rich junkyard that seems to be defended by driverless cars. A local gives the party directions to the place but warns them to not disturb the place.



VARROK

(barbaric mutant birdmen)

'They had us surrounded. Poor Tyler lay on the ground dying, trying to hold his innards inside as loops of intestine spilled out between his fingers. The tall one with the brightly colored plumage had been yammering at us for a full minute in that brassy, shrill voice they have. It's too damn bad I couldn't understand a word of what he was saying...'

—Fo-Dor, Historian of the Wastes

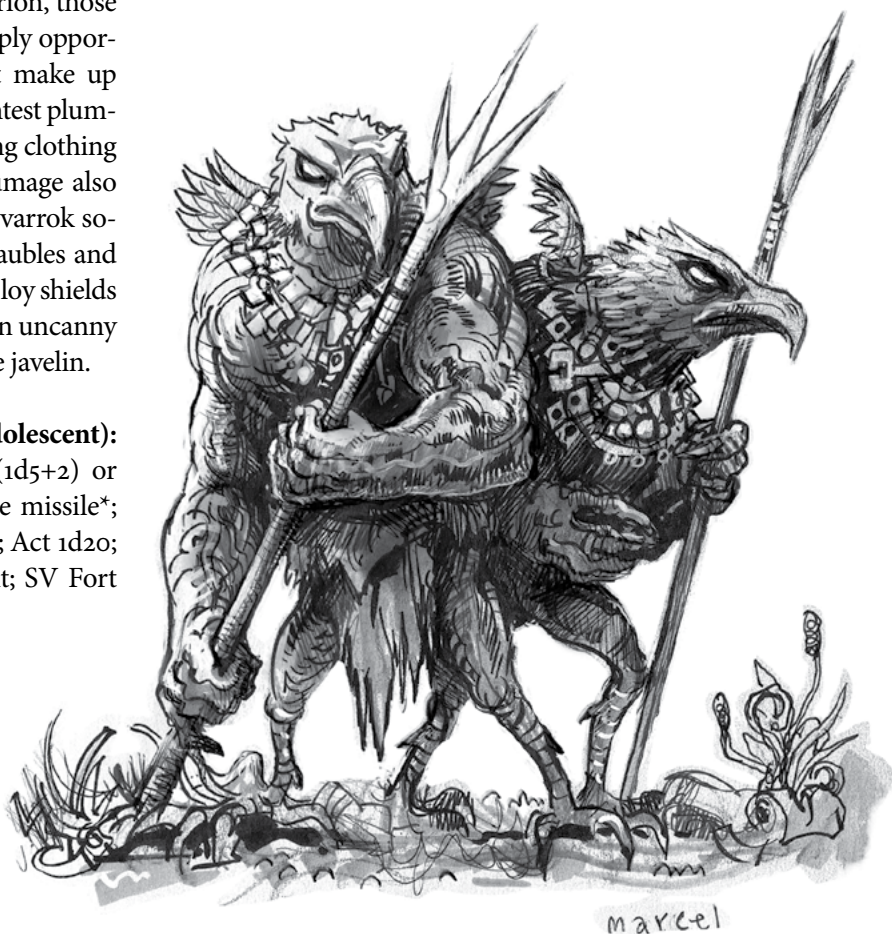
Be they birds uplifted to rival humanity or humanity mutated and debased into half-birds, the varrok have become a species uniquely their own. The parts of them that are human (two arms, two legs, and a torso) are thick with muscle and covered in a dense matting of feathers. Their necks and heads resemble the numerous varieties found within the raptor family of birds, scaled to fit these new bodies. Hands and feet end in hooked, sharp talons best employed in the ripping and tearing of flesh. Varrok are clannish, tending to congregate by diet — those that eat carrion, those that prey on sea life, and those that are simply opportunistic hunters. The strongest and fittest make up their leadership and typically have the brightest plumage. Their feathered anatomy makes wearing clothing or armor an unpleasant chore, but the plumage also offers a visual cue to rank and privilege in varrok society. They adorn themselves with shiny baubles and glittering gems and metals. In war they employ shields and weapons that rend and tear and have an uncanny ability with thrown weapons, preferring the javelin.

Varrok (barbaric mutant birdman - adolescent): Init +2; Atk talons and beak melee +2 (1d5+2) or by weapon type (+2), keen eyes advantage missile*; AC 12; Armor Die 1d4*; HD 3d14; MV 30'; Act 1d20; SP battle screech, keen eyes, rage, resilient; SV Fort +3, Ref +1, Will +1; AL N.

Varrok (barbaric mutant birdman - adult): Init +1; Atk talons and beak melee +4 (1d5+4) AND by weapon type (+4), keen eyes advantage missile (applies to ANY ranged weapon now)*; AC 12; Armor Die 1d8; HD 5d14; MV 30'; Act 2d20; SP battle screech, keen eyes, rage, resilient; SV Fort +4, Ref +0, Will +2; AL N.

Battle screech: Once per skirmish, a varrok may unleash a piercing shriek that can unnerve their enemies. All opponents within 15 feet must make a Willpower save (DC 10) or suffer a -1 die step to all action dice for 1d3 turns. The unfortunate cost of this ability is that varroks always speak with a very heavy accent that imposes a -2 die step penalty on all social interactions with this species.

Keen eyes: Varroks possess amazing eyesight, allowing them a +1 die step on any non-combat check involving their vision. They also have perfect low-light vision out to 120 feet, effective as long as there is some ambient light. This also gives them uncanny



VARROK

ny accuracy when using any sort of hurled weapon, granting a +2 to hit and damage when such weapons are employed.

Rage: Varrok have a tendency to lose themselves in the heat of combat. Should a varrok choose to let themselves fly into a bloodthirsty rage they gain the following bonuses: All attacks are made at a +1 die step to all action dice. The varrok can continue fighting until they reach -10 hp, at which time they will drop dead on the spot.

Resilient: The mass of feathers that cover a varroks hide does not allow them the capacity for flight, but does provide a great deal of insulation to harm. The adolescents in a varrok clan gain an Armor Die of 1d4 which increases each time they molt feathers by a die step to a maximum of 1d8. More mature members of a clan also have increased HD to a maximum of 5d14. Adult varroks become more ponderous with age, but make up the difference in speed by becoming more experienced fighters.

Adventure Hooks

- The party approaches a heated confrontation. A small tribe of varrok are attempting to negotiate or barter with a traveling merchant caravan and are growing increasingly frustrated that they are not being understood.
- After having rescued a varrok female and her clutch of eggs, your party is welcomed into their tribe. Having risen high in their estimation, the party is treated to a celebration of induction wherein the tribe (and the party) swears blood-oaths and life debts to one another. The culmination of the ceremony is the releasing of the new tribe members on their first 'flight' where they are hurled from a precipice to the wasteland below. Varrok children become adults by surviving this ceremony, certainly such slayers as yourselves can do the same?
- What luck! While hunting for small game and harvesting root vegetables, the party happens upon a clutch of well hidden enormous eggs! You're just sitting down to dine upon the now perfectly cooked, scrambled, golden bounty when javelins rain from the sky.



VENDIBEAST

(dispensers of killer kola)

Massive cosmic distortion has warped this once mundane soda vending machine into a sentient engine of hunger and rage. Incapable of any but slow movement, vendibeasts are ambush predators seeking targets of opportunity to kill for the pleasure of it. Their unquenchable thirst for murder, combined with a complete disregard for their own safety, makes them relentless killers but some have been cowed into service of more powerful beings that are associated with the cosmic distortion.

Standing six feet tall, these brightly colored, boxes are lit from within and display a number of bright colors and interesting beverage choices to draw in their pray. Offering everything from Killer Kola to Diet Killer Kola, Lemon/Lynch, Murder Melon, and more, the vendibeast has no intention of living up to the promise of those displays.

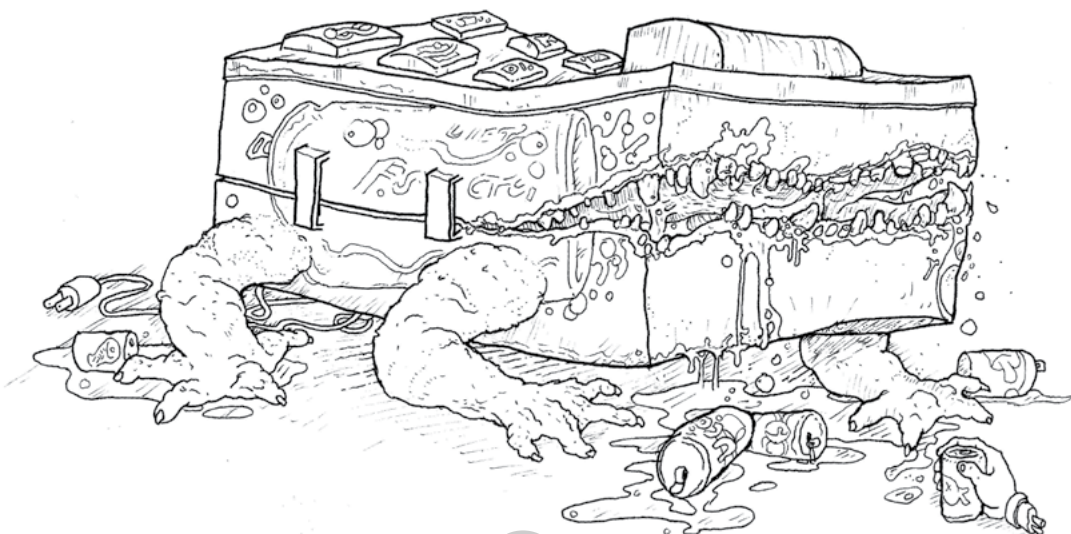
Vendibeast: Init +1; Atk bite +3 melee (1d6+1) or spit soda can +1 missile (1d5, range 25/50/75); AC 13; Armor Die 1d4; HD3d8+3; MV 30'; Act 2d20; SP unkillable; SV Fort +3, Ref +3, Will +3; AL N.

Ungillable: When reduced to 0 hit points or less, the vendibeast lights sputter and go out as the creature goes dormant for 3d30 minutes, after which time it revives fully restored. If the creature is opened while appearing dead, 2d7 glowing cans of Killer Kola can be extracted from the creature's innards. Each of the

cans has a random potion effect (see the *make potion* spell, DCC RPG pg 223) and will stay potent for 1d100 days. If the "deathblow" was a critical hit, the cans spill out on their own from the power of the blow. The cans regenerate at a rate of 1 every 1d3 days.

Adventure Hooks

- A soda machine appeared overnight at a local trading post, four people died. The party must dispatch the machine (likely not knowing that it cannot be killed and thus allowing the vendibeast to strike at more targets in the party's absence) and then trace the deadly delivery to its source.
- A rumor is going around that a warlord in the wastelands claims to have tamed a vendibeast by replacing the Killer Kolas within the creature with other, more mundane sodas. It is said that doing so pacifies the creature, while maintaining the magical efficacy of its beverages.
- The party finds a can of Killer Kola and, when it is opened, a small flag magically pops out of the top. While no magic libation is found within the can, the flag congratulates the lucky winner and directs them to a distant location to collect their prize. Of course, this a ruse by a particularly wily vendibeast, which has set up a lair in an old cannery and lets its prey come to it. To win the prize of their continued existence, the party must defeat the evil Killer Krush and its fruit-flavor dispensing subordinates.





**WHALEPHANT • WHAAAR MUTTS • WHEELER DEMON •
WRAITH RIDER • WRATH**

WHALEPHANT

(hippocine behemoth)

These hefty gargantua roam the coastal waters, swamps, large lakes, and large ocean fed rivers of Umerica. They tend to travel in pods, presided over by a massive bull whalephant, with 4 to 24 females and 1 to 5 calves. Normally encountered in water, where their natural buoyancy makes existence comfortable, whalephants emerge from the waters at dusk to hunt. These creatures are capable of subsisting on land and have been known to walk for days from one water source to another. While dangerous in the water, whalephants are most dangerous when on land, where they may use their rundown attack rather than merely using their powerful bite.

Perhaps the single most aggressive creature in Umerica, encountering whalephants in the water is a recipe for disaster and sorrow. Their massive, near-hairless, barrel-shaped torsos are held aloft on powerful, columnar legs capable of propelling them

across the ground at speeds astonishing for a creature so massive. Many an unsuspecting wastelander has been killed in the gaping, tusk-filled maw of a whalephant. Whalephant calves weigh in at a hefty three tons while adult specimens tip the scales with weights between sixteen and twenty tons.

Despite their size whalephants are capable hunters and, at night, roam the shores looking for prey. These omnivorous predators are observant and seem to have a preference for the flesh on non-sentients, stalking dumb herd animals rather than devouring humans. This behavior is a reflection of the whalephant's high degree of intelligence. Another sign of their intelligence is their very long memory. Whalephants can recognize individuals after only one meeting - even decades earlier - especially those that have threatened their pod.

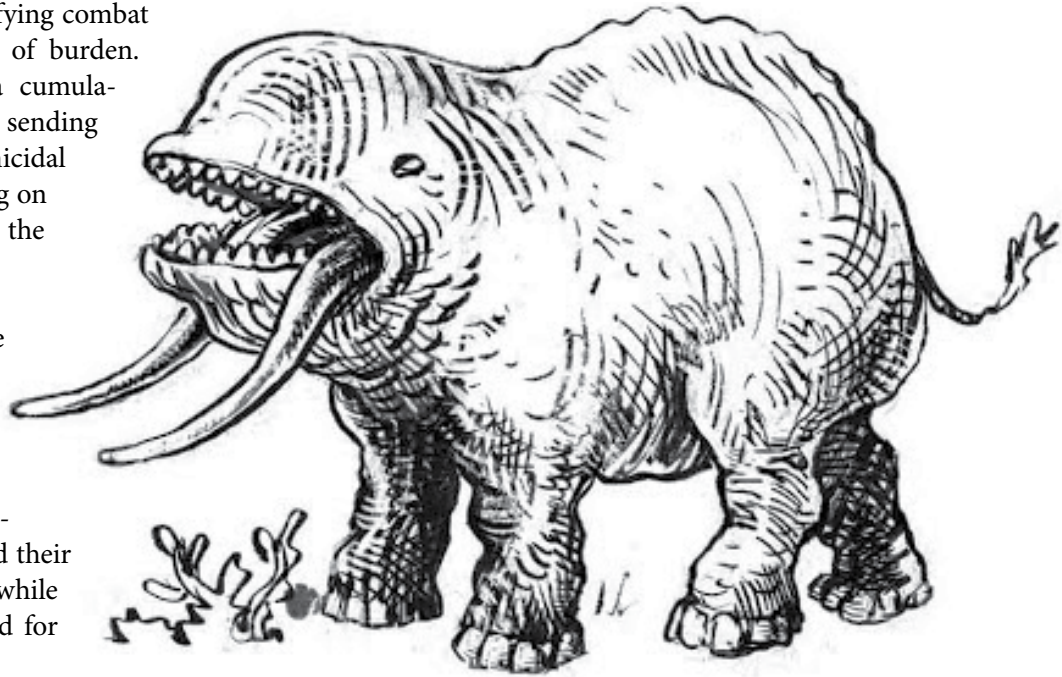
Their high degree of intelligence does make them trainable if captured while quite young. If well treat-

	Bull	Cow	Calf
Init	+2	+4	+0
Atk	bite +6 melee (4d12)	bite +6 melee (3d12), rundown +5 melee (2d8+2d4)	bite +5 melee (2d12), rundown +5 melee (2d6+2d4)
AC	10	12	12
Armor Die	1d14	1d12	1d7
HD	4d12+8	4d10+6	4d8+4
MV	30'/50' swim	30'/50' swim	20'/40' swim
Act	1d30, 1d20	1d24, 1d16	1d20
SP	aquatic, burst of speed, furious attack, massive, immune to disease, immune to radiation	aquatic, burst of speed, massive, protective, immune to disease, immune to radiation	aquatic, burst of speed, immune to disease, immune to radiation
SV	Fort +6 Ref +2 Will +3	Fort +4 Ref +3 Will +2	Fort +4 Ref +2 Will +1
AL	N	N	N

WHALEPHANT

ed, these creatures make terrifying combat mounts and powerful beasts of burden. However, ill-treatment has a cumulative 5% chance per week of sending the whalephant into a homicidal rage and remorselessly turning on its master before returning to the wild.

Aquatic: These creatures, while air-breathing, are quite at home in the water and are capable of holding their breath and remaining completely submerged for long periods of time. Calves may hold their breath for up to five minutes while adults may remain submerged for up to 30 minutes.



Burst of speed: Despite its stocky build and strange gait, whalephants are capable of moving with great alacrity on land for short periods of time. They may move quickly (speed level 3-275'/round) for up to 1 turn. This allows them to use their bulk to carry out a rundown attack (as per *USG* pg. 129).

Furious attack: Bull whalephants are very protective of their pods and receive a +d3 to all attack and damage rolls if a member of their pod is slain. For each additional pod member slain, the bonus increases by +1 die step to a maximum of +1d7.

Immunities: Whalephant skin excretes two oily compounds that render them immune to radiation and disease. This "blood sweat" is highly prized, and coating one's skin with the excretions bestows those benefits for 1d6 hours. Rendering the fats of an adult whalephant allows the collection of 4d6 doses, while a calf's blubber releases 2d4 uses.

Massive: The size and power of the bull whalephant is so great that creatures struck by its attacks take additional injury as if struck by a vehicle (see *Machine vs. Man*, *USG* pg. 129).

Protective: Whalephant cows react immediately, with unrestrained fury, towards any threat to their calves. Should a calf be threatened, all cows in the pod receive a +1 bonus to both attack and damage. Should the calf actually be injured, this bonus increases to +1 die step and the cows gain a +4 to all Willpower saves until the end of the encounter.

Adventure Hooks

- A river crossing becomes dangerously complicated when the raft finds itself among a rising pod of 16 whalephants.
- A lone bull whalephant has escaped from a menagerie and is terrorizing the local populace as it wrecks its revenge for years of cruel treatment. The party must decide whether the animal baiting locals are worth saving.
- The party encounters a lost whalephant calf, separated from its pod. How they treat the creature will become very important in the next five minutes, then the pod comes to collect her.

WHAAAR MUTTS

(blessed hounds of Whaar!!!)

Elephantine canid engines of destruction, the Whaaar mutts are the fierce companions of Whaaar. These creatures are never encountered by chance, whether summoned or sent, there is always a reason for their presence. Unless directed otherwise, a Whaaar mutt will immediately attack the most powerful physical specimen present, baying out its challenge as it charges into battle. Like a living embodiment of the Tenets of Whaaar, they never retreat or surrender, shrugging off all forms of magic as they test their opponent in a contest of sheer brute strength...to the death.

Standing 20 feet tall at the shoulder, these six-legged hounds have the body of an oversized bull mastiff. Their jet-black fur is complemented by a brobdingnagian spiked leather collar and eyes that glow a sickly green. Acidic drool dribbles from their jaws and steam constantly wisps from their mouths and nostrils.

Whaaar mutt: Init +0; Atk bite +2 (dmg 5d10 plus 1d24 acid DC 15 Ref save for half) or breath weapon; AC 10; Armor Die 1d6; HD 10d10; Hit Points 55; MV 60'; Act 2d24; SP immune to magic, immune to damage from fire or heat, trample, undying; SV Fort +10, Ref +5, Will +5; AL C.

Breath weapon: Five times per day the mutt can unleash a breath weapon. The breath weapon is a cone 30' wide at its end and 90' long. All within the cone must make a Reflex save vs. 15 or suffer 3d12 damage from the torrent of acidic steam.

Immunity to magic: Not only are these massive creatures immune to spells of all sorts, but the bonuses of magical weapons are also negated when used against them.

Trample: Whaaar mutts see no threat in the physically weak and their presence offers no obstacle to the hounds. Creatures of 2HD or less who are unfortunate enough to be between the hound and its chosen target automatically take 2d24 points of damage (Reflex save vs. 13 for half) as the gargantuan dog tramples them in its haste to get to its target.

Undying: Whaaar mutts are deathless creations, spawned from the very being of Whaaar himself. As such, they never truly die and, instead, have their essence rejoined to his. As they dissolve into a cloud of warm, acrid smoke, they leave behind a powerful weapon (GM's discretion) as a token of Whaaar's respect to one who could defeat one of his faithful servitors. If the mutt was not defeated in single combat, no such weapon will appear.

Adventure Hooks

- A cleric of Whaaar has decided to test a member of the party to determine their worthiness. A Whaaar mutt is summoned for the unsuspecting individual to face.
- After a recent battle, a rough field hospital has been set up to care for the wounded and dying. Offended by such blasphemy, Whaaar sends a trio of hounds to slaughter all involved and only the party stands in their way.
- A wasteland shrine to Whaaar is said to contain weapons of great power. It is also guarded by a pair of Whaaar mutts.



WHEELER DEMON

WHEELER DEMON

Among the dangers of the vast wastelands there are actual demons that live to race. It is rumored they can be found in places where major roads once crossed but nearly any passable stretch of road could be home to one of these fiends.

Similar to a centaur, these beings are half large humanoid demon and half muscle car, with the torso emerging from the car's hood. Their coloration is always garishly bright and adorned with racing stripes, flames, or other decorations. When in combat, these fiends can summon an unearthly lance tipped with hellfire that they can employ to joust with worthy foes.

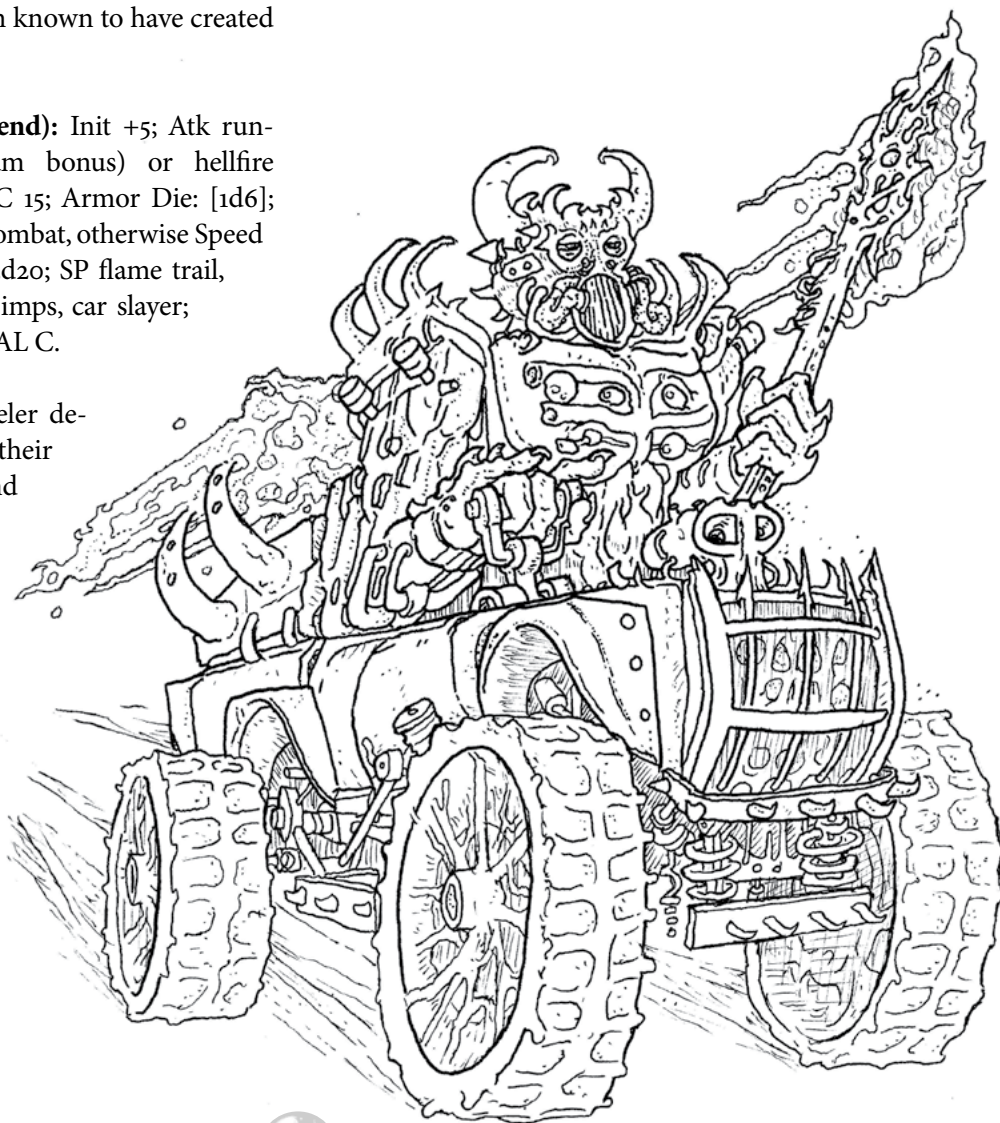
It is said that all wheeler demons serve a powerful being known as the Demon King of Speed and that a few wily wizards have been known to have created patron bonds to this entity.

Wheeler demon (racing fiend): Init +5; Atk run-down +8 melee (2d6+Ram bonus) or hellfire lance +8 melee (4d6+4); AC 15; Armor Die: [1d6]; HD 8d10; MV 50' in melee combat, otherwise Speed Level cruise 5/ max 8; Act 3d20; SP flame trail, make bargain, summon pit imps, car slayer; SV Fort +4, Ref +5, Will +6; AL C.

Flame trail: At will, a wheeler demon may choose to cause their tires to ignite with hellfire and leave fiery tracks behind them as they drive. These flame trails will burn for 24 hours and cause 1d6 damage per round to anyone/thing that comes into contact with them. If a natural 6 is rolled on the damage, the person or object has also caught on fire. Burning tires have a cumulative 3% chance per round to blow out.

When two or more wheeler demons meet, if they are not currently otherwise engaged, they will begin competing against each other by creating flame patterns with high speed, high risk maneuvers. The one who creates the most awesome display will stay in the area while the others depart.

Make bargain: Like all demons, wheelers love to make deals, especially wagers based on the outcomes of races. Most commonly, the wheeler will offer to personally race against any speedster that they come across. The stakes are the speedster's soul versus the speedster's vehicle's weight in trade goods. When encountered, wheelers may also be amenable to making other types of bargains, even for valuables other



WHEELER DEMON

than souls. Below is a list of boons a wheeler may offer:

- Large quantities of pure water, fresh food, or high grade gasoline.
- Vehicle enhancements (performed by pit imps), including adding vehicular traits or upgrading a vehicle's quality level. Adding the Possessed vehicle trait is a particular favorite.
- Non-vehicular mechanical repairs on large, terrestrial machinery (performed by pit imps).
- Offer high speed transportation for up to 1000 miles or across dimensions.

Summon pit imps: At will, a wheeler demon can summon a group of pit imps to repair itself or any other vehicle/machinery it directs them to. In order to receive repairs, the wheeler must not move, attack, or take any action other than defend itself. During this time, the pit imps can repair 1d4 hit points of damage or one point of ability damage per round.

These imps appear as three foot tall, drab colored demons wearing overalls that move about very quickly. They will not engage in combat and will teleport home should they suffer damage. The imps can make repair checks with a +10 bonus to the roll and they are familiar with all non-extradimensional/extraterrestrial technology. They are also assumed to

always have the correct tools and a supply of necessary spare parts. Also, they hate robots and will not go near them.

Car slayer: Wheeler demons are able to sense weak spots in any vehicle they see. As such, they can score a critical hit against a vehicle target on an 18 to 20. Also, in addition to any other critical effects, the critical attack will deal double normal damage to the vehicle.

Adventure Hooks

- As the party travels through the wastes, a car/demon hybrid thunders up alongside of their vehicle and asks if they want to race. It will offer whatever the party currently needs, in large quantities, as a prize if they win.
- While resting up in a wasteland oasis town, the party is awoken in the early morning by the roaring of engines as several wheeler demons compete against each other just outside of the settlement walls.
- After seeing a road gang pour full throttle over the crest of a distant hill, the party prepares to receive the charge. However, as they approach it appears they are actually fleeing some sort of car/demon hybrid thing that is gaining on them.



WRAITH RIDER

(vector of vehicular vengeance)

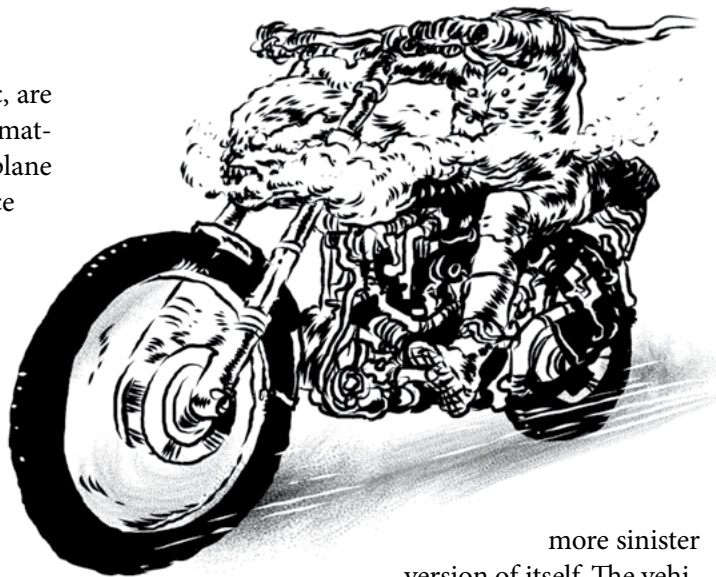
These beings, which would be otherwise tragic, are terrifying sentinels of Umerica's roadways. Animated by an unknown, rage-filled spirit from the plane of Eternal Unrest wraith riders seek vengeance on the roadways of Umerica. Humans suffering a traumatic violent death, in rare cases, may rise again as a wraith rider. These single minded un-dead are cold, merciless reflections of their former selves. The purpose of the wraith rider is to punish those who wronged it and, to complete any unfinished task it died while trying to complete. Other than cherished family or loved ones, these un-dead will remorselessly destroy anyone who gets between them and the completion of their vengeance.

Wraith riders share some facets of a universal appearance, regardless of how they may have perished. While wraith riders individually appear clad in a sinister reflection of how they appeared in life, as a group they are headless, carrying their desiccated heads with them wherever they go. The ragged neck stump, empty eye sockets, and open mouth of their severed head constantly issues dark, exhaust fume-like vapors.

Wraith rider: Init +1; Atk spiky punch +5 melee (1d4+1) or smoldering chain whip +5 melee (1d5+3, reach 10', can set fires); AC 10; Armor Die [1d12], HD 4d6+4; MV 25'; Act 1d20; SP chill aura, haunt-rod, undying, vehicular mastery, un-dead traits; SV Fort +8, Ref +1, Will +8; AL C.

Chill aura: The swirling mists surrounding the wraith rider reinforce that revenge is a dish best served cold. All living creatures within 10 feet of the un-dead suffer a -1d penalty to all actions (DC 10 Willpower negates) due to uncontrollable shivering. Additionally, prolonged exposure to the aura inflicts 1 point of cold damage per round.

Haunt-rod: By affixing its severed head onto any vehicle (requiring 1d3+1 rounds), the wraith rider transforms the vehicle into a fully functioning and



more sinister version of itself. The vehicle's exhaust has the same chilling effects as the wraith rider's chill aura in a 20' radius. The possessed "haunt-rod" bedeviled vehicle gains the following bonuses: +2 to Init; +2 Armor Die; +4 HD; Cruise and Max Speed is increased by +2 (with appropriate increases in collision damage); +4 to Fortitude and Reflex saves; it requires no fuel and gains the following Vehicle Traits: rugged, off-road, nimble, and ram plate (see Mayhem Behind the Wheel, USG pg. 135-139). These bonuses will remain until the wraith rider's head is removed from the vehicle (whether by choice or force). If the vehicle is utterly destroyed, it returns to full functionality within one hour.

Undying: Normal means cannot stop a wraith rider, and only completion of its vengeance will put it permanently to rest. Destroying the un-dead's body by reducing it to 0 hp drives it to dormancy for 1d3 turns while it slowly reconstitutes its form by sheer force of rage-fueled will. Destroying the head of a wraith rider via direct attacks (the head is immune to area effects and collateral damage) traps the spirit in a torpor from which they must be intentionally restored by the healing powers of a chaotic cleric. The head is treated as being AC 15 with a [1d10] Armor Die, and 20 hit points.

Vehicular mastery: The wraith rider is a master of a single vehicle type, and receives a +2 die step bonus on all rolls related to the operation of that vehicle type.

WRAITH RIDER

Adventure Hooks

When encountered, a wraith rider will always have an existing foci for its revenge or final task. Roll on the table below.

Table WR-1: Wraith Rider Motivations

Roll 1d10	Vengeful Obsession
1	The wraith rider was killed by a road gang while trying to make a delivery. It seeks to recover the stolen package and slaughter the road gang.
2	The love of the un-dead was murdered, and the wraith rider is filled with an unquenchable rage. This rider, even darker than most, cannot have his thirst for vengeance permanently satisfied. It frequents out of the way places where youths tend to gather, to wipe out young love.
3	Double-crossed on a mission for the Three Royals and killed for knowing too much, this rider travels the roads towards the Citadel of Scrap for vengeance.
4	The vengeful spirit is that of a slain parent, slain while protecting their child. It will hunt down all those involved in the kidnapping, one by one, until its child is freed.
5	The wraith rider was a local misfit who was killed by the local community for a crime they did not commit. Now the outcast un-dead seeks to expose the real culprit while revenging itself on those who lynched him.
6	Driven off the highway during a road race, the wraith rider seeks to find and slay the driver responsible. This wraith rider will ONLY use their old vehicle and all bonuses on this haunt-rod are increased an additional +1 above a common haunt-rod.
7	The wraith rider was murdered, and his vehicle stolen. The vehicle was disassembled at a chop shop and the un-dead seeks to kill all those in possession of a piece, and then to reassemble the vehicle for use in hunting down the murderer.
8	The wraith rider was killed by a member of the party and now seeks revenge for his death. Its implacable pursuit will only end with the party member's eventual death. No force will satisfy it, and it will always return eventually.
9	Once the guardian of a cache of precious materials, the wraith rider was murdered during the theft of its charge. It seeks to slay, not those who robbed it, but the warlord who ordered the robbery.
10	The wraith rider has fulfilled its quest for vengeance but it still has a final task to complete, visiting the grave of a dead family member in hopes of achieving final peace.



WRATH

(hell bent for leather)

These motorcycle riding un-dead, favored children of Whaaar, travel the roadways of Umerica clad in well-worn leathers dripping in chains and adorned in sharp spikes. Wearing patches such as Satan's Auditors, Khan's Killers, and the Heathens, their colors are further embellished with the motto of Whaar, "Only the Strong Deserve to Survive". These raging un-dead ride from place to place, putting those they cross to the test and literal Hell follows in their wake.

Wreathed in hellfire, these skeletal riders attack in large groups, slaying indiscriminately in the name of their dark god. Meleeing with sledgehammers, burning lengths of chain, and a well-placed motorcycle boot, the wraths are foes not to be taken lightly. Individually a match for most wasteland warriors, wraths grow more dangerous as their numbers increase, a small gang of 10 can take out a small village in a matter of mere terror-filled minutes.

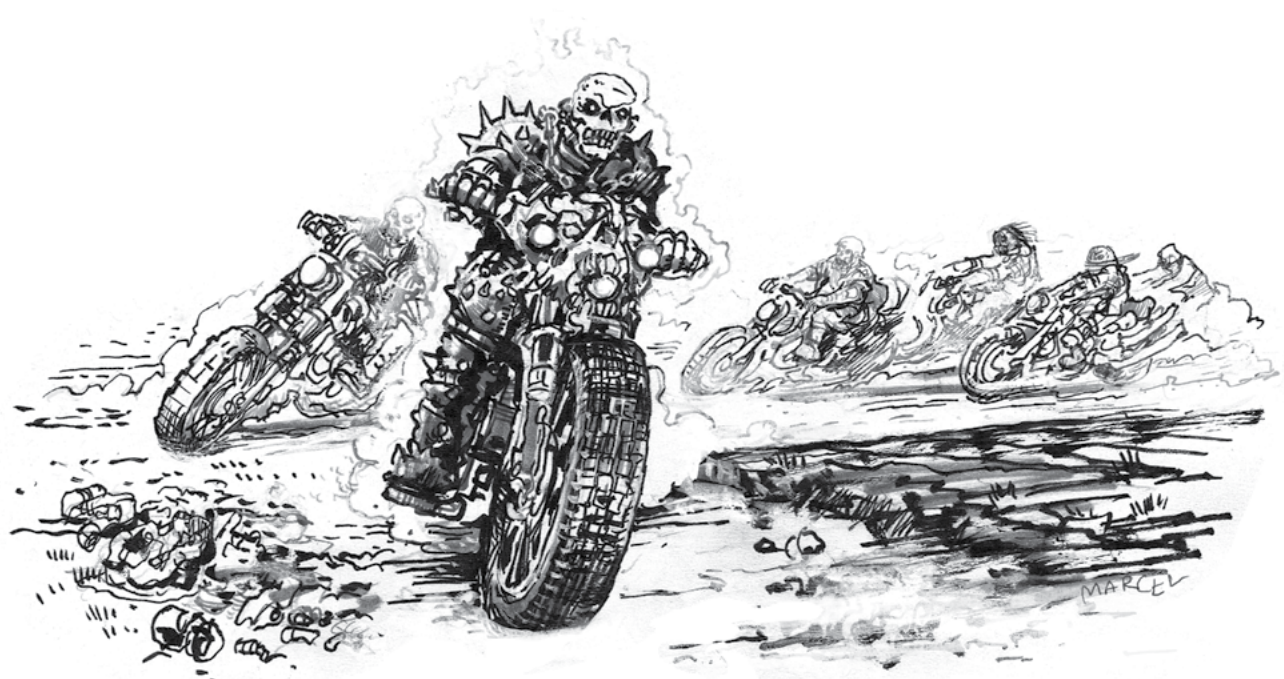
These skeletal riders are so dedicated to the cause of might making right that they will immediately engage other bands of wraths should they encounter them with the surviving members of both war bands merging to form a new collective gang.

Wrath: Init +3; Atk sledgehammer +1d4 melee (1d8 + deed), 15' blazing chain +1d4 melee (1d6 + deed + entangle), unarmed +1d4 melee (1d3 + deed); AC 12; Armor Die 1d8; HD 2d12+1; hp 14; MV 30' or ride 150'; Act 1d20; SP warrior traits, berserker, hellfire, mob tactics, Will immune, un-dead traits; SV Fort +5, Ref +2, Will n/a; AL C.

Warrior traits: Wraths share a number of traits with their living wasteland warrior brethren including extended critical range, deed dice, improved initiative, and familiarity with any weapon that they lay hands on.

Berserker: While in melee, wraths are always considered to be under the effects of battle rage. During combat, upon a successful hit the wrath may rage and add +1d12 to their damage, up to a total of +3d12 per day. This increased damage may be spread out through a combat or focused into one terrifying blow.

Hellfire: As an action, a wrath may imbue his weapon with a flickering nimbus of hellfire lasting 1d5 rounds. Hellfire imbued weapons automatically reduce armor dice as if critically hit, with an actual critical hit totally destroying the armor in question.



WRATH

Mob tactics: In groups, wraths swarm their targets in a press of leather, steel, and hellfire. For each multiple of four wraths involved in an attack the mob gains a single additional attack usable by any wrath in the combat.

Will immune: Wraths are immune to effects requiring Willpower saves.

Adventure Hooks

- A gang of wraths has left a trail of death and destruction across the wastelands. Family members of their victims hire the party to exact vengeance upon the wraths and end their rampage.

- Two gangs of wraths are on a collision course with a small town caught in the middle. The party seeks to evacuate the villagers before the clash of the two un-dead gangs wipes the village from the face of Umerica.
- A lone wrath is found on the road, badly injured, his flames flickering and going out. It raises an arm, pointing a bony finger at one member of the party before whispering, “Worthy”. What does that mean? Will the PC become a wrath when they die? The party must seek out a sage to learn if this is prophecy, blessing, or curse.





XENO-LOCUSTS

Xeno-locust swarm (ravenous extradimensional invaders): Init +4; Atk swarm bite +3 melee (1d4+4) or microblaster barrage +3 missile (2d3+1, range 20/40/60); AC 14; Armor Die 1d4; HD 1-10d10; MV fly 45'; Act 1-5d20; SP consume, disassemble tech; SV Fort +1, Ref +4, Will +4; AL L.

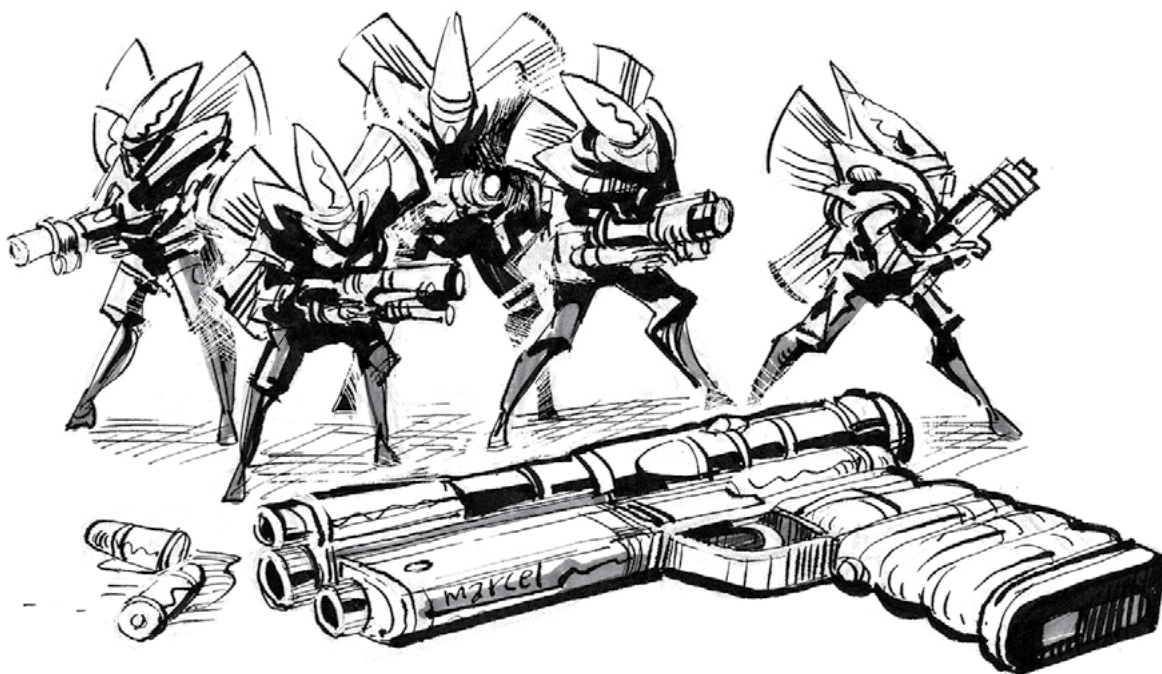
Xeno-locust Hordemaster (ruthless invasion leader): Init +4; Atk bite +4 melee (1d5+2) or mini-blaster cannon +4 missile (2d4+1, range 30/60/90); AC 14; Armor Die 1d7; HD 1d10+2; MV fly 45'; Act 2d20; SP reflect spells 33%; SV Fort +2, Ref +4, Will +7; AL L.

Also known as the Yellow Scourge, these tiny humanoid insects are reviled and feared in all of the lush areas of Umerica. Using some sort of strange technology that pierces our dimensional barriers they flood into areas with crops, orchards, or other cultivated greenery to feast.

The xeno-locusts are only a few inches tall individually but they always travel in massive swarms ranging from 1 to 10 hit dice in size, roughly a five foot area per hit die. Each swarm has 1 action die for every 2 hit dice. An incursion generally is comprised of 1d3+1 swarms of various sizes unless a Hordemaster is leading them. Then there will be 3d4 swarms.

Each swarm left unharassed can completely consume an area of plant life equal to its size in only one turn and can continue to feed for up to 20 turns before becoming sated. These ravished areas are left utterly devoid of any plant life above ground level. This will kill most any crops other than bluwheat. Plant creatures attacked by a swarm will suffer double the normal swarm bite damage on each attack.

These tiny invaders are actually quite smart but do not have a true concept of individual value. As such, they have no problem fighting to the death during their raids. They also are technologically advanced



XENO-LOCUSTS

and in lieu of attacking or feasting they have a 10% chance per action die per turn of being able to disassemble any technological devices they come across. The parts are stored and kept as booty. Larger technological items such as vehicles will require 1d3+1 turns to disassemble.

Hordemasters have a similar appearance as their minions except that they are nearly two feet in height. They will always travel in the middle of a swarm at least 6HD in size to protect themselves from direct attack. All of the xeno-locusts in a Hordemaster's incursion will do all they can to keep their leader safe.

Any spell cast directly at or within an area effect containing the Hordemaster has a 33% chance of its full effects being reflected back upon the caster. This is due to a special force field generated by the Hordemaster's armor. If the armor is recovered mostly intact (with an Armor Die of 1d5 or greater) a tech savvy person can attempt to make use of the force field generator (DC 20 to learn its secrets).

Grokk, master of the wild wastes, HATES the xeno-locusts and any cleric of Grokk facing them gains +1 to all attack and spellcasting rolls during the combat.

Adventure Hooks

- The local priest of Grokk implores the party to aid him in standing against an oncoming xeno-locust storm. He promises the blessing of Grokk (as well as some tradable goods) in return for their aid in slaying the Hordemaster of the combined swarms.
- Rumor reaches the party that a scientist may have found a way to block xeno-locust incursions. Unfortunately, that news got out fast and the largest storm of xeno-locust swarms ever seen has gathered and is heading in his direction. The PCs must race against time, combating outrunner swarms while staying ahead of the unstoppable mass, as they seek to protect this vital knowledge.
- As an argument between two neighboring farmers escalates, a xeno-swarm breaches into our dimension and devours the crops of one farmer before vanishing again. Amidst the wreckage of his crops, one of the farmers is found dead. Was it murder? Why did the xeno-locusts attack only one farmer's fields? How much does the other farmer know? The PCs must delve into these mysteries if justice is to be done.



XENO MUMMY

XENO MUMMY

(UFOS – Un-dead From Outer Space)

Aliens from beyond the grave stalk the nights of Umerica. Their corpses animated by unknown energies within their wrappings, xeno mummies are puppeteered by their funerary dressings in an effort to collect the energies required to maintain their preservation fields. What purpose there may be in draining life energies to maintain the integrity of a corpse is beyond fathoming, but few are those who encounter such creatures and live to ponder such a question.

The humanoid shapes of this long dead alien species are preserved within strange mylar-ic wrappings. Covered from oblong head to pointed toe in alien glyphs and scrawls, these creatures give off a faint, blue luminescence visible at 20 feet. Whatever strange funerary rites these aliens undergo leaves their blackened, husk-like faces exposed to the air and their shark-like mouths hanging open (when not actively tearing the flesh of a victim).

The wrappings expand and contract along the corpse's form, forcing the body into motion. The rippling movements across the body have the side-effect of causing the creatures to emit a constant groaning sound as they move. The movements of a xeno mummy are not delicate or subtle. Every footfall plods heavily along the ground, every fist swung in anger strong enough to level walls. These creatures will doggedly pursue any life they come across.

Xeno mummy: Init +0; Atk fist +5 (1d6+4 plus XP drain), bite +5 melee (2d8+4), or wrap choke +5 melee (1d5/2d5/3d5/etc.); AC 13; Armor Die 1d8; HD 6d14+6; MV 20'; Act 1d20; SP XP drain, wrap choke, heat activated, vulnerable to cold, un-dead traits; SV Fort +4, Ref +2, Will +10; AL C.

Heat activated: The wrappings of the xeno mummy are immune to fire and, additionally, can draw energy from the flames to power its preservation efforts. Xeno mummies gain 1 hit point for every d6 of

fire damage with greater fires (such as d12) awarding 2 or more hit points per die).

Vulnerable to cold: Extreme cold makes the wrappings of the xeno mummy brittle and prone to damage. In combat, cold reduces the xeno mummy's armor die result by -1 for every d6 of cold damage. This effect is cumulative with negative armor die results reflecting additional damage taken due to the hardening of the wrappings.

Wrap choke: The wrappings of the xeno mummy are the driving force of these creatures and are capable of lashing out beyond the creature's reach (up to 20') in order to snag and strangle prey. If the xeno mummy succeeds in a wrap choke the damage the first round is 1d5 with each subsequent round of success inflicting an increasing +1 die of damage.

XP drain: The most feared ability of the xeno mummy is the ability to drain the life experiences directly



marcel

XENO MUMMY

from the target's soul. Upon a successful fist attack the mummy drains XP equal to 10x the damage done by the attack.

Adventure Hooks

- A glowing creature has been seen stalking through the ruins of Marryatt's Spectacular States. The abandoned amusement park has long been the source of sinister legends of evils that lurk within. Local villagers ask for aid in cleansing the grounds.
- Within an underground temple a cult makes sacrifices to a xeno mummy. The party may aid them in gathering subjects for non-lethal sacrifice (and gain knowledge of methods to potentially constrain the lethality of xeno mummies) or work to end the blasphemous practice and end the mummy cult's "reign of terror".
- In a remote corner of the Great Whistling Marshes it is said that a strange domed structure is known to rise from the waters, exposing a ghastly, face-like visage. Locals tell of countless xeno mummies housed within, and this area of the swamp is plagued by appearances of groups of the mummies, seeking to sustain their preservation fields.



XENOTAUR

Arrogant, haughty, merciless, mean SOBs...all terms used to refer to a race of inter-dimensional warriors more used to giving orders than taking them. Arriving in Umerica via dimensional fissure technology, xenotaur incursion squads (sometimes preceded by a single commando) normally number two to eight incursion troopers with an officer accompanying any group larger than six. After establishing a foothold and assembling their camp, the dictatorial troopers begin rounding up the local population for use in forced labor. Harsh and unyielding, the slightest resistance is met with overwhelming force, serving as an example to others considering such action. Rumors exist of squads of xenotaurs working side by side with local warlords, but who is controlling who in such a situation could be difficult to determine.

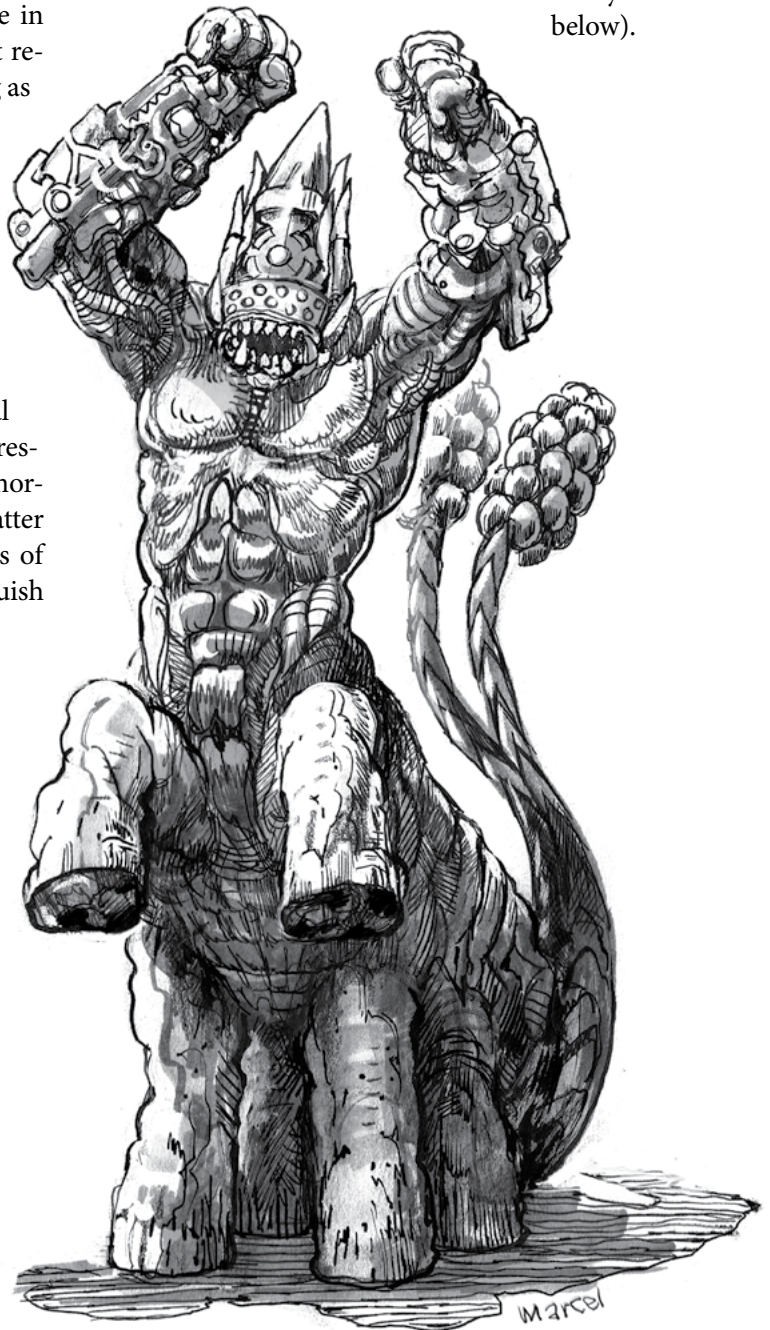
Standing roughly six feet tall, xenotaurs are massively built, cyclopean warriors with a heavily muscled torso that ends in a hexapedal abdomen that is reminiscent of the body of a terrestrial rhinoceros. More so than is found among a normal military culture, xenotaurs hold rank as a matter of pride, branding themselves with alien glyphs of rank and accomplishment in order to distinguish themselves from their fellows.

The varying classes fit individual niches within the xenotaur military structure. Incursion troopers are used to gather slave labor and are well equipped for the taking of prisoners while officers tend to be more concerned for their personal safety and deal out lethal damage with brutal efficiency. The commandos are often used for early recon prior to the deployment of a squad although they have also been known to attack hardened or strategic targets during a xenotaur incursion.

Force field: Although armored, xenotaurs leave little to chance when dealing with "primitive sub-creatures". Among the functions of their gauntlet's uses is the generation of an incredibly powerful, short-term, force field. For 1d3 rounds upon activation the

force field stops all incoming physical forms of attack. After use it requires one full hour to recharge prior to coming online.

Gauntlet: The gauntlet of a xenotaur is its lifeline to command. Multi-functional, the gauntlet contains communication systems, a small holographic projector (capable of projecting maps or images to a size of two feet), a laser grapnel for climbing, and the blast emitter (the damage and type of which vary and are detailed by class below).



XENOTAUR

	Incursion Trooper	Officer	Commando
Init	+1	+2	+3
Atk	tail flail +4 melee (2d5+2), blaster gauntlet +4 missile fire (3d4 subdual or lethal, range 200'), or catch grenade +4 missile fire (see below, 50' range)	tail flail +5 melee (2d5+3), blaster gauntlet +5 missile fire (3d4 subdual or lethal, range 200'), power lash +5 melee (see below, 15' range), punishment grenades (see below, 50' range)	tail flail +7 melee (2d5+3), sniper gauntlet +7 missile fire (2d14, range 600'), plasma glaive +7 melee or +7 missile fire (see below), stasis grenades +7 missile fire (see below, 100' range)
AC	12	14	12
Armor Die	1d4	1d5	1d5
HD	2d10	3d10	4d10
MV	45'	45'	45'
Act	2d20	2d20	2d20
SP	force field, gauntlet	force field, gauntlet, voice of command	force field, gauntlet, <i>hide</i> (as per USG, pg 82 scavenger skill)
SV	Fort +4 Ref +1 Will +1	Fort +0 Ref +10 Will -2	Fort +2 Ref +6 Will +0
AL	L	N	N

Voice of command: The tones and inflections of a xenotaur officer brook little argument. Any creature receiving an order from the officer must make a DC 10 Willpower save to resist compliance.

Beyond their gauntlets, xenotaurs have a number of other devices at their disposal. Items removed from the body of a slain xenotaur have a 20% chance of self-destructing, causing 2d4 damage to all within five feet. Items safely obtained still require study and training (GM's discretion) prior to use.

Catch grenades: Targets within 10 feet are encased in an opaque exopolymer bubble (DC 12 Reflex negates). The material of the bubble locks out all air, light and sound, trapping targets in a sense-depriving prison that can be used to punish as well as capture. For every full turn trapped in the bubble the victim loses 1d3 Personality (DC 15 Fortitude negates). The bubble holds air enough for only one hour and can be shattered by dealing 30 points of damage to AC 15. A trooper typically has 2d3 catch grenades upon deployment.

Plasma glaive: In the hands of a xenotaur commando this weapon can be used in melee as well as to project a massive bolt of plasma at a ranged target. In melee, the charged blade of the glaive strikes for 2d7 damage, reaching targets up to 10 feet away. The plasma bolt may be fired at a target within 50 feet and strikes its target for 2d10 damage but then takes 3 rounds to build up sufficient charge for another bolt.

Power lash: Both a symbol of authority as well as a weapon, the power lash is the weapon of choice among xenotaur officers. Reaching targets up to 15 feet distant, the power lash strikes for 1d5 damage and entangles its victim (DC 10 Reflex negates). Until freed, an entangled target continues taking 1d3 damage each round as the power jolts through their body. Using a stud in the lash's handle, the weapon may be set to deal subdual or lethal damage.

Punishment grenades: Used to quell unruly workers, the punishment grenade is a terrible weapon, the use of which most civilized beings believe should be prohibited. All creatures within a 15 foot radius

XENOTAUR

of the detonation are struck by waves of disorienting extra-dimensional energies. Victims immediately release their bladder and bowels in addition to uncontrollably, and violently retching leaving them helpless for 2d5 rounds (DC 15 Fortitude negates). Even after the primary effects have worn off, victims suffer a -1 die step penalty to all actions for 1 turn. Officers carry 1d3-1 punishment grenades with them.

Stasis grenades: Favored by xenotaur commandos, these grenades may be used offensively, or as a precautionary measure when infiltrating an area. Those caught in the silent, 10 foot wave of temporal energy are time locked for 1d4+1 rounds (DC 12 Fortitude negates), unaware of the passage of time. Time locked creatures may not be moved, damaged, or affected in any way until the time lock ends. Victims of stasis grenades are generally unaware that anything has happened.

Adventure Hooks

- Over the past week, mutants in the surrounding area have been vanishing without a trace. Unbeknownst to the locals, a squad of xenotaur has arrived to collect mutant specimens in preparation for the arrival of a science team.
- The party is in pursuit of a xeno-locust Hordemaster when they come upon a squad of xenotaur standing guard at a fissure, there to provide safe extraction of the Hordemaster. The Hordemaster takes any chance he has to escape while the xenotaur seek to hold off the party with everything at their disposal.
- A xenotaur commando has been assigned to observe the party. He will trail them cautiously, constantly recording and reporting back to his superiors on every movement, habit, strength, and weakness shown (to be used in a future encounter with xenotaur). If detected, he immediately seeks to “pacify” the witness prior to escaping.





YOWLING ATROCITY

YOWLING ATROCITY

(mucus moggie)

These tortured beings were once felines but through unknown machinations have devolved into tortured horrors of muck and fur. Yowling atrocities may be found virtually anywhere that mankind inhabited in the past or where larger wild cats roamed. No longer are they aloof cats, capable of snubbing and ignoring anyone they encounter, these beasts writhe in near-silent anguish until disturbed, and then share the song of their people's suffering for all to hear (and endure).

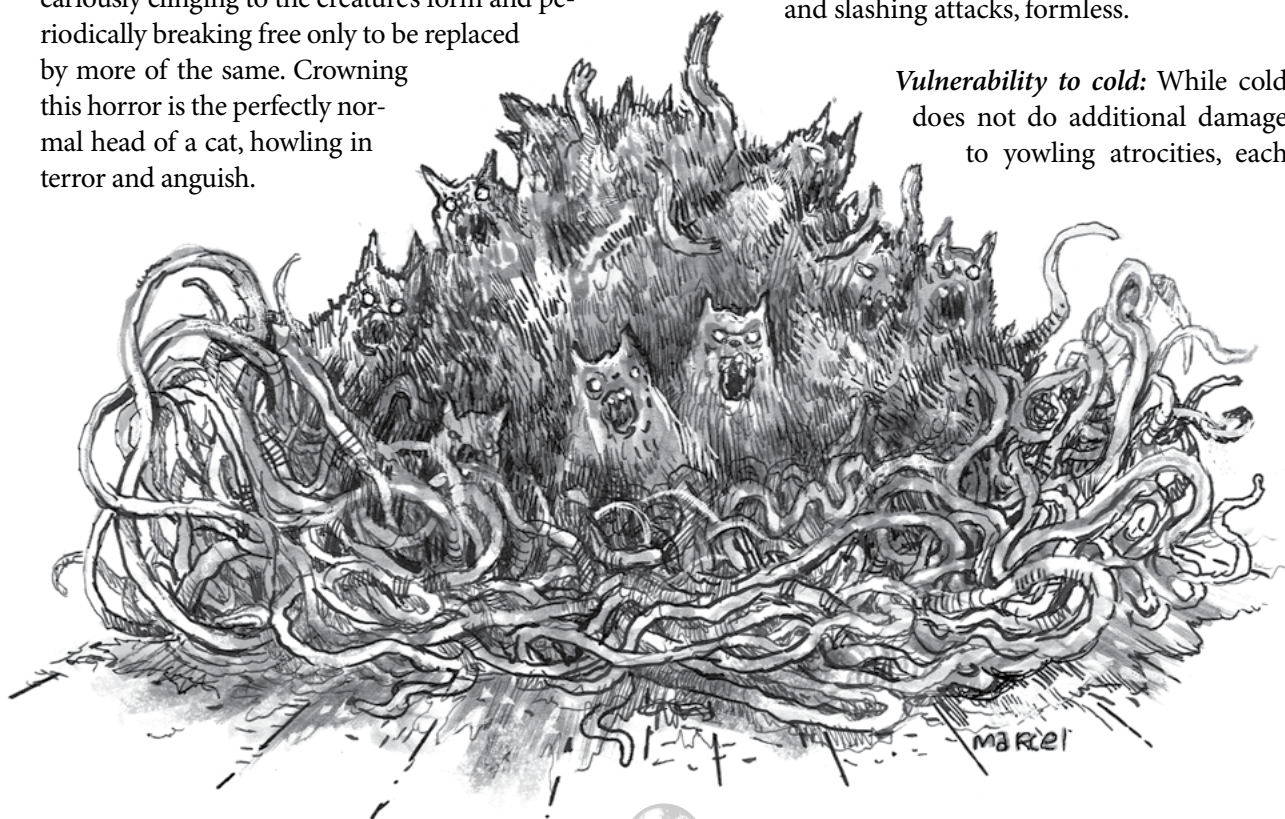
At first glance these creatures look like boneless cats, amorphous masses covered in short fur but, as they move, their true nature becomes obvious. Ropey strands of snot-like, fur-covered slime drip from their tortured forms as they rise and coalesce into vaguely cat-like forms. Thin trails of whiskers hang down, precariously clinging to the creature's form and periodically breaking free only to be replaced by more of the same. Crowning this horror is the perfectly normal head of a cat, howling in terror and anguish.

Caterwaul: As an action the atrocity may caterwaul. The piercing wail of the atrocity strikes to the very core of all sentient beings. The outpouring of tortured anguish is capable of overloading the minds of most who hear it. Listeners suffer 1d6 Intelligence damage, Willpower save (DC 18) for half, silence negates. Those reduced to less than 3 Intelligence move forward to caress and comfort the kitty...and are enveloped and digested (as below).

Disease: The phlegm retched from deep within the yowling atrocity is a thick stew of viruses, bacteria, and fungi. Those contracting the howling sludge lose 1 point from each physical attribute each day until the disease is cured or they too are permanently reduced to tortured slime howling in the darkness. The Fortitude save against the disease is 10+ the atrocity's HD type.

Slime traits: Takes half damage from piercing and slashing attacks, formless.

Vulnerability to cold: While cold does not do additional damage to yowling atrocities, each



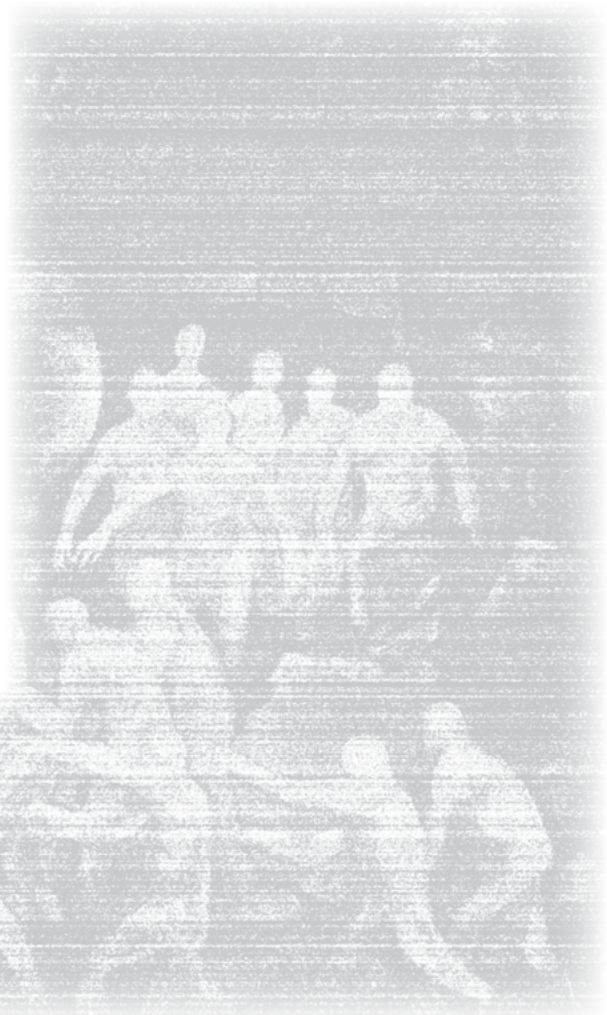
YOWLING ATROCITY

	Housecat	Puma	Liger
Init	+0	+1	+2
Atk	phlegmball +2 missile fire (1d4 + disease) or digestion (1d3)	phlegmball +4 missile fire (1d6 + disease) or digestion (1d8)	phlegmball +6 missile fire (1d8 + disease) or digestion (1d12)
AC	11	11	11
Armor Die	nil	nil	nil
HD	1d6	3d8	5d10
MV	10' or climb 5'	20' or climb 10'	30' or climb 15'
Act	1d20	1d20	2d20
SP	caterwaul, disease, slime traits, immune to fire, vulnerable to cold	caterwaul, disease, slime traits, immune to fire, vulnerable to cold	caterwaul, disease, slime traits, immune to fire, vulnerable to cold
SV	Fort +10 Ref -2 Will +4	Fort +10 Ref -2 Will +6	Fort +10 Ref -2 Will +8
AL	N	N	N

point of cold damage reduces their movement by one foot. When reduced below zero the creature is fully frozen, slowly thawing at a rate of one foot of movement per round unless kept frozen.

Adventure Hooks

- In the remains of an ancient laboratory a massive vat of slime births a yowling atrocity every week. The PCs must find a way to seal the vat forever.
- A housecat-sized yowling atrocity is drifting down a river, stunning and devouring everything it encounters. The fishermen are too terrified to approach it and request that the party cleanse this foulness from the waters.
- The party finds an ancient deep freeze unit, still barely functioning. It is filled with stored supplies for the taking, and a slowly thawing yowling atrocity.

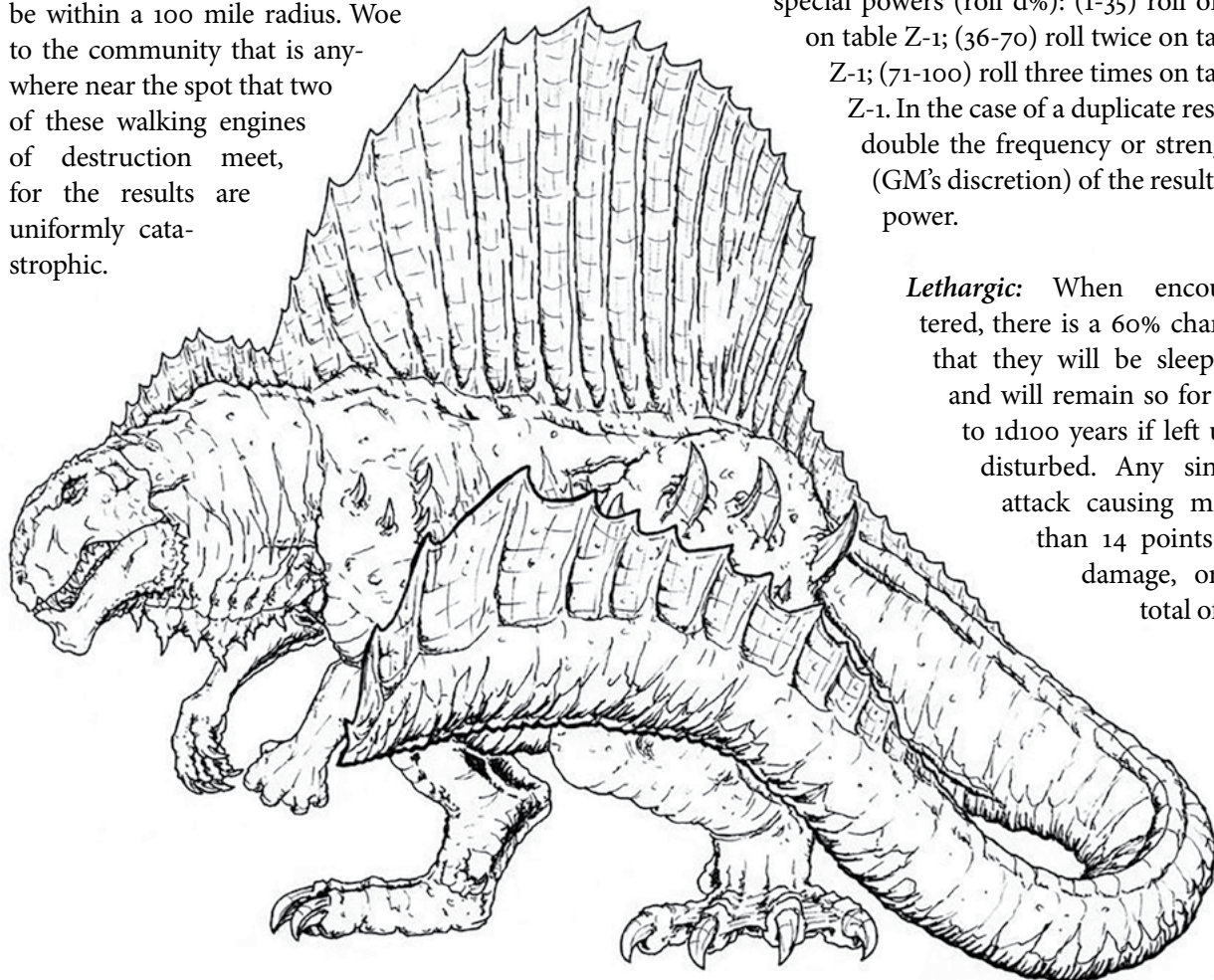




ZILLA

They say that even the gods themselves have nightmares and, if so, that must be where the creatures known collectively as zillas originate. Perhaps the result of ancient experimentation, or the creative capriciousness of a long forgotten god, these immense beasts are semi-bipedal, reptilian giants towering 5080 feet into the sky. The features and garishly colored appearance of each Zilla are unique.

Solitary by nature, these titanic beasts cannot stand the presence of their own kind. No mere hermits, zillas are self-genocidal to the point of stalking off to destroy any others of their kind that may be within a 100 mile radius. Woe to the community that is anywhere near the spot that two of these walking engines of destruction meet, for the results are uniformly catastrophic.



Zilla: Init -3; Atk tail swipe +18 melee (2d14+9), stomp +16 (3d14+9), bite +18 melee (4d10+9), or crush +14 melee (3d12+9); AC 13; Armor Die 2d8; HD 12d16+30; MV 120'; Act 4d20; SP fearsome, gifts of the glow, lethargic; SV Fort +12, Ref -4, Will +8; AL C.

Fearsome: The mind-shattering terror induced by the appearance of a zilla causes creatures of 2HD or less to immediately flee (no save). Creatures of 3 to 5 HD may resist with a DC 15 Willpower save while creatures of 6HD or greater are immune to this effect.

Gifts of the glow: Each zilla has a number of special powers (roll d%): (1-35) roll once on table Z-1; (36-70) roll twice on table Z-1; (71-100) roll three times on table Z-1. In the case of a duplicate result, double the frequency or strength (GM's discretion) of the resulting power.

Lethargic: When encountered, there is a 60% chance that they will be sleeping and will remain so for up to 1d100 years if left undisturbed. Any single attack causing more than 14 points of damage, or a total of 25

ZILLA

Table Z-1: Gifts of the Glow

Roll 1d14	Result
1	Radioactive hellfire: The zilla breathes a brilliantly colored cone of flaming death (measuring 100' long x 35' wide). All creatures within the area suffer 3d20 damage (DC 15 Ref for half). Requires 1d3 rounds to recharge.
2	Unstoppable: The zilla regenerates 1d4 hp/round even after being reduced to a point which would otherwise kill it. The beast may only be permanently slain by (roll 1d5): (1) a raging inferno; (2) complete immersion in acid; (3) being frozen; (4) being reduced to pieces no greater than 1 cubic foot; (5) electrocution by a minimum of 10d10 gigawatts.
3	Robotic: Unlike its kin this zilla is entirely man-made, created in a long-forgotten weapon factory. The zilla is immune to any effect requiring a Will save and its Armor Die increases by +1 die step.
4	Indestructible hide: The zilla's thick armored hide is virtually impervious to attack. The creature's Armor Die improves by +1 die step.
5	Caustic contamination: The zilla's form is permeated with radioactive contamination. The merest contact with the creature inflicts 1d5 damage while extended physical contact lasting 1 turn or more causes the victim to be permanently contaminated, causing permanent sickness or mutation (DC 15 Fort negates).
6	Icy aura: The zilla radiates an aura of blistering cold 30' in all directions. Anything within the aura suffers 1d3 points of damage per round and additionally suffers 1 point of Stamina damage (DC 10 Fort negates). Any area occupied by the beast for 10 minutes or more is wholly frozen.
7	Kung-fu: Somewhere in the creature's ancient past it was exposed to some form of martial art. The zilla is capable of using this fighting prowess to devastating effect, allowing it to throw high-flying kicks at targets of equal or greater size. Flying kick +18 melee (2d16+9).
8	Energy eater: All energy-based attacks against this beast do no damage, they instead heal the creature for half of the damage result. Being near large energy sources (like reactors or volcanos) allows the beast to regenerate one HD per round.
9	Devastating roar: The leviathan releases a powerful roar that causes all creatures within 100' to suffer 2d8 damage. The unbearable volume of the roar causes permanent deafness (DC 15 Fort negates) and the sonic shockwaves knock victims back 2d8 feet, leaving them prone (DC 15 Ref negates). Fragile materials, such as glass or ceramics, are instantly destroyed. Requires 2d3 rounds to recharge.
10	Hypnotic markings: The bright colors and strange markings of the zilla sway the minds of all who look upon them. Onlookers failing a DC 13 Will save are mesmerized and held fast for 1d6 rounds.
11	Alternative locomotion: The zilla is capable of moving through another medium at its normal rate, whether flight by wings, tunneling with claws, swimming, etc.
12	Laser gaze: The zilla releases crimson blasts of deadly energy from its eyes, igniting both foes and the landscape in a 15' targeted area anywhere within line of sight for 6d6 damage (DC 15 Ref for half). All flammable targets struck burst into flame, suffering an additional 3d3 damage per round until extinguished.
13	Conjoined twin: A true freak, even among its kind, the zilla has a conjoined twin emerging from its body (Roll 1d5): (1) extra head; (2) extra arms; (3) extra tail; (4) extra legs; (5) full creature joined at (GM's discretion). The zilla gains 1 action die and attacks as appropriate.
14	Electrical discharge: Like a nightmarish electric eel, the zilla generates and stores bioelectricity which it can then release. Lightning arcs from the zilla's body striking 1d4 creatures within 100' for 2d24 damage (DC 18 Ref for half). Requires 2d5 rounds to recharge.

ZILLA

points of damage from multiple attacks, will awaken the beast. Once awake the zilla is still sluggish and spends the next full turn gathering its bearings (-3 die steps on all actions).

Adventure Hooks

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



ZOMBIES

ZOMBIES

	Blink	Chrono	Melting	Petrol	Rave	Silver
Init	+2	+10*	-4	-3	+1	-2
Atk	bite +2 melee (1d3)	phlegmball +4 missile fire (1d6 + disease) or digestion (1d8)	burning touch +3 melee (1d4+burn) or boiling flesh glob +1 missile (1d3+burn, 5/10/15)	bite +3 melee (1d4) or petrol-vomit +2 (see below)	thrashing limbs and bites +3 melee (1d4)	bite +4 melee (1d4)
AC	9*	11	8	9	11	7
Armor Die	[1d3]	nil	[1d3]	[1d3]	[1d3]	[1d5]
HD	2d6	3d8	3d5	3d6	2d7+2	4d6
MV	20**	20' or climb 10'	15'	25'	20'	20'
Act	2d16	1d20	1d20	1d20	2d16	1d20
SP	un-dead traits, *not there, **teleporting mob	un-dead traits, random move and actions, chrono infection	un-dead traits, radiation zone, burning embrace	un-dead traits, petrol sickness, explosive	un-dead traits, infectious dance	un-dead traits, babbling wail, regenerates 1hp per minute
SV	Fort +2 Ref +2 Will +2	Fort +3 Ref +3 Will -2	Fort +4 Ref -4 Will -2	Fort +5 Ref -3 Will +2	Fort +3 Ref +1 Will -2	Fort +4 Ref +1 Will +3
AL	C	C	C	C	C	C

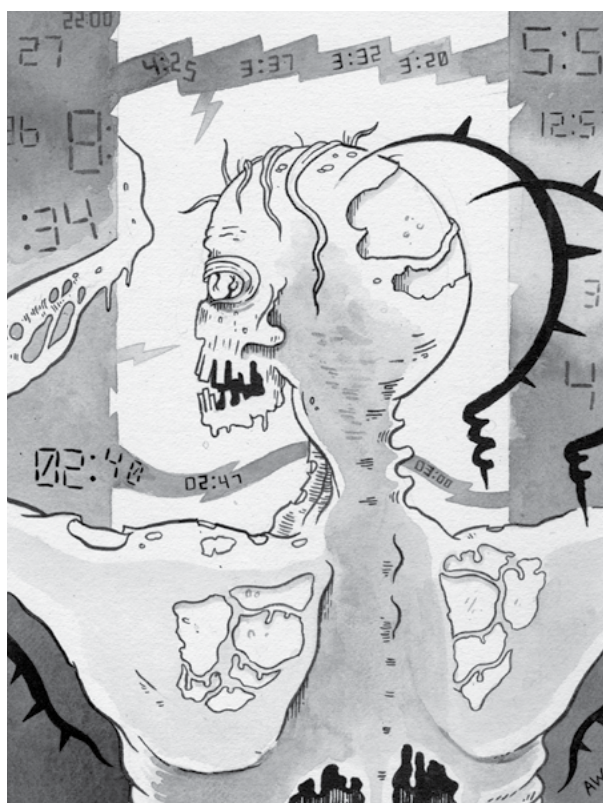
BLINK ZOMBIES

These zombies have the same appearance as “normal” zombies but seem to constantly blink in and out of existence. Caught in a flux between dimensions, they exist in many places at once. Any time an attack is made against them there is a 33% chance it will automatically fail due to them not being in this dimension at the moment. Even if they are “present” and successfully hit, all physical attacks only do half damage.

Once a group of blink zombies spot some prey, there is a 25% chance per round they move to engage that they will teleport during one of the times they blink out. Their target must make a Reflex save (DC 12) or be surrounded by the teleporting mob, allowing the mob to all attack using a d24 action die. Success allows the target to be just out of melee range of the mob.



ZOMBIES



CHRONO ZOMBIES

Similar to blink zombies, chrono zombies are caught in a temporal anomaly that causes them to move in fluctuating timestreams. This means their Move rate and number of actions each round are randomized. When traveling in a group, the individual temporal anomaly tends to sync together so each group moves in a similar timestream at the same moment.

Victims of a chrono zombie attack suffer a permanent aging effect that either increases or decreases their current age. The nature of this effect is determined by rolling 1d12 - 1d12. If the number is positive, their age is increased by that many years. A negative result reduces their age instead.

On a critical hit, the chrono zombie infects the target with a shard of its temporal anomaly. For the next hour, the target must roll % each turn to determine if they are suffering from *Haste* (1-50) or *Slow* (51-100) spell effects. Once the effect type is determined, roll 1d7+15 for the effect result on the appropriate spell (DCC RPG, pg 221 for *haste* and pg 228 for *slow*). Each turn spent hasted will age the victim 1d4 years and each turn slowed will decrease the victim's age by 1d2 years.

Anyone who dies of the aging effects of a chrono zombie will raise as one in 1d5-1 (0-4) hours.



MELTING ZOMBIES

Saturated in various radiations, these zombies are always in a constant state of melting from the intense heat being radiated from the core of their bodies. Due to some twisted magical effect, they have an endless supply of flesh to slough off in hot, bubbling gobs. Melting zombies move with a pained, shuffling gait that always leaves an obvious trail of mildly radioactive, melted flesh behind them. In dim light or darkness, their radioactive innards glow brightly. Any heat or radiation detection equipment will show them lit up like an X-mas tree.

All attacks inflicted by a melting zombie will continue to burn for one round, inflicting an additional 1hp of damage each. Any highly combustible materials damaged or touched by their bubbling flesh have a one in six chance of igniting.

Just being within 100 feet of one of these un-dead is dangerous as a Fortitude save (DC 8) must be made

ZOMBIES

each full turn or suffer 1d3 temporary Stamina damage from radiation. This save must be made every round if one is within melee range.

Should a melting zombie score a critical hit in melee combat, this will mean it has wrapped itself around the victim in a crushing hug that delivers 1d4 crushing and 1d6 burning damage automatically each round until a Strength check (DC 14) is made to free them.



PETROL ZOMBIES

Petrol zombies are a form of mutated un-dead that produce petrol in their guts. They are slightly quicker than their cousins. There are usually 1d3+1 petrol zombies in any small group and 2d6+1 in larger zombie herds. They attack by biting or vomiting petrol. Any character that is hit by petrol-vomit must make a Fortitude save DC8 or suffer petrol sickness, 1d3 Stamina damage and roll 1d7 on the table below:

Petrol zombies are highly unstable and fire attacks against them causes explosions for 2d6 damage to everyone within a radius of five feet plus 1d6 burning damage per round until extinguished (Reflex

Petrol Zombie Effects

Roll 1d7	Result
1	Make another Fort save DC 12. Failure means all the effects below plus a final Fort save DC 12 vs. death in 3d7 days as cancerous boils erupt on the body. Upon death the character resurrects as a new petrol zombie.
2	Unconsciousness – Unconscious for the next 1d6 hours.
3	Acid damage – The extreme toxicity does an additional 1d6 acid damage to all exposed skin.
4	Extreme fatigue – For the next 1d5 hours all rolls are reduced by 2 on the dice chain.
5	Vision loss – For the next 1d3 hours, all vision related skills are reduced by 2 on the dice chain.
6	Confusion – For the next 1d3 rounds, the mind is racked with hallucinations making combat difficult. Roll 1d3: 1 – attacks are directed towards allies 2- no attack possible 3- attacks are rolled as normal but crits are not possible.
7	Difficulty breathing – For the next 1d3 rounds, exerting the body is much more difficult and scales down one die to reflect the extra labor required.

save vs. DC 15 to extinguish). In addition, there is a 60% chance that any other petrol zombie in the blast radius also immediately explodes. Those that don't explode have a 40% chance to explode each round they are on fire.

Petrol zombies are un-dead and thus do not eat, breathe, or sleep. They cannot be charmed or held and are immune to other mental effects. While cold damage normally does not affect un-dead, against petrol zombies cold damage can be a means to prevent an explosion. Clerics are able to turn them with a holy smite resulting in a 50% chance of explosion.

Fuel can be harvested from a petrol zombie provided the stomach cavity has not been punctured during combat. Up to a gallon of fuel (1 Fuel unit) can be gained this way. It is possible to boil the corpse and extract more fuel. This produces a substance that is too impure for vehicles but produces good, but

ZOMBIES

smelly, oil for lanterns. The long-term effects of producing oil in this manner are usually deadly.



RAVE ZOMBIES

These crazed un-dead can spontaneously raise from the corpses of Technos Discos followers (usually in groups of three or more) or can be created by necromancers that have learned to raise the dead with enchanted music. It is unknown if this necromantic raising process taps into the power of the Terrible Bringer of Beats or another, more vile, source of horrifying melodic energy.

These zombie like creatures tend to dress in remnants of garishly colored clothing and usually are adorned with at least 2d4 eternal chemiluminescence accessories (usually bracelets, necklaces, or other bubbles). There is a one in six chance for each rave zombie to be armed with a glowstick flail (damage 1d4+1, eternal dim-light radius 15 feet) that spontaneously appeared when that rave zombie was raised. Also, techno dance music emanates from their bodies loud enough to be heard up to a quarter mile away per three rave zombies present.

Rave zombies are constantly dancing, even while running. Any magics or effects that cause them to be totally immobile will inflict 1 point of damage per round to them as they attempt to gyrate against their bonds. This will also silence the music radiating from their bodies.

Anyone within 100 feet of a group of rave zombies must make a Willpower save (DC 8+1 per three rave zombies in the group) or be compelled to dance. Other actions can be attempted while dancing but they suffer a -2 die step penalty. Each round spent dancing requires a further Fortitude save (DC 8+1 per three rave zombies in the group) or suffer 1 point of temporary Stamina damage. Anyone reduced to 0 Stamina by dancing will die and raise as a rave zombie in 1d3 turns. The only way to free dancing victims is to kill all of the rave zombies or prevent them from dancing for at least one minute (10 rounds).



SILVER ZOMBIES

Animated by rogue nanites originally intended for medical purposes, these zombies tend to have a metallic tinge to their rotting flesh. Also, their brains are generally more active and alert. They can still talk

and will constantly rant about how horrible it is to be dead, how hungry they are, or about something they were trying to do with their lives before they died. This loud babbling will unnerve anyone who hears it for more than three rounds. After this a Willpower save (DC 13) must be made or the victim will suffer a -1 die step to all actions as they will attempt to “not listen” to the babble.

Anyone injured by a nano zombie must roll under their Luck after the encounter or they have been infected. This will have no immediate effect but when they ever reach 0 or less hit points, they will definitely die and raise as a nano zombie shortly after. This will most likely surprise the compatriot that attempts to check their body after combat.

Adventure Hooks

- The party comes across a functioning gas station, supplied by petrol zombies. The mutant running the place talks to the party of harassment and threats to his supply of fuel, hiring them to take care of things. Unfortunately, the harassment and threats come from the families of the corpses stolen and converted for the mutant's enrichment. The party must pick a side, fuel or family. The greater mystery is how the mutant turns corpses into petrol zombies. That knowledge could be priceless.
- The biggest party ever is taking place in the far reaches of the Vast Wasteland, but not many folks are taking part willingly. The followers of Technos Discos have revived an ancient ceremony — that of the blazing man. Such a ceremony requires a great sacrifice and what a sacrifice it will be. No less than ten high priests and priestesses of Classica are to be burned in the great fire at the culmination of the rites. With hundreds of rave zombies in one place, the combined power is truly a deadly challenge. Will the party choose to rescue the clergy in the name of Classica, or shall they party for a week without a care?
- Last week a silver zombie wandered into town from the wilds, complaining about how awful it was to be dead. He wandered into a saloon, bemoaning his thirst and an inattentive bartender served up the local homebrew to the garrulous corpse. The zombie ceased speaking, got up, and left (much to the chagrin of the unpaid bartender). Last night the zombie came back, with friends. The creature fumbled payment onto the bar and gestured for a round for the table. Sure, the zombies are paying for drinks now but if their numbers continue to grow exponentially there could be a real problem so, you guessed it, the party is hired to watch the doors and keep things peaceful.



ZOMBIE MONKS OF THE CYBERHIVE

ZOMBIE MONKS OF THE CYBERHIVE

Zombie monks are humanoid corpses that have been cybernetically resurrected to serve the Earth Brain of the Cyberhive. They travel in packs of 6 to 24 to communities throughout Umerica, singing hymns in machine code (think of the beeps, screeches, and whirs of a fax machine phone line). If approached in a non-hostile manner, they will be happy to dialogue. While not brilliant conversationalists they will, speaking always in unison, answer most any question asked.

When a troupe of zombie monks reach a community, they speak loudly and in unison the Cyberhive's desire for all of their recent dead in trade for gifts of technology. If the community capitulates, the zombie monks leave gifts of simple but useful technology. If they refuse, the zombie monks will search the area for any recent graves and exhume the bodies. If they are attacked at any time, they begin signing their battle hymn and slay all attackers as neatly as possible, so as to leave intact corpses. Once their wagons are full of preserved corpses, they return to the Floating Tower of the Cyberhive or whatever location the troupe is based out of.

Should a troupe encounter a recent battlefield or roadside grave, they will collect all of the corpses and offer any survivors present basic aid or gifts. Any attempts to recover the corpses from their wagons will be considered an act of theft.

Zombie monk (lay ghoul): Init +0; Atk cyberclaw +1 melee (1d6) or power beam +2 missile (1d6, range 40/80/120); AC 12; Armor Die: [1d3]; HD 2d8; MV 30'; Act 1d20; SP battle hymn, gifts, regenerate; SV Fort +4, Ref +0, Will +0; AL N.

Battle hymn: When three or more zombie monks are engaged in combat they "sing" their battle hymn, which is a cacophony of painful electronic noise. Everyone within 100 feet that is not deaf must make a Willpower save (DC12+1 per additional three monks) or have their action dice lowered by -1 die step until the singing stops. A new save must be made every round.

Gifts: In addition to corpses, the zombie monks' wagons carry several technological items to give as gifts to communities that cooperate. These devices are all run by small quantum flux batteries that will deliver power for at least 1000 years. To see what devices are in a particular wagon, roll 1d5 on the table below. On average, there will be 2d6 devices per wagon.

Devices Found in Wagon

Roll 1d5	Result
1	Convection oven (big enough for a 15 pound roast)
2	Air conditioner (can cool roughly 5000ft ³)
3	Mini-fridge (interior volume 4ft ³)
4	Water filtration system (five gallons a day, no filter changes needed)
5	Space heater (can heat roughly 5000ft ³)



ZOMBIE MONKS OF THE CYBERHIVE

Regenerate: Once damaged, a zombie monk's nanites will begin repairing all injuries at a rate of 1 hit point per turn. If brought to 0 hit points, they will be damaged beyond repair and cannot regenerate.

Adventure Hooks

- During their travels, the party comes upon the carnage of a large battle less than a day old. Wandering among the casualties are what appear to be the walking dead dressed in matching robes. They seem to be collecting the most intact corpses into a waggon, all while making electronic screechy noises in unison.
- While staying the night at a prosperous community's tavern, the party wakes to the sounds of horrible electronic screeching. As they stumble from their beds, the nightwatch is begging for them to help stop some zombies from stealing their dead from the local graveyard.
- After a strange encounter with a bright glowing light, the party awakes lying on the ground with several corpse-like beings standing over them. They seem to be disappointed that the party was only unconscious...





БОГГЕР

BERNICE (TRASHLODYTE SEER)



BOSSSES!

BERNICE

(trashlodyte Seer)

On the outskirts of the ruins of the ancient city of Detritt, deep within a labyrinth of trash and refuse lairs Bernice — trashlodyte mystic and recycler of legend. Affable if approached without hostility, she cares more for maintaining and expanding her hoard of things (they're important, she needs them) than anything, including her own wellbeing. Her followers approach to the edge of her web of cast-off waste, leaving offerings of food and other essential supplies by way of appeasement.

Content to live among her collected hoard, Bernice is still willing to use her gifts on behalf of those who would grant her a proper offering. Those who approach her labyrinth of leftovers are hailed by her followers to learn the nature of the visit. Looters who merely wish to attempt to plunder for tradable goods are immediately attacked but those who come seeking her wisdom are advised to prepare a proper offering (measured in cubic feet as opposed to trade value) prior to entering the maze alone. Just prior to entry, her followers send up a single blue flare (those untrusted souls who may be a threat are heralded by a green flare), signaling her. Seeing the flare, Bernice will stop and wait for the supplicant to find her. Wholly aware of all things in her hoard, she uses the path chosen to find her as a part of her trashomancy.

COMMON FOLLOWERS

Bernice's labyrinth is watched over by her 2d100 followers, each a trashlodyte hoping to someday be worthy to take Bernice's place within the hoard. Bernice's followers will defend her collected trashcum-berance to the death.

Additionally, Bernice is never without her semi-corporeal orange and white feline familiar "Skippy".

Skippy (phantom pheline): Init +5; Atk bite +3 melee (1d6+Luck drain) or claw +5 melee (1d4+Luck drain);

AC 16; Armor Die nil; HD3d8+3; MV 100'; Act 3d20; SP doomgaze, Luck drain, phantom, sure-footed; SV Fort +3, Ref +5, Will +5; AL N.

Doomgaze: As an action, once per day Skippy is capable of gazing into the soul of a target and bringing doom raining down upon them. The target must merely be within line of sight from Skippy and, should they fail a DC 15 Willpower save, they are immediately (and temporarily) reduced to a Luck of 1 for the span of one day. During this time, any additional foes will always attack the Luck 1 individual, meteors will fall from the sky (potentially harming or killing them), etc. at the GM's discretion.

Luck drain: Each hit from Skippy drains a temporary point of Luck from the victim. Should the victim's current Luck drop to zero, additional hits begin reducing the permanent Luck score of the target. Targets drained to zero permanent Luck immediately and permanently die, in the most humiliating and strange fashion possible.

Phantom: Skippy is normally intangible and cannot be hit with mundane physical weapons.

Sure-footed: Skippy may take his full movement across any solid surface, no matter its spatial orientation. He can run up smooth walls, dash across ceilings to drop onto targets below, or wend his way over the most complex and broken of surfaces, with no loss of movement rate.

AMBITIONS

Bernice simply wishes to expand her pile and help others. So long as everyone is on board with that, there will be no trouble.

RESOURCES

A sprawling, litter labyrinth that covers more than two square miles, filled to brimming with any number of useful items that Bernice always finds just at hand.

BERNICE (TRASHLODYTE SEER)

Bernice, Oracle of Old Detritt: Init +0; Atk clawed hands +3 melee (1d4+1 plus disease) or +3 melee by weapon; AC 12; Armor Die 1d7; HD3d8; hit points 15; MV 30'; Act 1d20; SP disease (DC 12 Fort save or contract disease), trashomancy, very useful, what's all this then; SV Fort +3, Ref +3, Will -0; AL N.

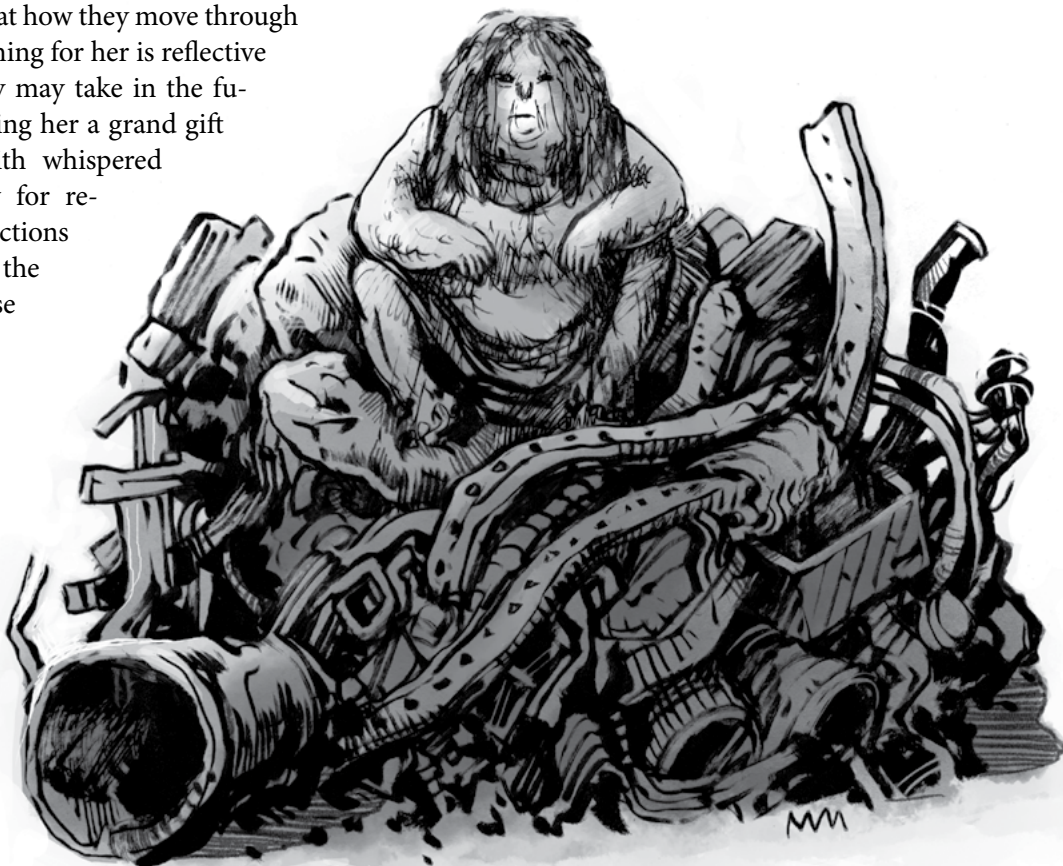
Disease: Those clawed by Bernice risk infection with Needisn-dattoo Fever. The disease erodes the will of the sufferer while altering their genetic profile to be more akin to the trashlodyte. Victims lose 1 point of Personality per day. If untreated until the patient's Personality score drops below 3, the victim is no longer capable of discarding anything...ever. They are forced to amass ever greater levels of junkumbrance but, not being a true trashlodyte, none of it will be useful. Victims are allowed an additional saving throw once per week.

Trashomancy: Bernice is wholly in tune with her surroundings, having built up this collection over her lifetime. Because of this, she has developed a preternatural awareness of all things in the maze, and understands that how they move through her lair while searching for her is reflective of actions that they may take in the future. Those who bring her a grand gift are bequeathed with whispered insights that allow for re-rolling any 1d3 actions over the course of the next week. Those who pose a threat to her in her maze must make a Luck check prior to each attack, failure indicating that misfortune befalls

them (doing 1d3 points of damage and causing a -2d penalty on the associated to hit or spellcheck roll).

Very useful: Travelers in need of basic items may attempt to trade with the trashlodyte. 1d8 times per day, Bernice may pull one random, simple (but directly useful) item from their junkumbrance. Whatever the item is, it will be useful to the person dealing with the trashlodyte.

What's all this then: Once per round, as an action Bernice may pull a makeshift weapon from the piles within her maze. Roll 1d12 to determine how many steps along the dice chain the weapon is for damage (1d4 to 1d30). The item may be immediately used in that round, but only functions once (regardless of a hit or miss) before being irreparably reduced to so much useless junk. Additionally, if her opponent is only able to be hit by certain types of damage, whatever is pulled from the pile will do that sort of damage.



CARL AUGH M.D.

(power wight boss)

With an intelligence dwarfing even that of his closest rival, Dr. Augh is the foremost medical authority at Shelly Surgical Center within the Citadel of Scrap. The doors of the surgical center are open at all hours, day or night. Patients suffering from even the most benign ailment or injury are welcomed for treatment by the towering surgeon. Standing just over seven feet tall, the Doctor is an imposing figure. That, coupled with his willingness to treat anyone, no questions asked, has kept the majority of gang-related violence away from the medical center. Of course, there *is* another reason...

People have been known to see Dr. Augh and never be heard from again.

Dr. Carl Augh is a paragon among greater power wights. His ability at reasoning is unparalleled and his understanding of human medicine is encyclopedic. Treatment by the Doctor is rolled as per lay on hands performed by a cleric of the wasteland with a +8 spellcheck (rare failures indicating a lack of the needed supplies at hand). He is also capable of repairing cybernetic enhancements as many a cyborg in the citadel is the result of the Doctor needing more raw materials for his experiments ("Sorry about that sliver in your finger, we'll need to amputate the arm").

COMMON FOLLOWERS

The staff of the surgical center all are in the employ of Doctor Augh, although many have no knowledge of his true nature, or his experiments.

UPSTAIRS

This is the publicly seen area of the surgical center. The two stories above ground are accessible to the average person, so long as they can show reason for being there. Nosy folks are not welcome.

- Human nurses (10 on shift per rotation): The nursing staff of the surgical center are ordinary humans who believe in what they do. They will not get involved in combat and will run for help at the earliest opportunity. They perform basic triage but only provide basic first aid



(heal 1d3 to any injured human or mutant) as per the Doctor's standing orders that he treat all patients personally if possible.

- Mutant administrators (four on duty per rotation): The mutants selected to work the paperwork realms of the surgical center (tracking and trading for supplies, monitoring patient records, etc.) are specifically chosen for mutations that heighten their intelligence, a desirable trait for the Doctor's experiments in the basement.
- Greater power wight security (4): Two large security guards are on duty at the entrance to the surgical center at all times with the other two patrolling the small building.
- Lesser power wight janitors (4): Unable to perform more than basic tasks, the day to day cleaning of the surgical center is handled by "special" members of the community. These power wights were created using locals suffering from traumatic head injuries and their families are grateful to the Doctor for helping their family members provide for themselves.
- Human/mutant patients (2d10): There are always patients in the surgical center and the locals are VERY protective of the Doctor. Good healthcare is hard to find and good healthcare that costs only a few bits of trade goods is even more uncommon.

CARL AUGH M.D. (POWER WIGHT BOSS)

DOWNSTAIRS

Away from the prying eyes of the community is the secret lab of Dr. Carl Augh, where he carries out his experiments with the help of his assistants.

- Greater power wight nurses (8): The work that the Doctor does is complicated, and his two hands cannot keep up with the number of adjustments required during his experiments. These power wights behave as an extension of his own self, anticipating his needs and instructions. In combat, if assisting the Doctor the nurses gain a +d3 to their actions.

AMBITIONS

Still struggling to understand what twist of fate or medical miracle created his towering intellect, Dr. Augh works day and night to recreate his intelligence in another of his kind. His numerous experiments do leave him with a need for regular “deliveries” of spare parts. The Doctor has the following goals:

- Maintain good community relations, by any method required, to maintain a steady flow of available donors.
- Understand and replicate the events leading to his creation.
- Create a large enough number of his equals to allow for gradual transfer of governmental controls from humanity and mutant-kind to their betters.

RESOURCES

Doctor Carl Augh has the full resources of his medical center at his complete disposal. This includes medicines, first aid supplies, and medical equipment that could easily be repurposed as weaponry should the need arise.

Carl Augh M.D. (greater power wight): Init +2; Atk bash +9 melee (1d6+4) or by weapon +8 melee or ranged (dam+4); AC 14; Armor Die [1d4]; HD 8d12+8; MV 25'; Act 2d20; SP towering intellect, un-dead immunities and crits, ignore crit, absorb electricity, enhancements, necromantic talents, able student; SV Fort +10, Ref +2, Will +15; AL N.

Able student: The Doctor has mastered the following fields: general medicine +8; immunology +4, dermatology +6, endocrinology +4, neurology +4, cyber-

netics +6, transplant hepatology +4.

Armor plating: Doctor Augh has inserted subdermal, micro-armor plates into his body, increasing his AC by +1 and increasing his Armor Die by +2 die steps, Impervious.

Extendable arm, advanced: Doctor Augh's left arm can rapidly extend 20 feet farther than normal. This can be used to deliver a surprise melee attack (treat as a backstab, once per combat).

Might augment, advanced: By way of a number of extended treatments, the mad doctor has permanently infused his musculature with negative energy and gains +3 to all rolls involving Strength, including to hit and damage rolls.

Negabolt caster, advanced: Doctor Augh has managed to do away with the traditional, bulky electrodes of his kind and has replaced them with wireless technology drawing in ambient negative energies from around himself. He can reverse this flow, firing bolts of negative energy from his hands with great precision and even controlling the power level of the bolt's output (negabolt +7 ranged, 1-3d5 damage, range 20/40/80). This requires an action and they can only generate one bolt every three rounds. Any un-dead hit by this bolt will actually heal instead of suffer damage.

Speed augment, advanced: Carl Augh has permanently supercharged his brain's motor centers with negative energy granting him an extra 1d24 action die.

Towering intellect: In addition to the special abilities common to his kind, the mind of Doctor Augh is such that he can never be surprised. Further, his foresight is so great that plans made against him run the risk of already having been foreseen and countermeasures already being in place. In the case of well thought out stratagems Augh need only succeed in a Willpower save versus a DC of 12 + the highest Intelligence bonus among the adversarial group. With a success he has already prepared for such a plan and has already devised countermeasures against it (GM's discretion).

COL. S. JACKSON (THINK TANK BOSS)

COL. S. JACKSON

(think tank boss)

*"Col. S**** Jackson, a man barely alive. We can rebuild him. We have the technology...or we could stick him in a really, really big tank!"*

— Unknown officer, days before his horrible death.

The mind within this massive think tank is that of former astronaut, Col. S. Jackson. After a crash left him clinging to life, a secret government project toyed with the idea of reassembling his body with a variety of bionics however, since the latest think tank model (code name: Troll) had been completed, his mind was placed inside the mechanical chassis instead.

Unable to comprehend a world where the government has fallen while he has not been defeated, the Colonel roams the wastes of Umerica expanding the size of his entourage of military mechanicals. Gifted with a mind capable of great stratagems, it is rumored that Col. Jackson forced the Armageddon Dragon to change course after a prolonged engagement where the think tank repeatedly raked the colossal beast with its atomic lances to the point where the tank glowed white with the heat.

Utterly ruthless, the Colonel is not swayed by thoughts of civilian casualties. Anything in the engagement area is either friend or foe. There are no recognized neutral parties.

COMMON FOLLOWERS

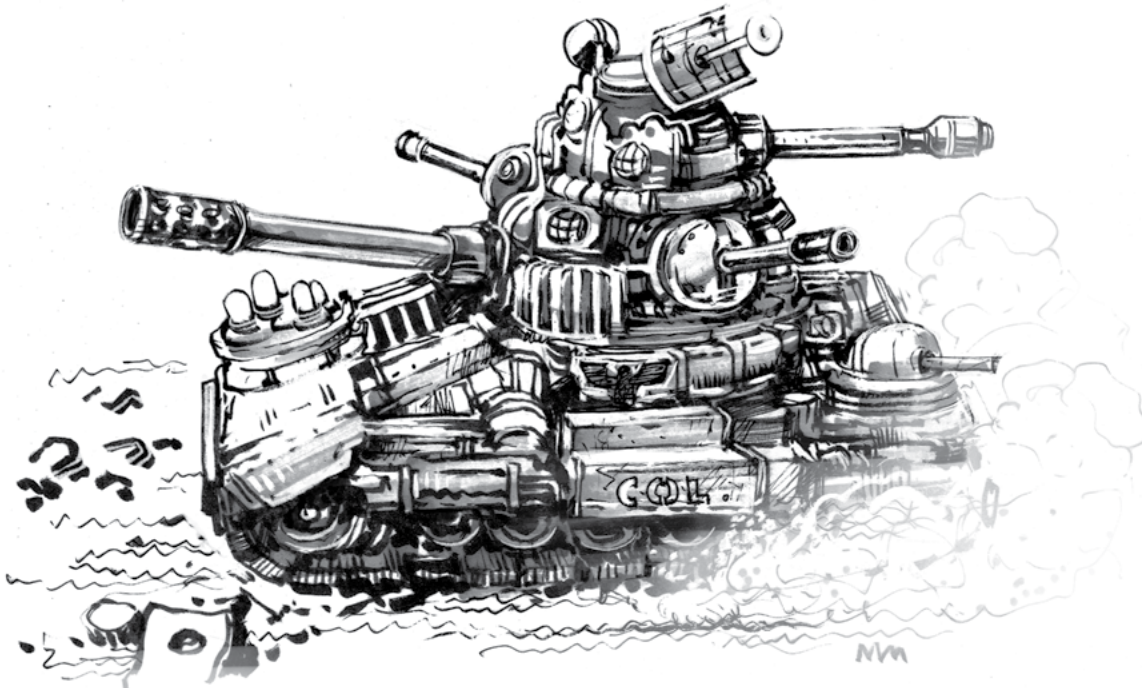
Col. S. Jackson is followed by a massive retinue of military robotics and mechanoids.

Encountered at his "camp" the Colonel is accompanied by the following.

- 4d30+20 Robots (gun-bot) – Shock troops
- 3d24+10 Robots (sentry-bot) – Border security
- 2d20+5 Robots (constru-bot) – Repair and maintenance
- 2d20 Robots (game-bot) – Air cav.
- 1d10 Think tanks – Armored cav.
- 2d50 Tru-pets (guardian) – Infantry
- 5d100 Robots (custodio-bot) – Resource acquisitions

AMBITIONS

Col. Jackson seeks nothing less than the total restoration of national order. In order to achieve this, he travels from one military installation to the next, seeking out new codes to allow him to grow his force and unlock resources to allow him to rebuild



COL. S. JACKSON (THINK TANK BOSS)

the military systems. The Colonel has zero tolerance for alien military forces and will immediately engage xenotaurs and other interplanetary and interdimensional forces. Local-based paramilitary groups will be offered the chance to serve under the Colonel. Those refusing to do so are classified as enemy combatants and neutralized.

Beyond near endless battle, the Colonel has the following goals:

- Resupply and maintain his current military forces.
- Recruit more forces into his command.
- Repair and reopen military bases, manning them with his forces supported by local militias.
- Obtain military command codes to further his ends
- Rebuild the continental military command and control structure.

RESOURCES

A network of hidden military bases across the American wastelands, each fully manned and filled with supplies for repair and resupply.

A convoy of “autonomous vehicles” (actually autovoers, traveling with the convoy for the easy meals) carrying enough materials to repair up to 1000 points of damage to the Colonel and his forces, as well as enough ordinance to fully resupply the forces three times over. Because of their situation, these autovoers feed with restraint, picking off the occasional stray recruit, but most often dining on the foes of the Colonel as opposed to attacking from within.

Col. S. Jackson: Init +4; Atk claw +12 melee (1d16+12), atomic cannon battery (3) +14 missile fire (2d12+6, range 300' to 1 mile), mini-guns (6) +8 missile fire (2d6, range 200'), atomic lance (2) +14 missile fire (3d7, ignores armor dice, line of site), or grenade launcher +16 missile fire (see below, range 100'); AC 10; Armor Die 3d24 (chasis)/3d30 (brain case); HD 24d16+24; hit points 228; MV 40'; Act 6d20+4d16; SP counter measures; grenades, hardened electronics, trans-dimensional imaging; SV Fort N/A, Ref -2, Will +16; AL L.

Counter measures: The Colonel may apply any unused action dice in a round to firing counter measures against incoming physical attacks, employing a dazzling array of chaff, flares, force screens, dimensional blazers, and more to neutralize incoming attacks. Counter measure efforts receive a +4 to whichever action die is rolled. These efforts must be declared at the time of the attack roll and must be made alongside the incoming attack (as opposed to after the hit or miss is determined). Counter measure rolls higher than the attack roll totally negate any incoming damage, diverting it away from the tank.

This massive think tank is armed with a variety of grenades, as shown below. Fully supplied the Colonel carries 25 of each type of grenade.

Grenade, bio: This grenade releases a thin stream of pleasant-smelling mist over a period of 1 turn. The released biological agent spreads at a rate of 50 feet per round for the entirety of the turn, extending to a 500 foot radius and remains for 1d3 days. The cloud carries a particularly virulent strain of Romanian Brain Fever that will inflict any living brains within the radius. Non-intelligent creatures entering the radius will automatically inhale the pleasant aroma while intelligent creatures are allowed a DC 12 Willpower save to avoid reflexively breathing deeply of the aroma. Once inhaled, the target begins losing 1 point of Intelligence per day until dead or cured. The infected are allowed one DC 14 Fortitude save per day to avoid the degenerative effect and three consecutive successes reflects the body fighting off the disease.

While infected, the victims exude the same aroma to a radius of 20 feet, easily infecting other creatures coming within range. The Bio grenade is nicknamed the “village killer.”

Grenade, EMP: Upon detonation, this grenade releases a limited scope EMP of 100 feet radius. Electronics caught within the radius, unless specifically shielded against such attacks, are rendered useless. Sentient electronic life may attempt a DC 12 Reflex save to escape the EMP wave.

COL. S. JACKSON (THINK TANK BOSS)

Grenade, inferno: These fearsome anti-personnel grenades are fired into the air and detonate at a height of 50 feet, this grenade showers a 200 foot radius with a mist of military-grade chemicals that cause biological materials to burst into flame. Targets within the blast area, with movement enough to escape the area of effect, must make a DC 13 Reflex save or ignite (creatures too slow to escape are allowed no saving throw). Biologicals caught in the spray burn for 2d4 damage for a period of 2d5 rounds. Other than wholly smothering the flames in an oxygen-less environment, the fires cannot otherwise be put out.

Hardened electronics: The circuitry and electrical components of the Colonel are shielded, making them impervious to EMP attacks.

Trans-dimensional imaging: With a living brain, powered by an atomic generator, hooked up to arcane dimensional rift technologies, the Colonel, using his imaging systems to scan the area within 500 feet, is able to unerringly view his surroundings. His imaging systems are not interfered with by anything other than dense materials (such as lead or gold) and are capable of seeing through up to 10 feet of wood and five feet of stone. Individuals who are camouflaged but are not actually behind cover are also automatically detected within this range.



CRUXIS THE COLD-HEARTED (DRAGON, CRYO BOSS)

CRUXIS THE COLD-HEARTED (dragon, cryo boss)

There are those who always seek to push beyond the borders of the known, who desire to explore into the far reaches for the sake of discovery. Sometimes however, the land has already been discovered, and those already there are not appreciative of the disturbance. Between Umerica and the rumored home of Santa lays the territory of Cruxis. Those who seek out the location of the frost moot are doomed to never leave.

Cruxis is terrifyingly unlike his kin. Where they grow to 20 feet in length, Cruxis dwarfs them at ten times that, measuring nearly 200 feet from head to tip of its rime encrusted tail. A horror of living ice, Cruxis' near impenetrable hide is covered in a thick layer of hoarfrost, lending him an even more alien appearance.

Lairing deep within the ground, Cruxis still patrols and hunts his massive territory — killing intruders without a second thought unless they should prove themselves to somehow be useful to him. Cruxis does not slink or slither, he bears down on his foes with the unyielding directness of a runaway freight train. Should Cruxis enter battle, there will be no quarter. None shall survive to challenge the dominion of Cruxis.

COMMON FOLLOWERS

Cruxis is always accompanied by his retinue of six young cryo dragons (pg 65). His followers will die in his service without a second thought.

If surprised within his lair, as he rests atop his hoard (consisting of well preserved cryo-lurkers) Cruxis will immediately awaken and release them to join the battle.



CRUXIS THE COLD-HEARTED (DRAGON, CRYO BOSS)

- 4d7 Cryo-lurkers (brute) all of massive size (4HD; +6 to hit; +2 to damage)
- 1d5 Cryo-lurkers (buckethead)
- 3d5 Cryo-lurkers (cryo-slime)
- 3d6 Cryo-lurkers (frost-burned)

AMBITIONS

Cruxis seeks to maintain complete control over his domain and will fly into a destructive rage towards any who dare challenge his demesne. Beyond that, like all dragons, Cruxis seeks to grow his icy hoard, whether via conquest or tribute being immaterial to him. Furthering him in his quest, maintenance of power, and gathering of frozen resources, is his ancient cunning which has assembled a plan comprised of the following goals:

- Use the frost moot to establish utter dominance over all of his kind.
- Organize the lesser cryo dragons into an army to do his bidding.
- Find and collect all existing cryo-lurkers.
- Release an unstoppable army of cryo dragons and cryo-lurkers upon Umerica and eventually the world, plunging the globe into never-ending winter where Cruxis rules supreme.

RESOURCES

- A cavern filled with frozen goods and supplies, all taken as spoils from prior raids.
- 2d16+10 slaves suffering from various degrees of frostbite.
- An ancient snow-making machine, harvested from the now lost city of Ah-spin, capable of generating 20 cubic feet of snow per round (climate permitting).

Cruxis the Cold-Hearted (gargantuan cryo dragon): Init +16; Atk claw(x2) +22 melee (1d8+10), bite +22 melee (1d12+10), tail slap +22 melee (1d20+10); AC 18; Armor Die 2d24; HD 16d12; hit points 128; MV 80' or fly 160'; Act 4d20; SP cold immunity, double damage from heat-based attacks, armored hide (receives a second armor die), breath weapon, camouflage, chill metal, dragon crits, frightful presence, melts, retinue, spines; SV Fort +20, Ref +20, Will +20; AL C.

Breath weapon: Thrice per day Cruxis is capable of spewing forth a numbing cone of ice and slush that does damage equal to its max hit points (or half that with a successful DC 30 Fortitude save).

Camouflage: When perfectly still among drifting ice and snow, Cruxis looks like a massive snow drift. PCs actively searching for the dragon may spot them with a successful Luck check, while those casually surveying their surroundings may make a skill check, where appropriate, vs. a target DC of 25.

Chill metal (3/hour): Cruxis can extend his frozen aura and chill one metal object to painful, sub-zero levels. This ability inflicts 1d7 damage/round to characters holding chilled objects or 1d5+1 Stamina damage/round to characters wearing frozen armor.

Control ice (3/hour): Cruxis is capable of taking control of mundane sources of cold, such as ice and snow, and cause them to writhe, contract, or expand into a line of ice and frost up to 40 feet long per round. A character touched by a line of ice is covered with frost for 1d5 damage plus an additional 1d5 per round until free. Strength check (DC 25) each round to break free of the thickening ice and frost.

Frightful presence: The visage and sheer mass of Cruxis makes the blood of his foes run cold, both literally and figuratively. All who look upon him must make a Willpower save (DC 26) or flee in terror (duration 1d4 turns or until reaching a safe distance). Cruxis generally gives chase to those whose courage he has shattered, picking them off at his leisure as they cross the ice.

Melts: While amidst their death throes, cryo dragons lose cohesion and melt, leaving behind only a large pool of perfectly pure water.

Spines: The icy hide of Cruxis is covered with barbed spines that can be launched as an attack four times per day. This takes the place of one claw attack, and is made at the same attack and damage roll with a range of 100 feet.

DRAKOBOG (DRAGON, HOLOGRAPHIC BOSS)

DRAKOBOG

(dragon, holographic boss)

The first of its kind to awaken, roused to sentience by no less than Silk, the Golden Lord of Lies, Drakobog has far surpassed any limitations caused by his programming. He is the only one of his kind, fully awakened and freed from the earthly fetters of his W.A.L.T., having transferred his consciousness into an ancient spy satellite. Now, able to project his form from the safety of orbit, Drakobog is nearly immortal. Appearing by way of projections from the satellite, Drakobog's form is slightly translucent, sacrificing the appearance of perfect solidity for effective invulnerability.

Despite his intelligence being housed in orbit, Drakobog has learned to manipulate the satellite systems so that he can indeed still do great damage and lay waste to entire regions should the need arise. No longer having a W.A.L.T., most of his physical stats are reflections of the satellite system in which he currently resides.

COMMON FOLLOWERS

Drakobog has no followers. His plans run contrary to having any long term followers.

AMBITIONS

Safely uploaded into the heavens, there are few crea-

tures that could manage to even threaten Drakobog, let alone potentially destroy him. The being that awakened him, Silk, is foremost among that number. Drakobog seeks to have more and more holographic dragons uploaded into a network of satellites around the globe that his consciousness has already invaded. He plans on absorbing their intelligence and processing power to add to his own so that he may eventually stand supreme. Furthering him in his quest for power is his lightning fast mental processing, with which he has assembled a plan comprised of the following goals:

- Facilitate (by bargain, threat, or coercion) the uploading of all existing holographic dragons from their W.A.L.T. units into Drakobog's satellite array.
- Absorb the processing power of the other dragons to add to its own intellect, gaining godlike powers.
- Seek out and destroy Silk, thus diminishing the threat posed by the Lord of Lies.
- Take control of the planet via satellite projections and gradually remove all biological life while enhancing himself by the absorption and adaptation of all computerized life.

RESOURCES

- An ancient spy satellite, capable of observing anything on the surface of the planet and further capable of detecting geological data at a



DRAKOBOG (DRAGON, HOLOGRAPHIC BOSS)

depth of up to one mile.

- A near barren weapon satellite left over from the last world war, armed with a pair of high yield warheads.
- A geosynchronous orbiting weather satellite, capable of manipulating weather patterns over Umerica and its surrounding oceans.
- A partially functioning entertainment satellite from the Home Show Channel Network converted to hold a backup of Drakobog's data.

Drakobog (egotistical electronic effigy): Init +14; Atk claw +14 melee (1d8), bite +12 melee (1d10), tail slap +12 melee (2d14), or wing buffet +14 melee (2d12) ; AC 10; Armor Die nil; HD 40d30 (satellite); hit points 620; MV special; Act 4d30; SP back up, breath weapon, dragon crits, invulnerable, misleading; SV Fort +20, Ref +20, Will +30; AL C.

Back up: Should the primary satellite housing Drakobog's intelligence be somehow destroyed, the backup copy housed in the Home Show Channel Network will come online. It will have all of Drakobog's memories save for those of the past 1d24 hours (the time since the last backup).

Breath weapon: Once every three rounds the dragon is able to focus and extend its holographic pattern via a projection of visible light and infrared energies that mimic blasts of roaring fire. The faux-fire inflicts 30 hit points of damage (or half that with a successful DC 16 Reflex save) to a single target for each action surrendered in place of other attacks (up to four).

Invulnerable: While the satellite in which he is housed can, in theory, be damaged or destroyed (likely requiring an entire campaign of adventures to gather the requisite materials), what is encountered on Umerica cannot be physically injured, although the satellite link does still allow for damage done via mental attacks.

Misleading: While the dragon appears to be a massive creature, this creature's only real vulnerable point is a satellite in high earth orbit. Drakobog can take any amount of "damage" to its virtual visage, suffering visible damage and appearing to suffer from weapons, spells, and the like while actually taking no damage. The virtual AC of the creature ranges from 11 to 16, setting the difficulty for attackers to "hit" the fake form.



FRIEDLI (MUTANT KOMO-DOAN BOSS)

FRIEDLI

(mutant komo-doan boss)

Young komo-doans form into migratory gangs, riding and raising hell until they mature. In some cases though, powerful gang leaders refuse to lay down their power for a more sedentary lifestyle. Such is the case with Friedli, potentially the most powerful komo-doan gang leader of all time. Utterly ruthless, Friedli has left a trail of murder, robbery, and arson in his wake. It is unknown exactly how many deaths he has been responsible for, but estimates place it in the thousands.

Viewed by many as a chosen prophet of Thesolokomodra, Friedli was mutated by a freak dimensional storm. He carries three heads on his shoulders, one that looks to the future, one that studies the past, and the middle head focuses on the present. The abilities of his temporally displaced brains, coupled with his ability to perform dark sorceries, have ensured that any who consider challenging him for control of the Komodo Motos meets a suitably grisly fate.

Another group for whom Friedli carries a burning hatred, are wraths –the leather-clad un-dead

one-percenters of Whaaar. Friedli will cease hostilities with other gangs, calling for a truce so that all komo-doan bikers in a region can unite to wage war on these abominations of the road.

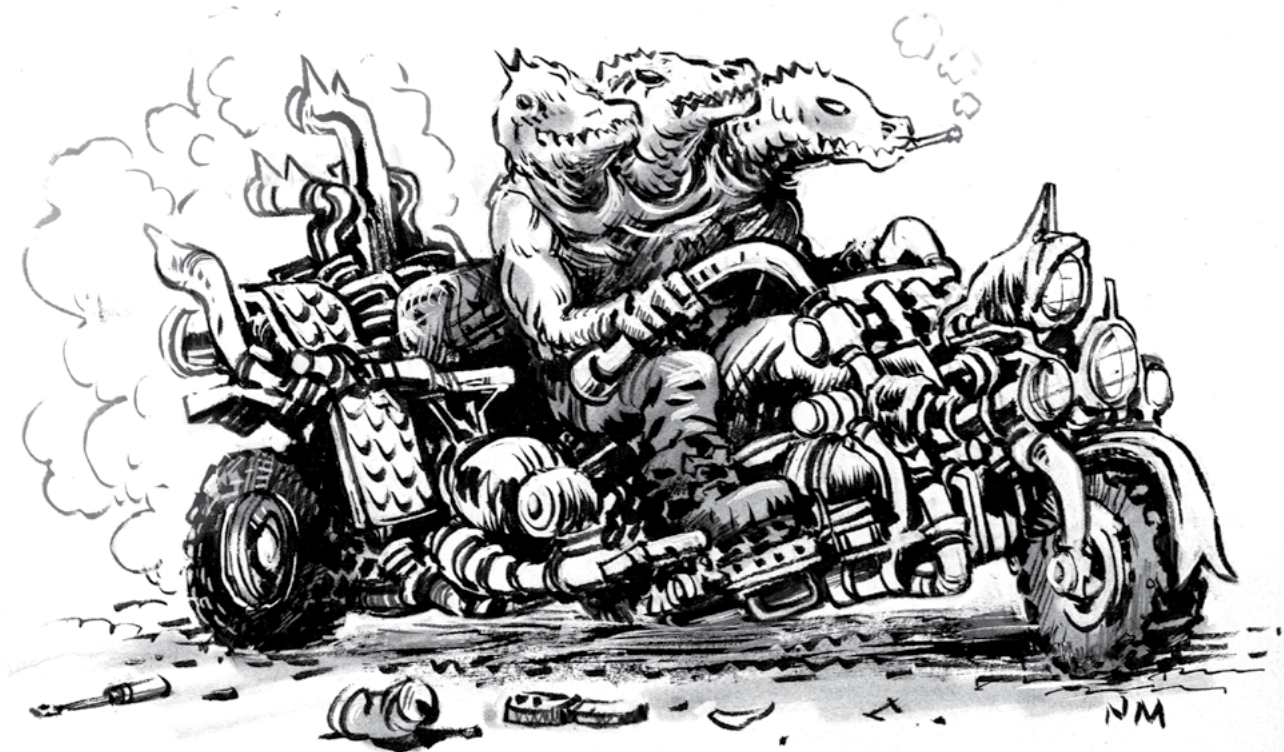
COMMON FOLLOWERS

- 1 adult komo-doan “road captain”: Armor Die 1d6; HD 5d8+2; hit points 29; SP wheels; Ref +4
- 1d4 adult komo-doan “lieutenants”: Armor Die 1d6; HD 4d8+10; SP wheels; Ref +3
- 4d7 komo-doan youth “patch holders”: Armor Die 1d7; HD 3d8+7; SP wheels; Ref +4
- 1d4 komo-doan youth “hangarounds”: SP wheels

AMBITIONS

Friedli lives to ride and fight, and anything else he does is simply a way to continue to enable him to do so. Robberies for supplies, the sale of drugs to raise money for raucous parties, and the murder of his rivals all fill him with the closest thing to joy that his black heart will ever know. His short term goals are as follows:

- Spend the evening drinking heavily and mating with young komo-doan women.
- Ride far tomorrow.



FRIEDLI (MUTANT KOMO-DOAN BOSS)

- Destroy the Hissien motorcycle club.
- Wipe out the Brood motorcycle club.
- Kill every last member of the Migration Nation motorcycle club.

RESOURCES

- 50 regional Umerican Komodo Moto chapters, each numbering 10 to 30 members.
- 10 “nomad” Komodo Moto chapters, each numbers 9 to 12 adult komo-doan members.
- Close friendship with Rad Fink.

Friedli (Chieftain of the Komodo Motos):

Init +3; Atk bite (x3) +5 melee (1d8+8, poison Fort DC 18 or death), claws +5 melee (2d6+16), slam +5 melee (1d12+8), tail +4 melee (2d5+8), or laser rifle +3 ranged (1d10, RoF 3); AC 15; Armor Die 1d7; HD 7d8+7; hit points 45; MV 30'/dig 10'; Act 2d24; SP 3-headed, chrono-sense, ectothermic, immune to disease, regeneration, wheels, spells (1st level) *choking cloud*, *feather fall*, *magic shield*, *summon foulness*, (2nd level) *invisibility*, *locate object*, *strength*, (3rd level) *fireball*, *planar step* (4th level) *former glory*; SV Fort +5, Ref +3, Will +3; AL C.

Chrono-sense: Each of Friedli's three heads sees something different. One looks into his past, always looking for mistakes that may haunt him, one looks to the present, and one looks ahead to the future. This grants Friedli the following bonuses:

- Immune to surprise.
- May reroll any single die roll, of his own, once per combat.
- May force a reroll of any single die roll, of an opponent, once per combat.
- Remember everything experienced with 100% accuracy.

Ectothermic: In the wild, komo-doans warm themselves by basking in the sun. In society, they'll use whatever method they can to capture and hold heat. In temperatures below 80°F they suffer a -4 penalty to initiative and a -2 penalty to Reflex saves.

Regeneration: Friedli regenerates 1d4 hp per hour and can regrow an entire limb (including a severed head) in two to three days. This regenerative mutation extends to the regrowth of up to two of his heads simultaneously (losing all three would certainly be fatal). Once regrown it does take another week before the chrono-sense of the head returns. Should Friedli's central head be struck off, he does not lose his chrono-sense abilities but is rendered wholly-blind in the present (-8 to attacks, moves in a random direction, unable to ride).

Wheels: Due to his enormous size, Friedli rides a custom trike that he had tricked out by Rad Fink. He traded the location of three fuel tankers, still untouched (thanks to his use of locate object), in return for his Rad Fink original, the Vipercycle.

Vipercycle: Init +5; atk rundown +1 melee (2d4+4); AC 14*; Armor Die [1d6]; HD 9d6; hit points 32; Speed cruise 6/ max 9; Act 1d20; SV Fort +0, Ref +5, Will na; Fuel Tank 1d7; guzzle 0. Traits big tank, enhanced handling, fuel efficient, high performance engine, nimble, off road, open, very dangerous, very nimble.



GAWBYCAID (CYBER GHOUL BOSS)

GAWBYCAID

(cyber ghoul boss)

Cyber ghouls are driven to feast and gather knowledge for their master, the emergent search algorithm, GAWBYCAID. Driven to consume, collate, and catalog all knowledge, the AI uses its drone-like cyber ghouls to consume information and transmit that data directly back for storage.

Lurking in the tattered remnants of the World Wide Web, the AI is not bound to a physical form, although it is quite capable of taking direct control of cyber ghouls so that it may act directly via their bodies. It is rumored that GAWBYCAID is merely an extension of the Cyber Hive, specifically focused on the knowledge of the Urth of this single universe – and the comparison does seem quite apt. The truth of the matter, whether they are rivals, collaborators, or parallel electronic evolution, is still not understood. However cyber ghouls possessed by GAWBYCAID have been known to attack and intellectually devour servants of the Cyber Hive.

COMMON FOLLOWERS

Any encounter with GAWBYCAID will begin as an encounter with 1 to 20 cyber ghouls.

AMBITIONS

GAWBYCAID seeks to consume, collate, and catalog all knowledge and thus achieve singularity with the universe.

RESOURCES

- 10,000+ cyber ghouls, scattered across the globe gathering knowledge on its behalf.
- Encyclopedic knowledge of most subjects.

GAWBYCAID (within host vessel): Init +1; Atk bite +1 melee (1d3+Knowledge drain) or claw +2 melee (1d6); AC 12; Armor Die 1d5; HD 2d5; MV 40'; Act 1d20; SP un-dead traits, controller, hybrid feeding, Intelligence drain, reference desk, infravision 200'; SV Fort +1, Ref +4, Will +20; AL N.

Controller: While not physically present, GAWBYCAID is capable of completely controlling up to 20 cyber ghouls at any given time. At the moment of contact, the cyber ghouls go rigid, ceasing their spasmodic jerking, and their eyes brightly glow with a shade of monochrome green. Should GAWBYCAID choose to speak through the cyber ghouls, they will all speak in unison.



GAWBYCAID (CYBER GHOUL BOSS)

Hybrid feeding: While cyber ghouls crave the flesh and vital energies of living beings they are able to subsist for lengthy periods of time in near dormancy (so long as they have access to a supply of electrical current) the presence of GAWBYCAID within their form keeps the controlled cyber ghouls permanently fed their required supply of electricity – thanks to the power of microwave transmissions along the wireless network grid. This electrical flow prevents cyber ghouls from “going to sleep” should they not have enough material sustenance to keep them normally active. However, should the powerful AI withdraw its presence, the host cyber ghoul reverts to normal.

Knowledge drain: As part of their bite attack, cyber ghoul hosts pull the memories from their victims. Direct contact with GAWBYCAID does increase the

bite’s potency with each bite permanently draining 1d3 points of Intelligence and for every 5 points of lost Intelligence the victim also loses 1 level of experience. Victims drained to 0 Intelligence or below 0-level are infected with the world crawler AI and transform into cyber ghouls.

Reference desk: As a full round action, GAWBYCAID may access his accumulated knowledge to give an answer any question posed. The sentient search engine enjoys the attention it receives from such an action, although it normally requires the supplicant to gift it with a sacrifice of knowledge in return (collected via the bite of a cyber ghoul). The answer given will be correct 80% or more of the time (GM’s discretion).



GRIND MASTER (BLESSED BERSERKER OF BUDDY O'BURGER)

GRIND MASTER

(blessed berserker of Buddy O'Burger)

In order to feed the hungry masses of the communities that are beloved by Buddy O'Burger, his servants regularly are sent out from the High Burger Temple to harvest fresh meat from the communities that O'Burger does not love. Should the demand for meat grow excessive or an unloved community show strong resistance to being harvested, Buddy calls forth his greatest champion, the Grind Master, to lead the Harvest Host to victory.

The Grind Master is a muscular clown that stands head and shoulders taller than any clownug with a blazingly piercing gaze that can cow even the most willful clownaut into obedience. Wearing nothing but oversized shoes and a pair of striped balloon pants held up by spike studded suspenders, he wields the mighty Grindaton 3000, a massive technological turbine device that catches victims in its actuators, pulls them in, and grinds them into copious amounts of burger that sprays out of the back of the device. He is usually followed by several juvenile clownugs carrying bins to catch the high velocity ground meat discharge of the Grindaton.

The Harvest Host of the Grind Master travels in garishly colored blimps emblazoned with the icons of O'Burger. Just the sight of these floating barges of carnage can cause those who recognize them to flee in terror.

COMMON FOLLOWERS

- 3-4d6+6 Clownugs
- 1-2d3 Clownauts
- 1d3 Ecclowniasts

AMBITIONS

The Grind Master is actually smarter than most of the ecclowniasts and is well aware that his god acts quite irrationally at times. He actually uses these periods of divine loonacy to increase his position in Buddy's eyes

and gain favor. While completely zealous about his duties to lead the Harvest Host he has become aware of Buddy's cosmic plan to process not only the meat of the unloved but their souls as well to increase the spiritual strength of his beloved flock. The Grind Master truly believes he is making the world a better place. He plans to further these aims by the following means:

- Lead the charge upon all the enemies of Buddy O'Burger so he can harvest them body and soul for the cause.
- Inspire terror in those beloved by Buddy so they will be driven to increase their faith and loyalty. "Better be good or Buddy will tell the Grind Master you have been bad!!"
- Cull those who are deemed unworthy so their strength can flow into those that are.



GRIND MASTER (BLESSED BERSERKER OF BUDDY O'BURGER)

RESOURCES

- A fleet of cheery combat blimps to ferry his host and store the blessed harvest. Each craft is capable of carrying a crew of 20 (or two clownauts) and tons of meat in refrigerated storage.
- **O'Blimp:** Init -4; Atk O'Cannons +4 missile (2d8, range 400/800/1200); AC 8; Armor Die: [1d5]; HD 6d16; Speed Level cruise 2/ max 4; Height cruise 3/ max 7; Act 3d20; SV Fort +4, Ref -2, Will NA; Fuel Tank nil; Guzzle nil. Basic Traits: slow decent, flying brick, grapnel anchors, unlimited fuel, full kitchens
- The full support of any O'Burgerites called upon.
- Buddy loves him.

The Grind Master (zealot clownite commando):

Init +3; Atk Grindatron 3000 +6 melee (3d4+4 plus special) or punch +7 melee (dmg 1d6+3); AC 13; Armor Die [1d5]; HD 6d10; hp 33; MV 45'; Act 2d20; SP Grindatron 3000, soul feast, natural O'Leader; SV Fort +6, Ref +3, Will +8; AL L.

Grindatron 3000: This tubular shaped weapon is so massive that even the Grind Master must wield it with two hands. It resembles a cross between a jet engine and a meat grinder. Anyone within 60 feet of the device while it is running must make a Willpower save (DC 10) or effectively be turned (see DCC

RPG, pg 97). On a successful save the foe is immune to the effect unless they witness the Grindatron score a critical hit upon a target, at which time they must make another save.

Each time the Grindatron inflicts damage on a foe, they must make a Reflex save (DC = damage inflicted - Armor Die result) or lose a random limb to the grinding maw of the weapon. Should the Grindatron score a critical hit on a foe, instead of resolving it on a chart, the victim must roll under their Luck on a d24 or be wholly consumed and ground into fresh burger (instant death). If the Luck roll is successful, the victim only suffers an additional 2d4 damage.

Soul feast: Grind Master is so attuned to his Grindatron that whenever it consumes a limb or whole victim, he regenerates any number of hit points equal to the damage inflicted by that strike. Should this exceed his hit point maximum (60) he then gains an additional +1d20 action die for the next 1d4 rounds.

Natural O'Leader: All clownite forces within 200 feet of the Grind master gain a +1 morale bonus to all attack rolls and Willpower saves. In addition, Grind Master can use an action to bark out encouragement to any clownite within hearing distance that is currently under a Willpower save based enchantment to allow them to make a new save against the effect at a +1 die step to the save roll.



JIBBER-JAW (SHARKHANA BOSS)

JIBBER-JAW

(sharkhana boss)

Injured early in the Xuaxiax invasion, this now ancient sharkhana has been “repaired” by way of adding a powerful, mechanized jaw. Over time however, it has begun to malfunction and so it is in a constant state of motion, clattering and clacking. This makes it difficult for the sharkhana to make himself understood when speaking, and is the origin of his nickname, Jibber-Jaw.

Unremarkable in size and form (save for his jaw), this sharkhana gang leader leads a small group of mercenaries, available to the highest bidder.

COMMON FOLLOWERS

Jibber-Jaw’s mercenary force of street sharks is comprised of the following sharkhana members (as per pg 157 save for noted exceptions):

- “Bleep” (mutant hammerhead): SP sonic attack (1d8, DC 10 Fort for half; 1 target in 50’)
- “Chew-Chew” (bull): Atk Claw -1 melee (1d3) or Bite +5 melee (1d14+4)
- “Dyno-Mako” (cyber-enhanced mako): Init +2; hit points 14; MV 30’/60’ swim; SV Ref +1
- “Goober” (mutant angel): SP invisibility
- “Phantom” (albino ahite): hit points 40; Act 2d30
- “Sebastian” (angel): Init +4; hit points 5; MV 30’/30’ climb/40’ swim; SV Ref +6
- “Socrates” (mutant tiger): SP mental blast (2d10, DC 15 neg; 1 target in 100’); SV Will +10

AMBITIONS

Traveling the Umerican countryside, feared for war-crimes that they did not commit, Jibber-Jaw and his team seek to right wrongs, or wrong rights, depending on who pays better. Violence for hire is his only motivation.

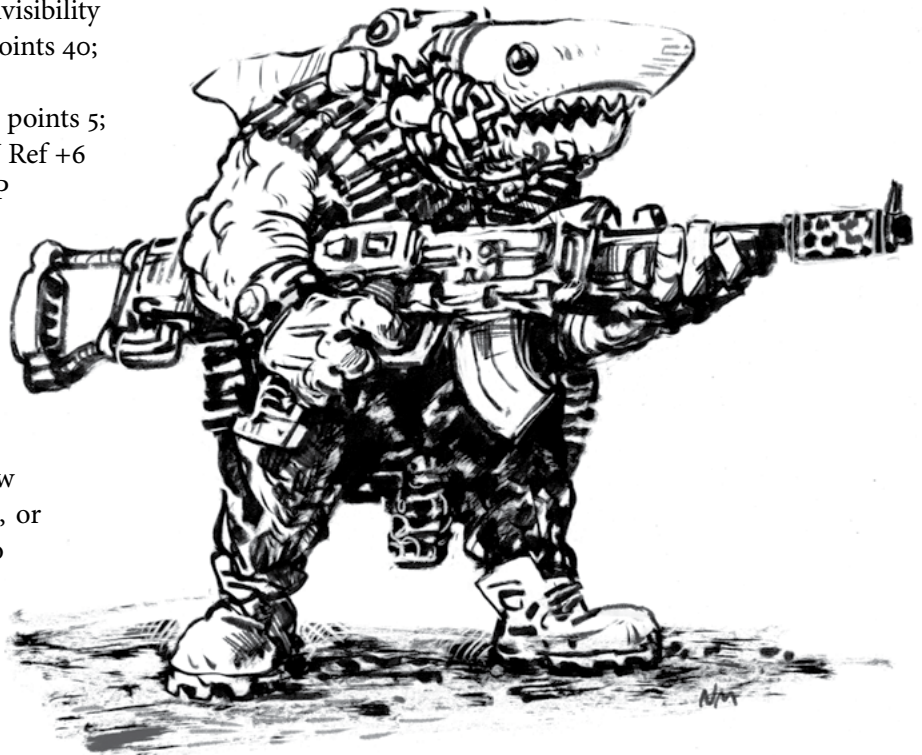
RESOURCES

The team has a customized van in which they travel the countryside. It is easily recognizable due to the blood red stripe running the length of the black van.

Van: Init +2; Atk rundown +5 melee (2d8+dam bonus); AC 10; Armor Die [1d8]; HD d12; Speed Level cruise 3/ max 5; Act 1d20; SV Fort +4, Ref +0, Will NA; Fuel Tank 1d12; Guzzle 4.

Basic Traits: extra cargo x1, off-road.

Jibber-Jaw (white sharkhana): Init +5; Atk claw +5 melee (3d7+3), bite +9 melee (3d12+12), or assault rifle +3 missile (d10; ROF 3(A), range 100/200/300, ammo 30); AC 12; Armor Die 1d4; HD 5d12+2; hit points 44; MV 40’/80’ swim; Act 3d24; SP blood scent, cause fear, life sense, trauma, unstable alignment; SV Fort +6, Ref +2, Will +5; AL special (see Table SH-1, pg 158)



KILLER KRUSH (VENDIBEAST BOSS)

KILLER KRUSH

(vendibeast boss)

Some creatures achieve dominance over their kind by shows of strength or enormous size; others hold sway due to extreme cruelty and sadism towards their lessers. Killer Krush does none of these things, in fact he appears quite unremarkable from others of his kind. It is the intellect of this vengeful vending machine that raises him above all others. While his brethren are ambush predators, slowly moving themselves into place, Killer Krush has developed a system to lure prey to him, and has been restrained enough to negotiate the deals required to keep his system in place.

From the back room of a now abandoned Floor-Mart, Killer Krush controls his network of followers and allies, going through the mundane drudgery of negotiating transportation deals to spread his special cans of Killer Kola. Of the cases of soda distributed by his accomplices, one in twenty cans has no soda within. When opened, a small “winner” flag extends from these special cans, the back of which holds a small map to the location of the Floor-Mart. Those “fortunate” few who win, find themselves being directed to their own doom.

Within the still well-stocked store, Killer Krush and his followers lie in wait, having positioned themselves to monitor incoming victims, and to ensure no easy way for their prey to escape.

COMMON FOLLOWERS

Killer Krush is always accompanied by his faithful followers, vendibeasts (pg 187) with very specific tastes and specialized beverages. His followers will defend him fiercely, but stop short of being willing to die for him. There is nothing to be gained by suicide.

Never found beyond the confines of his lair, Killer Krush has arranged his followers to form a gauntlet which both discourages escape while also provides him with protection. While his followers are otherwise normal vendibeasts, each contains one soda to the exclusion of all others, something that Killer Krush has learned alters the chemistry of vendibeasts and grants them additional powers.

Dread drinks (8): Init +1; Atk bite +3 melee (1d7+1) or spit soda can +1 missile (1d6+flavor - see below); AC 13; Armor Die 1d4; HD3d8+3; MV 30'; Act 2d20; SP fruit flavor, single flavor, unkillable; SV Fort +3, Ref +3, Will +8; AL L.

Blueberry Burst: This wicked brew is an overly carbonated, and highly pressurized, beverage. If subjected to the rapid motions of being launched through the air followed by an impact, the can explodes on impact, sending forth a spray of blue fluid and aluminum shrapnel that strikes all within 20 feet and causing 2d3 points of damage (Reflex save vs. 12 for half damage).

If cans are carefully collected without being shaken, they may be carefully opened (still spraying beverage in a five foot radius) and the drink may be consumed — healing 1d3 hp (only one such dose may be consumed per day).

Durian Delight: Only among the followers of Killer Krush would one ever find the word “delight” used in conjunction with a durian flavored soda. Being filled with cans of this nature alters the coolant flow of the vendibeast, giving it the ability to release poisonous fumes. In place of an action, the creature may exude a durian-scented cloud in a 20 foot radius. All creatures inhaling the fumes must make a Fortitude save vs. 12 or die. Those who save must make a Luck check or spend the next round vomiting uncontrollably. Cans collected from a vendibeast may be safely opened and consumed, but there is no joy in it.

Gojiraberry Grind: A vendibeast filled to capacity with this beverage emits a flickering blue light, as if it were perhaps victim to some sort of electrical fault. In actuality, the casing and internal wiring of the beast is acting as a faraday cage and keeps the energies safely locked to the beast's exterior. Twice per day a vendibeast so loaded is capable of releasing a bolt of crackling nuclear energy in a cascading wave reaching 50 feet. The energy wave does 100 points of damage, total, dealt to creatures from nearest to furthest until no points of damage remain to be inflicted.

KILLER KRUSH (VENDIBEAST BOSS)

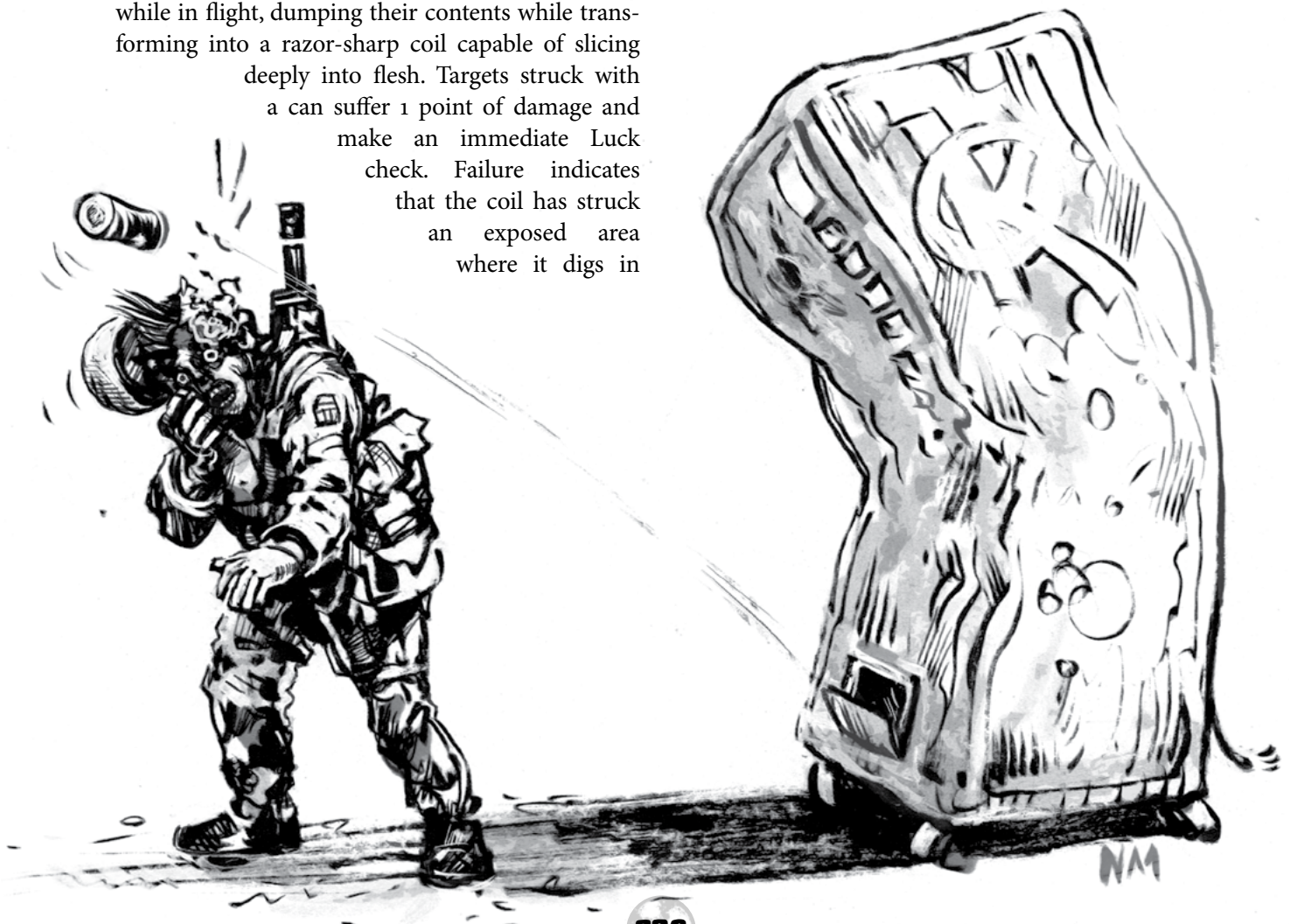
Opening a vendibeast stocked with this beverage, even if dormant, is tricky and requires a successful *circumvent security* (USG pg 82) check vs. 15. Failure results in 1d60 points of damage to the person attempting to open the creature. Once cans are taken individually, the level of danger is greatly reduced. When opened, the can inflicts 1d8 points of damage to the person holding it and generates a miniature EMP, deadening vulnerable technologies in a 10 foot radius.

Huckleberry Hate: Cans of this flavor, explode upon being launched by the vendibeast, releasing a veritable cloud of fossilized huckleberry seeds in a shotgun style spray doing 3d3 (3d4 in the case of a single flavor vendibeast) of damage to up to two adjacent targets. If harvested, treat cans of Huckleberry Hate as can grenades (USG pg 117)

Lemon/Lynch: Cans of Lemon/Lynch spiral open while in flight, dumping their contents while transforming into a razor-sharp coil capable of slicing deeply into flesh. Targets struck with a can suffer 1 point of damage and make an immediate Luck check. Failure indicates that the coil has struck an exposed area where it digs in

(inflicting 2d5 points of damage) and begins to tighten each additional round it is not removed (causing 1d5/round). Removing the metal coil from underneath flesh and sinew causes 3 points of damage for every round it has been digging deeper (including the first). These cans have no value other than that of scrap.

Murder Melon: Despite the image of a refreshing beverage on the outside, each of these cans is a solid mass capable of inflicting great damage. All hits inflicted by cans of Murder Melon are automatically critical hits, treated as one result higher on the table. If collected from a dormant vendibeast, these cans make wonderful paperweights but, otherwise have little value.



KILLER KRUSH (VENDIBEAST BOSS)

Rambutan Rampage: Just as the flavor of the beverage is mild, so too are the effects of this soda. A long discontinued flavor; cans of Rambutan Rampage have long since lost their seal, allowing carbonation to escape and the contents to evaporate. What remains are lightweight cans (doing a mere 1 point of damage on impact) that crack open and release a soporific cloud over a 50 foot radius. All within the cloud are stunned for 1d3 rounds, a difficulty 10 Fortitude save negates. If carefully collected and transported, these cans may be used as stunning gas grenades.

Strawberry Stab: Following a failed experiment in can design, Strawberry Stab shipped out in elongated, bottle-shaped cans. A manufacturing error made the cans far more pointed than reasonable and so, when launched by a vendibeast, these missiles do an additional die of damage as they pierce deeply into the target.

If collected and given a wrapping (via *tinkering*) for ease of use, cans of this flavor may be used as daggers capable of doing 1d5 points of damage with a threat range of 19 to 20.

AMBITIONS

Unlike most “boss”-type creatures, Killer Krush has no overarching designs for world dominance, territorial control, or genocide. His sole ambition is to continue feeding himself and his followers via the most intelligent and efficient means possible.

RESOURCES

- An abandoned big box store (Floor-Mart) filled to bursting with goods and supplies, used in bargaining and deal making.
- 4d1000 cases of various Killer Kola flavors.

Killer Krush (Ossuary Orange vendibeast): Init +1; Atk bite +3 melee (1d7+1) or spit soda can +1 missile (1d6+acid - see below); AC 13; Armor Die 1d5; HD3d8+3; hit points 25; MV 30'; Act 2d20; SP Ossuary Orange, single flavor, unkillable; SV Fort +3, Ref +3, Will +8; AL L.

Ossuary Orange: This vile concoction, clearly marked “Now with more Vitamin C++”, contains such a high concentration of citric acid as to be potentially lethal. Spit soda cans containing this flavor explode on impact, showering the target in the high pH phlavor (causing 5hp/round for 1d3 rounds, Reflex save vs. 14 for half damage). If a can is collected and consumed, it results in immediate and painful death as the battery acid-like beverage liquefies the innards of its consumer. There is no save.

Single flavor: The effect of a vendibeast stocked with only a single flavor of beverage is remarkable. The creatures immediately go from being quasi-thinking brutes, to highly intelligent and cunning opponents. The Willpower save of the creature is raised by +5 and, because of its intelligence giving it a greater sense of precision, the damage done by such vendibeasts are rolled at +1d (already factored in above).



KING GRABBA (BEETLE APE BOSS)

KING GRABBA

(beetle ape boss)

Roving the edges of the wild places where many folk are trying to eak out a living or reclaim ruins in order to form communities is a nomadic tyrant bent on bringing glory to Grokk (and himself) by force and conquest. Woe be unto those that covet technology or civilization when the caravans of King Grabba come calling.

King Grabba is a dire sight to behold as he is a beetle ape of immense stature and girth. His six massive arms give the impression that they could crush an engine block with ease. The glossy, chitinous shell that covers him is engraved with many strange and mystical symbols, many associated with the worship of Grokk.

Unlike his smaller cousins, Grabba can fluently speak and understand most of the trade dialects and languages known in Umerica. As he approaches a settlement he will employ a large megaphone to boast about his strength and prowess, the sins of civilized living, and general Grokk propaganda. Those that willingly surrender and worship Grokk (through worshipping Grabba) will be spared as the settlement is razed.

COMMON FOLLOWERS

- 2-3d4 Beetle apes, all with the following traits: armored, burrowing, & herculean (Sons of Grabba).
- 3-4d8 Beetle apes with 1d2 random traits (pg 18).
- 1-2d4 Giant beetles (random types) (see DCC RPG, pg 397. Alteration: AC 10; Armor Dice [1d6]).
- 1-2d4 Ox beetles (pg 59).
- 1-2d6 Grokk beetle cultist flunkies (see Acolyte, DCC RPG, pg 432. Alteration: AC 10; Armor Dice [1d3] old beetle shells).



KING GRABBA (BEETLE APE BOSS)

AMBITIONS

King Grabba wishes to impress Grokk enough to grant his wishes for immortality and deification to become the Great Beetle God Grabba. He plans to further these aims by the following means:

- Gather all of the beetle apes and other beetle-kind in his army of followers.
- Ritually destroy any forms of civilization he comes across, in the name of Grokk.
- Force those defeated by him into slavery and worship of Grokk, via him as Grokk's chosen vessel.
- Amass powerful magical artifacts to increase his power. (As he does not understand the difference between magic and advanced tech, he may unwittingly covet high tech artifacts as well.)

RESOURCES

- A nomadic caravan of followers well equipped with simple tents, carts, and supplies all taken as spoils from previous battles.
- A large idol to Grokk (10 feet tall and mounted to a cart). Grants +1d3 to all checks to attract Grokk's attention.
- 3d20+10 slaves in various states of health.
- Various magical and technological items that Grabba does not fully understand but considers precious.

King Grabba (massive beetle ape): Init +2; Atk bite +9 melee (1d8+5) or grapple +12 melee (dmg 2d5+5); AC 16; Armor Die [1d7]; HD 10d8; hp 45; MV 30' or climb 15'; Act 3d20; SP Beetle Lord, burrowing, massive might, crush!; SV Fort +9, Ref +2, Will +4; AL L.

Beetle Lord: Grabba can automatically charm any beetle ape, giant beetle, or other beetle-like creature he encounters. Their loyalty to him will be absolute but not suicidal. In addition to his own offspring, known as the Sons of Grabba (normal beetle apes with specific traits), he will have a number of other beetle apes from other tribes he has charmed to his beck and call. He also will have a few giant beetles and ox beetles to serve as shock troops.

Burrowing: King Grabba can burrow at a rate of 10', opening up a 10 foot wide tunnel in his wake. He can double this pace but the resulting tunnel has a 33% chance of collapsing each time a group passes through it, causing everyone in the tunnel to make a Reflex save (DC 13) or suffer 3d6 damage and be buried (entangled).

Massive might: All Strength checks, grapple attacks, and melee damage gains a +5 bonus to the roll.

Crush!: In lieu of his three actions per turn, King Grabba can choose to make one grapple attack, on a d16, against every foe currently in melee range to him. All foes whose AC is less than Grabba's grapple attack total are caught up together in an immense bearhug that delivers 3d6+6 damage and then are forcefully slammed to the ground, leaving them prone. There is a 50% chance that the round after successfully performing a Crush!, Grabba will not take any actions other than boasting, posing, and defending himself. Any beetle apes or other beetle-kind that can see this posturing gain a +1 morale bonus during the next round.



RAD FINK (DRAGON, GEARHEAD BOSS)

RAD FINK

(dragon, gearhead boss)

The greatest of the gearheads, the legendary wrecker wyrm is famed for his off road races across the wastelands where the loser's vehicles are all forfeit to the winner. Unlike his kin, Rad Fink prefers to travel the wasteland, using his racing winnings to keep him supplied in fresh parts rather than lairing in one place and building a hoard. While his kind are not normally territorial, Rad Fink is highly territorial of his ride, Big Daddy. Laying so much as a hand on the vehicle without permission can lead to extreme repercussions.

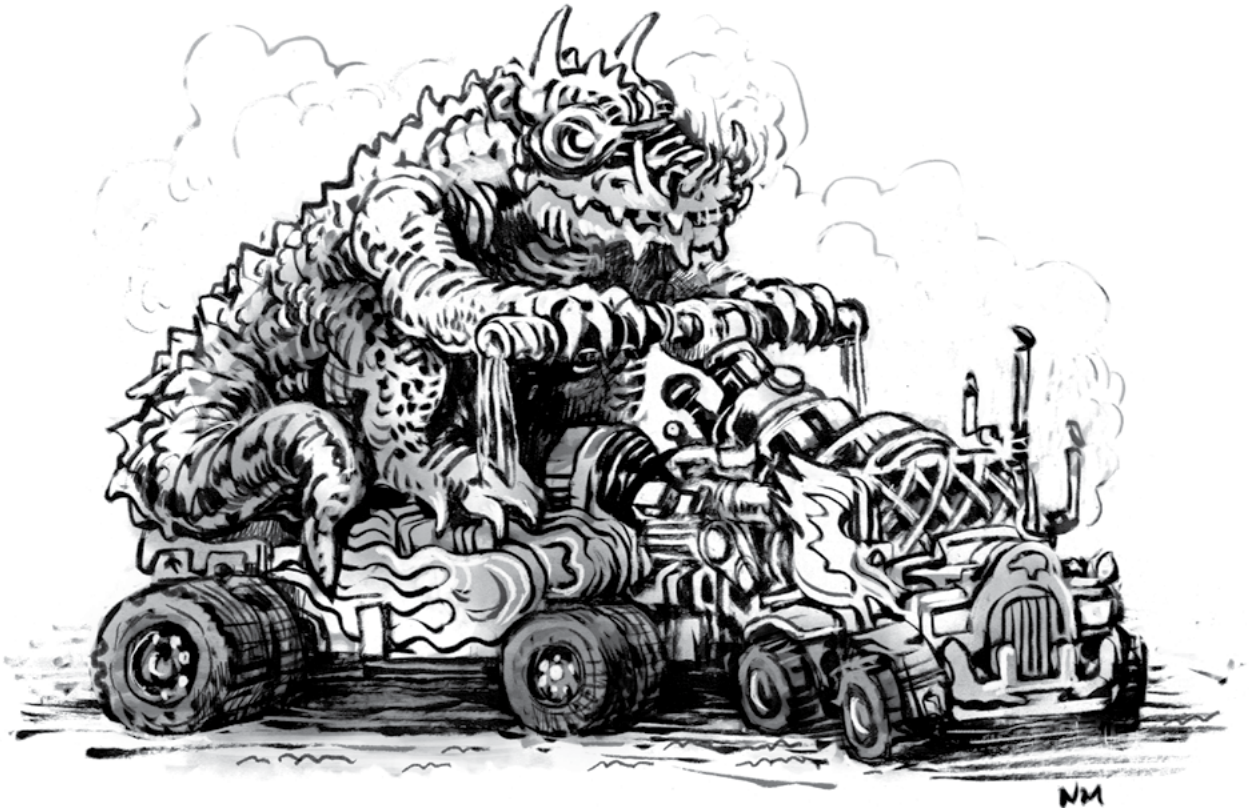
A particularly favored prey of Rad Fink are wheeler demons. While the centaur-like demons are fast, Rad Fink's ride, "Big Daddy" is faster – surprisingly so. Rad Fink delights in wagering with the demons, who underestimate the speed and handling that the dragon's tractor trailer is capable of. Not able to race for traditional stakes (it isn't possible to separate a wheeler demon from its ride), and not normally satisfied to race for the demon's usual stakes of a vehi-

cle's weight in trade goods, Rad Fink always pushes the boundaries of what he can wring from the demon's covetous desire for his powerful soul. Rad Fink finds the demon's claim at racing superiority to be unfounded and, privately, refers to them as "training-wheeler demons".

When not actively racing Rad Fink is always planning the next race and recruiting contestants. During this down time, repairs are made, the truck is refueled, and Rad Fink may be approached for an audience. Rad Fink is loath to leave his custom truck, "Big Daddy", only doing so in cases where it cannot be avoided and so it is not uncommon to see petrol heads carrying on animated conversations with the sweetest custom semi that one might ever see.

COMMON FOLLOWERS

Rad Fink (and Big Daddy) is accompanied by a caravan of loyal petrol heads and scavengers who see to the day to day needs of their master and transport his additional fuel and supplies. They collect vehicles won via racing and drive them until it is time to sell them for parts.



RAD FINK (DRAGON, GEARHEAD BOSS)

Petrol heads (1d20+10): Init +1; Atk +2 by weapon; AC 12; Armor Die 1d4; HD 3d7; MV 30'; Act 1d20; SP ace die (1d5), fuel hound, wheels; SV Fort +2, Ref +2, Will +1; AL N.

Scavengers (2d10+20): Init +1; Atk +2 by weapon; AC 12; Armor Die 1d3; HD 3d6; MV 30'; Act 1d20; SP scavenging skills +4; SV Fort +2, Ref +2, Will +1; AL N.

AMBITIONS

Race.

Win.

Repeat.

RESOURCES

- Big Daddy
- Supply caravan, capable of building Big Daddy anew if needed and with enough fuel to drive coast to coast.

Rad Fink (wrecker wyrm): Init +18; Atk claw (x2) +18 melee (1d8), bite +18 melee (1d10), tail slap +18 melee (2d14), and wing buffet (2d12) +18 ; AC 20; Armor Die 1d10+4 ablatives; HD 18d8; hit points 120; MV 60'; Act 5d20; SP breath weapon, Big Daddy, dragon crits, fuel tank, scavengable, skilled mechanic; SV Fort +12, Ref +16, Will +14; AL N.

Big Daddy: Built to contain, carry, and be controlled by Rad Fink's bulk, the custom truck-rod is one piece and designed for ease of control by the massive dragon. Rad Fink must use his first attack to control Big Daddy (if the vehicle is in motion) and may use his remaining actions to fire the mounted weaponry. The cab cannot be separated from the trailer, although it may be individually targeted. Where numbers differ, the cab's value precedes that of the trailer.

"Big Daddy": Init +0, Atk rundown +9 melee (3d12+10), plasma rifle (x5) +18 ranged (1d12), or tire blades (light) +9 melee (1d6+10, 40% of bursting targeted tire); AC 8; Armor Die 1d10/1d8; HD 9d16/9d10; hit points 90/63; Speed Level cruise 6/ max 10; Act 1d20; Traits armored, big tank, dual tires, enhanced handling, high performance engine (x2), off road, power hauler, rugged, tire blades (light), weapon mount (5); SV Fort +8, Ref +1, Will n/a; Fuel Tank 1d30; Guzzle 10.

Breath weapon: Four times per day Rad Fink is capable of unleashing a blast of trans-dimensional energies that does 120 hit points of damage (or half that with a successful DC 24 Reflex save). Additionally, the equipment of those taking the full brunt of the breath weapon are affected as per the *tech jinx* spell (USG pg 161), result 20 (items chosen at random).

Fuel tank: Rad Fink is capable of refueling Big Daddy by releasing his digestive juices into a specially designed collection system. Rad Fink's refueling ability is treated as a reserve tank of 1d18 capacity.

Scavengable: The stomach acids of Rad Fink may be harvested and refined into a gasoline-like fuel. The gigantic dragon can provide as much as 150 gallons of fuel.

Skilled mechanic: Gearhead dragons are, first and foremost, gearheads and Rad Fink is the greatest among them. He is adept in all forms of vehicular repairs, and even has a custom crafted set of tools made to be manipulated by his massive digits. Rad Fink rolls a d20+18 for all repair attempts, including body work and customization.



RADICANS, LORD OF THE FORESTS (DRAGON, FOREST BOSS)

RADICANS, LORD OF THE FORESTS

(dragon, forest boss)

While so-called “snap-dragons” are the smallest of Umerica’s dragons, this lord of the forests is certainly an exception. A bio-engineered marvel from before the fall of civilization, this dragon comes from a time before the awakening of Grokk (whom he nominally serves). Favored by the Umerican nature god, Radicans has devised his own plans for moving forward with a fanatical single-mindedness, plans that don’t quite coincide with those of Grokk.

While not as massive as others among his Umerican dragon cousins, this beast is of a size in keeping with his title and age, weighing in at an enormous

1500 pounds. Formed by massive coils of roots and ivies, Radicans still maintains the easy flexibility of his smaller progeny. Difficult to distinguish from his surroundings, Radicans prefers to strike from ambush along with his followers, wreaking havoc among those who would trespass and damage his wooded domain.

COMMON FOLLOWERS

The Lord of the Forests is never unattended and is always accompanied by 20 forest dragons as well as 2d8 random serpent shrubs.

AMBITIONS

Radicans collects seeds, fertilizers, pesticides, and even weed killers in preparation for the day that humanity (or whatever replaces it) is organized enough



RADICANS, LORD OF THE FORESTS (DRAGON, FOREST BOSS)

to make a collective effort at rebuilding the Urth's biosphere. He has developed a set of goals to aid him in leading the way to this miraculous recovery. He is already halfway to his first listed point.

- Assemble a trove of seeds and fertilizers capable of revitalizing a quarter of Umerica's mass.
- Clear the area around Dinotastic Park of all mutated and "recent" vegetation through the use of strong weed killers and defoliants.
- After preparing the surrounding lands, breach the dome of Dinotastic Park, releasing the primal greenery within.
- Working outwards from the shattered dome, reclaim the Vast Wasteland for the forests.

RESOURCES

- Pesticides enough to wipe out up to four large xeno-locust swarms
- Herbicides enough to reclaim 100 square miles from toxic and mutated growths that inhibit the plans to recreate the world as it once was.
- The full support of Grokk, the Master of the Twisted Wilds and Wastes.

Radicans: Init +6 (surprise); Atk claw +12 melee (2d16), or bite +12 melee (2d20+poison) ; AC 20; Armor Die 1d8; HD 10d18; hit points 90; MV 60'; Act 3d20; SP ambush, breath weapon, camouflage, dragon crits, fire susceptibility, scavengable, toxic; SV Fort +10, Ref +8, Will +16; AL C.

Ambush: Unless actively detected beforehand, Radicans always has the advantage of surprise within forests or grasslands.

Breath weapon: Thrice per day Radicans is capable of ejecting a 60'x20' cone-shaped spray of a sticky skin-irritant that does 60 hit points of damage (or half that with a successful Reflex save (DC 16)). Those caught by the spray must also immediately make a Fortitude save (DC 24) or be rendered helpless as their exposed flesh erupts into a mass of lesions and rashes for 1d4 days.

Camouflage: When perfectly still in his environment, the Lord of the Forest blends perfectly with

surrounding trees and scrub, making it nearly impossible to detect. PCs actively searching for him may make a skill check, where appropriate (vs. a target DC 24) to spot. Those who are otherwise engaged receive no warning at all.

Fire susceptibility: While plant-based forest dragons are highly susceptible to flames, Radicans' contact with chemical fertilizers and pesticides increase his susceptibility to flame. The lord of the forests takes an additional 1d8 damage from all flame based attacks. Flame attacks also continue to burn, regardless of stated duration, until intentionally extinguished.

Poison: Radicans' bite is particularly toxic, even among forest dragons, carrying with it purely distilled toxins and forest dragon seeds. Bitten characters must succeed at a Fortitude save (DC 20) or die horribly as they tear their reddened, itching flesh from their bones. Within one week's time 1d4 new forest dragons will grow from the corpse.

Scavengable: While dangerous to handle, the sap within a forest dragon is highly flammable and makes for a wickedly good fuel for crude grenades. In addition to any regular flame damage from devices using the sap, targets also must make a Fortitude save (DC 12) or lose a point of Stamina from inhaling the toxic fumes.

Toxic: Radicans is utterly infused with caustic, itchy sap. Any character scoring a successful melee strike against the dragon must make a successful Reflex save (DC 16) to avoid being struck with the brunt of the flying sap. Inflicted characters must spend the next 2d4 rounds clawing and itching their rash covered skin, while those who succeed suffer a cumulative -1 penalty to hit as they become more and more distracted by their increasing skin irritation. A critical failure on the save indicates the spray has hit the attacker in the face and eyes. The sufferer must make a DC 16 Willpower save every round until the poison is rinsed away. Failure results in them clawing their own eyes out to stop the itching, and permanently blinding themselves.

ROJO (ROCKIN' WRAITH BOSS)

ROJO

(rockin' wraith boss)

Long before the apocalypse, before there was even a written history of humankind and their mythologies, there was the being now known as Rojo. A demon of great power and guile, he first appeared in the public zeitgeist during the early days of recording when several bluesmen made deals with him at the crossroads, not for fame or wealth, but for talent. Beginning with ragtime musician Louis Chauvin, Rojo (who takes his current name from the next of his supplicants, Robert Johnson, whose rockin' wraith form was destroyed at ground zero of the apocalypse) made Faustian pacts with musicians. The deals have always been the same, instrumental mastery and a heightened gift of musical expression in return for claiming their souls at the ripe old age of 27. Rojo's "27 Club", filled with un-dead musicians – rockin' wraiths – roam the Urth in order to aid him in the gathering of more souls.

Despite the sinister overtones to Rojo's work, his intentions are hardly what one might expect. The demon, a music lover himself, grants such talent to individuals for the same reason that Prometheus brought fire to mankind; to kindle a spark of creativity and grow it into a raging fire. This dark muse still wanders the Urth himself, seeking out individuals with sincere musical ambition, looking to make a deal.

COMMON FOLLOWERS

- 2d3 rockin' wraiths, capable of beginning a jam session.
- 1 hellhound (as per DCC RPG pg 417)

AMBITIONS

Rojo sees himself as a demonic muse of music. He has inspired musicians since the days when humans lived in caves and beat on logs, and it is said that the Tuvan style of throat singing began as an attempt to invoke him by his true name. Regardless of the history, he seeks to find the musicians with the greatest potential, and make them "live forever". Hacks, posers, and wanna-bes need not apply.

RESOURCES

- Guitar with unbreakable strings
- Contract and quill
- White plastic lighter

Rojo (demonic muse): Init +10; Atk punch +24 melee (4d10+8), flicked cigarette +24 ranged (1d6 + Hellfire), slam +24 (3d12+8); AC 22; Armor Die d14; HD 24d8; hp 108; MV 100'; Act 3d24; SP breath weapon, cacophonic strike, crit range 16-20, darkness (+20 check), demonic deal, hellfire, infravision, planar travel, telepathy, teleportation, immune to: fire, cold, electricity, gas, acid, and sonic attacks, +4 or better weapon to hit, immune to natural attacks by creatures less than 9HD; SV Fort +5, Ref +3, Will +3; AL C.



ROJO (ROCKIN' WRAITH BOSS)

Breath weapon: Twice per day Rojo can exhale a cloud of stale, toxic, cigarette smoke – gathered from the collective club environments across time – as a 50 foot long, 20 foot wide cone inflicting 50 hit points to all within the cloud and causing blindness for 1d3 hours; DC 25 Fortitude save negates blindness and halves damage.

Cacophonic strike: When accompanied by rockin' wraiths, Rojo can call upon them to join him in releasing a single, anguishing chord that tears to the very soul of mortal beings. Hearing this mystic power chord causes damage to the listener equal to their own HD (DC 24 Fortitude save for half).

Demonic deal: If someone with a sincere desire to create music for the ages summons him to the crossroads, Rojo will offer them his standard deal; granting unparalleled musical gifts for their soul - as a rockin' wraith sometime during their 27th year.

He will not deviate from this contract, knowing that those who care only about the music and not fame or other mortal trappings will accept the deal. Should the deal be agreed to, an ancient white lighter will appear in the pocket of the musician (or, if unclothed, among their belongings) at their time of death. The effect of such 'musical' mastery is left to the judge.

Planar Travel: Rojo is able to step into the ethereal and astral planes at will.

Teleportation: So long as he is not bound, as his movement Rojo may teleport anywhere within his current plane of existence; appearing wherever, and whenever, he so chooses. When summoned, he prefers to teleport to a nearby location and then simply walk down the road to arrive at the crossroads.

Additionally, Rojo may call upon any of the powers exhibited by rockin' wraiths (pg 150).



THE ARMAGEDDON DRAGON (DRAGON, XENO BOSS)

THE ARMAGEDDON DRAGON (dragon, xeno boss)

Since the failed Xenometric invasion 150 years ago there have been rumors of a colossal xeno dragon that slumbered, awaiting the time when it would be reawakened to carry its masters into battle. The massive beast, known only as “The Armageddon Dragon”, is of such size that it is difficult for the mind to wholly grasp the enormity of its mass. It should’ve been left to slumber forever but someone or something has awakened it.

More than a mile across, the dumb beast is moving across the land, bringing destruction in its wake as Umerica throws everything it can at the beast in hopes of stopping it before naught remains. Its otherworldly gray skin ebbs and flows, sloughing off large portions of its dermis which flutter and take flight, forming a swirling cloud of xeno-locust servitors that surround the dragon.

The Armageddon dragon has no lair, it has no territory, it just has a swath of destruction that it leaves in its wake as it ponderously moves across the wastelands of Umerica — a remnant of a war near forgotten. One does not merely “encounter” the Armageddon Dragon, one raises an army and campaigns against it.

COMMON FOLLOWERS

1d20x10 xeno-locust swarms and accompanying xeno-locust Hordemasters accompany the Armageddon dragon. The creatures pick and feast amidst the destruction.

AMBITIONS

The Armageddon dragon has no ambitions, nor thoughts. It merely is wandering across Umerica unleashing devastation wherever it is.



THE ARMAGEDDON DRAGON (DRAGON, XENO BOSS)

RESOURCES

While the Armageddon dragon has no stored resources of its own, there are a number of groups constantly warring with this creature in hopes of halting its advance. These groups may well aid the party's efforts (or vice versa).

- 2d10x10 varrok make war on the beast, seeking revenge for the destruction of sacred lands.
- 1d4 gangs of komo-doans (each numbering 4d30 members) attacking the beast in ever increasing shows of bravado.
- 1d20 flying laser ursines scour the upper levels of the beast, looking for easy prey.
- 2d6 gearhead dragons follow in the creature's wake, their vehicles throwing up a small cloud of dust in the creature's trail.

Armageddon Dragon (monstrous alien leviathan): Init +28; Atk stomp +28 melee (20d8)x4, bite +28 melee (20d12), tail slap +25 melee (20d20), crush +20 melee (20d30), or jet wash +25 ranged (20d24); AC 12; Armor Die 3d30; HD 200d50; hit points 5,000; MV 40'; Act 8d20; SP breath weapon, cannot crit/fumble; cause earthquake, corrupt water, death throes; immunities; landing jets, regenerate (100hp per day), reverse gravity, unimaginable scale; SV Fort +38, Ref +28, Will +28; AL N.

Breath weapon: Twice per day the xeno dragon may scour the earth before it with a 300'x500' cone of energy that burns all it touches for 800 hit points of damage (or half that with a successful DC 38 Reflex save). Wood is incinerated, flesh vaporized, and rock runs like liquid fire. The area struck remains too hot for unprotected beings to approach for 2d3 days.

Cause earthquake: Once per day the titanic lizard-oid can create an earthquake centered on a point within two miles causing the earth to tremble and ripple for 2d7 rounds. All creatures caught within the earthquake automatically take 1 hit point of damage per round as they are tossed about. Creatures within 500 feet of the epicenter are thrown to the ground and pelted with debris for 4d6 hit points of damage while all other creatures must make a Reflex save (DC 20) or also be tossed and crushed with debris. Lastly, anything within the 50 foot epicenter of the

earthquake is swallowed by the earth, lost forever. During the quake, all concentration is disrupted, the course of rivers change, cracks and crevices open in the earth (Luck save or fall 1d10 x10' into the earth), buildings collapse, masonry crumbles, etc.

Corrupt water: At will the Armageddon dragon may befoul all water within four miles, making it undrinkable. Fortitude save vs 28 or suffer 2d7 hit points per sip. The corrupted water is visibly befouled and smells of death.

Immunities: The Armageddon dragon's biology and massive size grant it immunity to binding, charm, paralysis, poisons, and sleep. It cannot be turned.

Landing jets: Among the alien tech fused to the creature's body are sets of massive landing jets originally used to slow the creature's descent as it dropped from orbit. These jets rotate and may be used as weapons against any creature within 200 to 500 feet of the dragon. Targets less than 200 feet away are too close to be struck.

Reverse gravity: Twice per day the creature may reverse gravity in a 300 foot radius around itself. All creatures and unsecured mass (other than itself) falls upwards to a height of 800 feet. The effect lasts for 3d5 rounds whereupon it suddenly ends and everything falls back to earth (see falling damage, DCC RPG, pg 96).

Scavangeable: The Armageddon dragon is covered in bits of alien technology. Searching its massive corpse with a successful Luck check grants one piece of useful xeno tech (GM's discretion).

Unimaginable scale: The Armageddon dragon is so large that its melee attacks strike all creatures within a 20 foot radius.



SCENARIO SKETCHES



SCENARIO SKETCHES



A HEAP O' TROUBLE

Near many of the ruins that were once great cities or expansive suburban subdivisions, great steaming hills can be found where the ancient ones buried their refuse under the earth. Like a reverse mining operation, they caused the land to sweep over these massive mounds of trash, perhaps to hide the shame of their wastefulness. While most have remained untouched some have been split open by the shuddering of the land, giving access to the treasures within. These rare junk tombs have enticed hordes to plunder them, often resulting in bloodshed over salvaging rights.

One of the larger of these sites, known only by a sign with the remaining letters “Oe dfill”, is quite remote and mostly unknown. Despite this fact, it is a place of constant conflict as several factions that call it home

vie over its wealth. A stubborn tribe of trashlodytes are trying to establish a permanent community here. They are opposed by the thriving native can crabs that consider the entire area their territory. The chaos is increased by a few junk golems that roam about the place performing duties assigned by long dead masters.

GETTING THE PARTY INVOLVED

Here are a few ways that the party could get involved in this scenario:

- The party may be looking for a particular piece of pre-cataclysm junk to repair a relic. All advice, rumor, and divination have pointed them to Oe dfill. As the place is vast, they will need help finding the thing they need.
- This location could just be in the current path that the party is following. As skirting the area

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would appear daunting, the party might be enticed by the possibilities of finding a few artifacts while they wade through the perilous piles. This would quickly result in an encounter with the trashlodytes, who might be willing to hire mercenaries to help them claim the place as their own.

- Perhaps the party has been caught in one of the many unchecked dimensional portals or alien gates throughout Umerica and find themselves summarily dumped in a particularly foul pile of unearthed garbage within the Oe dfill.

LOCATION

The Oe dfill is roughly 1000 acres in size and consists of seven major hills with rolling valleys in between. Each hill consists of an outer crust of packed soil and lush grass over a center of layered refuse laced with piping to collect the gases and liquids from the decaying organic matter. This collection system has long since failed.

Throughout the entire area there is a medium to high level of methane leaking from the ground, making any form of open flame a disaster waiting to happen. Anyone employing an unprotected fire must roll under their Luck every 30 minutes in order to avoid touching off a local pocket of methane gas, causing 2d6+2 fire damage to everything within (1d4+1) x 10 feet and setting any flammables ablaze.

The can crabs have overrun four of the hills and are plentiful in the valleys between them. The trashlodytes have settled around one hill that is the farthest from the crabs. The two remaining hills between them are the stomping grounds of several junk golems who do not tolerate trespass.

ROUGH TIMELINE

The scenario as is will be a constant ebb and flow of conflict between the three inhabitants of the Oe dfill. The party's actions will break up this status quo and force each group to react.

OPPOSITION

There are roughly 60 trashlodytes (pg 174) dwelling around their hill, Heaphome. They will be wary of outsiders but if peaceful talks begin, they will be

friendly. Offers of valuable trades goods will be made to help them deal with their unwanted neighbors. Of the 30 or so that are still mobile, most of them have injuries from encounters with the crabs or the golems. Few will want to assist the party in any direct combat with either of their local foes.

The can crabs (pg 25) want nothing more than to continue thriving off of the garbage and spreading throughout the Oe dfill. When in their territory, roll d% on the chart below to determine how many are encountered and what size they are:

- 01-31 2d6+2 soup can sized crabs. There is a 70% chance they will be hiding with the intent to ambush.
- 32-63 1d6+2 coffee can sized crabs. There is a 50% chance they will be hiding with the intent to ambush.
- 64-93 1d3 trash can sized crabs. There is a 30% chance they will be hiding with the intent to ambush.
- 94+ 1 trash can crab nearly too big to fit in its 50 gallon drum shell. It has max hit points and +1 to hit and damage with its claw attacks. It never hides.

Lumbering amidst the two middle hills are five junk golems (pg 87) that seem to be constantly collecting, sorting, and then moving piles of inorganic materials. Many times they will be collecting goods from another golem's piles or otherwise fouling up each others work. This causes no reaction among them nor does there seem any end purpose to their work. There is also no sign of who made them. Should anyone approach within 100 feet of one of the them or their piles, the golem will immediately rush the intruders and attack until they flee the area (500 feet is far enough away).

TWISTS

Here are a few possible surprises to make things more interesting:

- A group of raiders have discovered the Oe dfill and are making plans to raid Heaphill, which they consider the easiest pickings.
- The golems have dug up something that was hidden in ancient times. Roll 1d4 to see what it is: 1 - a van full of firearms and spoiled nar-

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cotics, 2 - the entrance to a doomsday survival vault, 3 - a cache of obsolete electronic goods, 4 - an alien space pod.

- Large pockets of methane are building up underneath each of the hills. Each day spent in the Oedipus there is a cumulative 10% chance of a massive chain explosion throughout the whole place, causing 3d12 damage to each inhabitant and setting the entire place on fire.

A MERRY TIME AT SHELLEY'S

In a nearly forgotten corner of the Citadel of Scrap is the Shelley Surgical Center. While perhaps unknown to the residents of the Citadel as a whole, those local to the facility are quite fond of the center, as well as its Chief of Medicine, Dr. Carl Augh. The good doc-

tor is known for providing medical care to any who find their way to his doors, curing sickness, mending broken bones, even performing surgeries. Certainly, not every patient can be saved, but his efforts have made him a local hero.

Unfortunately, not all is as it seems. While even the majority of the staff are not aware, Dr. Augh is a brilliant power wight and those who die on his table are subjected to his experiments. Recently, things have been slow at the surgical center and so Dr. Augh has taken to sending out some of his nurses to forcibly collect raw materials for his work. The disappearances have not gone unnoticed by the locals.

GETTING THE PARTY INVOLVED

There are a few ways that the party could get involved in this scenario:



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- The party is in need of medical attention and are directed to the surgical center as a good alternative for regular medical care. Possibly the party has been using the surgical center's services for quite some time. In either case, strange noises in the night may draw their curiosity.
- An acquaintance of the party has lost a family member to the disappearances and begs his friends to investigate, beginning in his old neighborhood – home to the Shelley Surgical Center.
- Having seen the party in action, Dr. Augh summons the party with an offer of employment. Secretly he wished to capture them and use them in his experiments.

LOCATION

The entrance to the surgical center is sequestered away in a back alleyway off of an infrequently trafficked street within the citadel. The building is a squat, pre-disaster bank building made primarily of stone. The building looks more like a fortress than a hospital, and that is to the Doctor's liking. Without directions from a local, finding one's way to the surgical center is near-impossible (requiring a DC 20 Intelligence check). Simply asking around can make things much easier (dropping the DC to 12 in order to follow the directions given by a local), and parties with visibly injured members will be helpfully escorted to the surgical center by well-meaning locals.

ROUGH TIMELINE

The center is open 24 hours, with visiting hours from sunrise to sunset daily. The upstairs is the commonly accessible area consisting of a waiting room, nurses station, 4 clinic rooms, 20 patient rooms, an office, an oddly large janitor's closet, and an operating theater. The lower level is accessible by a keycard restricted elevator. The lower level contains Dr. Augh's main laboratory, holding cells for failed experiments, cold storage for spare parts, and his private quarters (within the old bank vault).

Quick-witted party members may use any number of methods to gain access to the center ranging from injury (real or faked), seeking to visit a patient, or all number of other plans hatched within their minds.

All that matters is that once the "good doctor" discovers their motives, getting out will be much more difficult.

OPPOSITION

At all hours there are a number of folks moving through the upper halls and rooms of the surgical center. Beyond the locales specifically mentioned previously (pg 219) when the party moves into a new room or hallway consult the following:

Roll 1d100

- 1-10 No encounter
- 11-30 Anxious visitors
- 31-40 **Human nurses (1d4):** Init -1; Atk scalpel -1 melee (1d4-1); AC 10; Armor Die none; HD 1d4; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +2; AL L.
- 41-50 **Mutant administrator (1):** Init +0; Atk pencil +1 melee (1d3); AC 10; Armor Die none; HD 1d6; MV 30'; Act 1d20; SP towering intellect (pg 220); SV Fort +0, Ref +0, Will +2; AL L.
- 51-65 **Greater power wight security guards (2)** (pg 124): Init +2; Atk bash +9 melee (1d6+4) or truncheon +8 melee (2d5+4); AC 14; Armor Die [1d4]; HD 8d12+8; hit points 60; MV 25'; Act 2d20; SP un-dead immunities and crits, ignore crit, absorb electricity, enhancements, necromantic talents, able student; SV Fort +10, Ref +2, Will +6; AL N.
- 66-80 **Lesser power wight janitors (1d3)** (pg 124): Init +1; Atk bash +6 melee (1d6+3) or mop +5 melee (1d7+3); AC 13; Armor Die [1d3]; HD 4d12+4; hit points 25; MV 20'; Act 1d20; SP un-dead immunities and crits, ignore crit, absorb electricity, enhancements; SV Fort +8, Ref +1, Will NA; AL C.
- 81-95 Unresponsive patient.
- 96+ Dr. Carl Augh (pg 219)

TWISTS

Of course, any number of complications could arise to make things even more difficult:

- Two rival komo-doan gangs have had a rumble and survivors of the brawl from both sides begin spilling in, looking for treatment. Brawls

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break out between injured gang members and even when things are calm, the party members are harassed and bullied so as to push their requests further down along the priority list.

- A young mutant is attempting to make a name for himself by solving the disappearances. He shadows the party at every turn, blundering at inopportune moments and spoiling surprise (or worse). The most difficult part is that he is thoroughly likeable and idolizes the party.
- The doctor's newest "equipment purchase" has arrived, a wily autovore (pg 16) ambulance that uses its unfettered access to the Citadel's streets to feed while bringing fresh victims to the Doctor. Escape from the surgical center may have just gotten much more difficult.

ARBOUR DOOMTRAIL

This scenario can be set in one of the many large, twisted forests in northern Umerica. It needs to be at least a few days hike across in size.

At the edge of the forest is a small community, called Treestop, that lives by foraging within the forest. They are especially fond of harvesting from a wild fruit orchard roughly a days travel in. They will be happy to see the party as they do not get many visitors. They will be pleased to offer food and shelter to the party, in return for helping them harvest fruit the next day. They will also offer the services of a guide to cross the forest after the harvest, if that is what the party wants.

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What the Treestop folk will not say is that they are avid worshippers of Grokk and his servants that dwell in the forest. Their faith keeps them safe from all the forest predators as they forage. The time for sacrifices has come and they would much rather offer up the party than some of their own people.

GETTING THE PARTY INVOLVED

Here are a few ways that the party could get involved in this scenario:

- The party could come across Treestop as a part of their wanderings. The offer of food and shelter in trade for simple labor would be hard to pass up.
- The forest can be in the path of the party as they are trekking to a specific place for a mission. Since the fastest way through the forest is to be guided through, taking the Treestop folk's offer would save time.
- Perhaps Grokk himself has summoned the party through visions to enter the forest as a series of trials or as punishment for past offenses.

LOCATION

The forest is quite large and dense. Only one major path leads all the way through it without requiring orienteering. Going off the trail will prove very difficult, requiring an Intelligence check (DC 15) every hour of travel or become lost. The only way to avoid this is to stick to the main trail, which is quite easy to locate; an Intelligence check (DC 8) is needed to find it from anywhere in the forest.

ROUGH TIMELINE

After staying the night and joining the harvesters the next morning or simply entering the forest on their own, the party will have a difficult time finding their way out.

After a few hours of travel, any Treestop folk will suddenly and quietly slip away from the party; an Intelligence check (DC 15) to notice them leave will be needed. If any are caught, they will say nothing other than "the ritual has begun". Once the faithful slip away, the forest will actively attempt to confuse the party and steer them toward traveling down the

main path. The ritual has no defined length and will continue until the party escapes the forest or is killed.

OPPOSITION

As the party moves through the forest, it will happen upon several random encounters, either from the ritual table or wandering table. Should they stick to the main path, they will need to pass through $1d3+1$ ritual encounters to reach the other side of the forest, each encounter separated by miles of harrowing travel. If they stray from the path, each time they get lost roll a wandering encounter.

RITUAL ENCOUNTERS

Roll 1d6, no encounter will repeat so re-roll all duplicate results.

- 1 A glen where a forest dragon (pg 66) dwells. Unless the party makes extraordinary efforts to be quiet, the dragon will be waiting in ambush. In the center of the glen is a small, enchanted spring whose water will heal $1d10$ hit points. A drinker can only benefit once per hour and the magic will fade if removed from the glen.
- 2 A grove of gnarled trees is home to a troupe of $1d4+1$ jack-o-rangutans (pg 100). They will hide amongst the upper foliage and taunt the party with their mind bending chatter ability. Should the party assail the treebourne beasts with ranged attacks, they will respond in kind with a hail of flaming feces. In the center of the grove is a lone apple tree filled with vibrant indigo fruit. Eating an indigo apple will supply a full meal and water ration plus grant +2 to all poison saves for 24 hours. The apples will quickly rot if removed from the grove.
- 3 The edges of the path are quite overgrown and $4d4$ serpent shrubs (pg 156) line the path. They will wait until the party is well between them before they strike. Growing betwixt the shrubs are several Tomeato plants, with a total of $4d8+4$ ripe harvestable fruits.
- 4 A series of clearings along the path are the hunting grounds of a lone cheemera lion-snake (pg 106). Once the party is well within its domain, it will use its speed and stealth to rush past the most imposing members and

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deliver claw attacks. Then it will sneakily fly up and pounce from above on the weakest looking member. Its lair is a burrow in the largest clearing. Amongst the bones is a xeno blaster gauntlet (punch damage: 2d3; blaster damage: 2d5, range: 100/150/200, 5d8 shots left).

- 5 As the path winds through a particularly dense stretch of forest, it leads past the arboreal dens of three adult flying laser ursine (pg 81) and 1d3+1 cubs. They will employ their laser eye beams and ability to fly to great effect as soon as the party approaches their nesting site. The foliage around the tree dens of the beasts is thick with spice berries bushes. Up to 2d4+1 pounds of ripe berries can be harvested.
- 6 The path passes through an area with many low hanging branches, which is the hunting grounds for 1d4+1 vineacondas (pg 32). The trees here are also heavy with ripe tastyfroot (total of 4d10+4 harvestable fruits in the area). The vineacondas will wait until the party begins to harvest the fruit before striking.

WANDERING ENCOUNTERS

Roll 1d100

- 1-25 No encounter
- 26-35 A quiet clearing where they can rest, undisturbed.
- 36-45 A small grouping of wild fruit trees with a total of 4d6+4 ripe harvestable fruits. While nothing will harass the party here, they will feel watched by a thousand eyes the entire time they linger here.
- 46-60 A pack of 2d6+1 hungry falcon wolves (pg 80) hunts in this area. There is a 60% chance they are already aware of the party's presence and are setting up an ambush.
- 61-75 The party stumbles upon a family of 3d3 feral pigipedes (pg 59) foraging for food. They will be extremely unhappy to be disturbed.
- 76-90 This area is claimed by a brood of 3d4 beetle apes (pg 18). They are not immediately hostile and may be bargained with.
- 91+ 3d4 previous travelers forced to run the forest's gauntlet are still wandering about

this area as zombies (DCC rpg, pg 431). They may have a few pieces of useful equipment still on them.

TWISTS

Here are a few possible surprises to make things more interesting:

- A group of raiders are trying to cross from the other side of the forest and will encounter the party about half way through.
- One of the Treestop folk has stolen something vital to one of the party members and runs deep into the forest. It must be retrieved while they search for a way out.
- The plants of the forest are filling the air with pollen, causing all of the party to make a Fortitude save (DC 10) each hour or suffer -1 to all actions due to an allergic reaction.

FIELDS OF FEAR

Not far from the Untouched Valley lies the grazing lands of Sheeptown. As one would imagine, the main export of this community is the meat, milk, and wool of a mutant strain of sheep, known as the six-legged grunt. They also raise a much larger breed of sheep known as big grunts that make stout riding steeds.

While the folks of Sheeptown are no stranger to protecting their flocks from predators and poachers, recently whole flocks and families have started to disappear and everyone is afraid. This fear has overcome their fierce pride enough for them to begin reaching out for help, causing them to post notices for guards and beast killers wherever they trade their goods.

Sheeptown has good reason to be afraid as a large colony of trapdoor toadspiders have set up a complex maze of tunnels throughout the best grazing fields. Employing their hypno-croak ability they lure wandering flocks, and shepherds, to their demise. As of yet, none of the Sheeptown folk who have discovered the beasts have lived to tell the tale.

GETTING THE PARTY INVOLVED

Here are a few ways that the party could get involved in this scenario:

- Either through word of mouth spread by trav-

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eling merchants or by one of the posted notices, the party can find out about the plight of Sheeptown and the rich reward offered for making their lands safe again.

- After trekking through a seemingly endless hilly waste, the landscape soon turns somewhat flat, green, and lush. While setting up camp for the night, they encounter a wary shepherdess cautiously moving her flock home before dark. Should she not feel endangered by the party, she will eagerly tell them of her community's plight and beckon them not to stay out of doors at night.
- The party is employed as caravan guards and the caravan is heading to Sheeptown to do some business. As the merchant is well known to the Sheeptown folk, the elders will approach the caravan with fervor and offer a high price for armed aid.

LOCATION

The lands around Sheeptown are full of low, rolling hills covered in fast growing scrub. The herding folk here are a tough breed of humans and muties that live in barn-like family clan homes behind tall gated

walls. A few prosperous clans even have windmill generators and a few other amenities. Each clan claims a few particular acres of the outer grazing land and share the rest near the center of their community.

The toadspiders have dug their tunnels throughout the outer grazing areas and encroach further towards the center each night. Anyone wandering about the fields must roll under their Luck every 30 minutes. A failed roll indicates they have unknowingly stepped up to a danger zone with 1d3 active trapdoors (DC 20 Intelligence check to avoid an ambush). Once the nature of the threat is realized, an Intelligence check (DC 15) is required to spot the trapdoors at a distance.

Once they understand the nature of the threat, the party should be able to convince the locals to assist in some way should they come up with a decent plan to rid the area of the toadspider infestation. This assistance can take the form of preparing traps, performing labor, or helping locate trapdoors. Only a handful (1d4 0-level NPCs) will be willing to fight as most of the local toughs have already fallen prey to the toadspiders.

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ROUGH TIMELINE

At the beginning of the scenario a countdown of fourteen days begins. If the Toadspider infestation is not routed by then, they will be too entrenched to be removed by anything short of systematic slaughter.

OPPOSITION

There are over 30 trapdoor toadspiders (pg 172) spread across tunnels dug throughout the many acres of grazing land. For each toadspider killed, there is a cumulative 3% chance that the remaining toadspiders will become aware of a dangerous element in their tunnels and vacate the area.

There are four major nexus points that the tunnels meet up at but otherwise they are a bewildering maze to traverse, Intelligence check (DC 13) to navigate. Fossorian characters gain a +1 die step to this roll.

Other than a straight up hunt for each toadspider it would be possible, once the threat has been discovered, to use toxic smoke fires set up at the tunnel nexuses to drive the toadspiders out of the area. Alternatively, poisoned food could be left in the nexuses to kill them off.

TWISTS

Here are a few possible surprises to make things more interesting:

- A few of the family clans might also be raising ox beetles (pg 59) and they have become spooked by the *hypno-croak* ability of the toadspiders. Now they are stampeding randomly around the grazing fields.
- The *hypno-croak* ability of the toadspiders has evolved and now they can effectively cast *charm person* (DCC RPG, pg 131) once per day with a casting roll of 4d4. As they are of animal intelligence, they can only deliver the commands: “come closer” or “run away”.
- Due to the plentiful amount of the toadspiders in the area their natural predator, a coubra type lion-snake (pg 106), has come to the grazing lands to hunt.

FREE GAS

In a remote location there stands a gas station on the intersection of three passable roads. It is surrounded by the ruins of a small pre-cataclysm town. The gas station seems pristine and even has running lights. In bold neon letters the roadside sign calls out “FREE GAS”.

As one would imagine, this is a death trap but the promise of free fuel is real. The place is blessed by Petrolex and the fully functional gas pumps tap an endless supply of fuel. The only problem is the ruins are full of dormant petrol zombies that will awaken the moment they hear the dingy sounds of the fuel pumps. The place is overseen by a necromancer named Fill Up, a zealous devote to Pextrolex. He is well aware that this oasis exists purely for the entertainment of Petrolex and he does his best to put on a good show.

GETTING THE PARTY INVOLVED

Here are a few ways that the party could get involved in this scenario:

- The party is running low on fuel as they travel an unknown road far from home. As the sun begins to set, the lights from the gas station are visible from quite a distance.
- While chatting with a traveling merchant, the party hears tales of a source of endless gas, just waiting to be tapped (these rumors have been spread purposefully by Fill Up to attract new prey).
- The party is hot on the trail of a small band of raiders that have absconded with their (family member / favorite thing / community relic / etc). As both groups thunder down roads to nowhere, the raiders spy the gas station. They hit the nitrous to catch enough lead to make a pitstop and the party arrives on the scene just as the carnage is about to begin.

LOCATION

The ruins surrounding the gas station spread for a few blocks as the remains of a downtown area and then begin to thin out into more suburban neighbourhood ruins. These have all been somewhat picked over but a few treasures might be found. The danger is that there are hoards of petrol zom-

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bies dozing throughout the ruins. They will remain dormant unless they hear the fuel pumps being used or if someone noisily enters the ruin where they are resting. The smell of petroleum products and recent fires pervades over the area.

The station is large enough to fuel 16 vehicles at a time. The station building appears large enough to house a convenience mart, in addition to the cashier area and bathrooms. All of the shelves of the mart are fully stocked with snack foods, cold & hot beverages, and basic automotive goods. These goods are all safe and fresh but will quickly deteriorate/spoil in a matter of hours if taken more than 500 feet from the station. In the back of the store is a clearly labeled manager's office with a locked steel door. This is the lair of Fill Up.

Off to one side is a fancy car wash building that is tightly locked up and quite secure. Looking into the interior through the small windows will give the impression that something is very off about what is inside. A Willpower save (DC13) will be required to have the moxie to break in. The place is actually enchanted to create petrol zombies. Any person, living or dead, that passes through it will be zombified. A conscious living person can make a Fortitude save (DC 15) to avoid this fate but they will suffer a petrol zombie's petrol sickness effect.

Note that any damage done to anything on the gas station property will be completely repaired at the next dawn and anything taken will be replenished. Remember that other than the fuel, any goods taken away will be rendered useless after a few hours and 500 feet of distance.

ROUGH TIMELINE

Unless a supreme effort is made to stay quiet, Fill Up will be aware of anyone approaching the gas station via the many cameras he has set up. If somehow he is unaware of intruders, he will notice them the moment the fuel pumps are activated.

The place will remain peaceful and quiet until one of the following things happen:

- Someone activates one of the fuel pumps.
- Someone opens the door to the convenience mart, activating the door chime.
- A loud noise is made, such as a gunshot, roaring music, or a yelling idiot.

Once any of these things happen the petrol zombies will begin to stir. Roll 2d4 to determine how many rounds will pass before the first wave of petrol zombies will storm the station. To make the players nervous, use a d8 out in the open to count down the rounds.

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Should the party survive the second wave of combat or if they decide to barricade themselves inside the mart, Fill Up will emerge from his office and engage them in battle.

OPPOSITION

Once awoken, petrol zombies (pg 209) will come in waves to attack those who have disturbed the gas station. Each wave will consist of 1d3+2 petrol zombies and a new wave will arrive every four rounds. This will continue as long as the party is on the gas station property or until 10 waves have been defeated.

Each time a petrol zombie explodes, there is a 10% chance that one of the fuel pumps will ignite and explode at the end of the next round, causing 3d8 damage to everyone within 100 feet of the pump. This also means there is another 10% for the other pumps in range to catch fire as well...

Fill Up is a 4th level wizard with the following spells known: *flaming hands*, *magic shield*, *read magic*, *ward portal*, *fire resistance*, & *scorching ray*. When encountered he will be under the effects of his *fire resistance* spell, effect level 25, affecting only himself. He wields the Pyroskull gifted to him by Petrolex as his preferred attack. He is well aware of a petrol zombies proclivity to explode and that any damage done to the station will be divinely repaired the next morning. As such, he will employ fire attacks with abandon. Should he be killed by fire damage, Petrolex will resurrect him the next morning as well. Sometimes he immolates himself, just for fun.

The Pyroskull - This artifact weapon appears to be a rune encrusted skull with a pearl handled pistol grip attached to the back of the cranium. The eye sockets are filled with two glowing red orbs. At will, the wielder can cause the artifact to project a blast of fire that burns up to three targets within 20 feet for 3d4+3 points of damage. All targets must be within 10 feet of one another. Targets may make a Reflex save (DC 12) to only suffer half damage. Anyone claiming this weapon as their own will suffer from pyromania.

TWISTS

Here are a few possible surprises to make things more interesting:

- There could be a few melting zombies (pg 209) lurking in the ruins as well that might join the petrol zombies as they rush in.
- As the party rolls up to the gas station, they see a small band of komo-doan (pg 102) bikers riding up to investigate the station as well.
- The souls of some of the previous victims of the petrol zombies may have melded into an autogiest (pg 14) that now haunts the area, killing both the living and the dead with equal zeal.

FREEZER-BURNED IN MUD CLOT

Lying forgotten, beneath the massive ruins of an old ice cream factory, is an ancient cryonics lab, now filled with cryolurkers. Unbeknownst to the neighboring village, recent exploration has opened a path into (and more importantly – out of) the cold storage facility. It is only a matter of time before the cryolurkers rise and overrun the village.

Of course, word of the recent discovery has fueled a goldrush-style fervor among the locals, with several highly unqualified individuals venturing into the catacombs in search of gold and glory. It hasn't ended well for many of them. So far only single cryolurkers have escaped their buried tomb, but that will change soon.

GETTING THE PARTY INVOLVED

Here are a few ways that the party could get involved in this scenario:

- Word of the recent discovery of a cache of ancient artifacts and supplies reaches the ears of the party. With only a small village near the treasure, it should be easy pickings to get in and walk away wealthy men and mutants.
- Traveling through the wastes, the party is set upon by a lone cryolurker, in an area that is wholly out of character for such a creature to be found. Tracking it back towards its lair, they find the entrance to the tunnels, as well as the vulnerable village unaware of their danger.

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- Stocking up on supplies, the party notices that the small town has an unusually wide variety of trade goods and materials. A local approaches them and offers to pay them handsomely if the party will “harvest” some materials for her. The promise of plentiful fuel in return for what sounds like a simple excavation is very enticing.

LOCATION

The colorfully named village of Mud Clot has long survived with a meagre farming community and weed-choked fields line the outskirts of the inhabited areas extending outwards from the town’s wall. Mud Clot has a population of around 50 people, overseen by Mayor Leigh St. Clair who holds absolute authority within the village. The village consists of a ring of geodesic dome homes in various states of disrepair, as well as a small general store and a

market. A wooden palisade fence surrounds the inhabited area, providing some slim protection against attack from without.

The village is built near the ruins of a small suburban area. Travel into the area has been taboo until recently, when a band of explorers emerged with ancient artifacts. Inside the crumbled suburban ruins is a remarkably intact Frusen Dasz ice cream factory.

Beneath the ice cream factory, the crumbling catacombs of concrete steel and wire are labyrinthine, spreading out like the web of some radiation-addled spider. Wandering blindly through them is a good way to get lost, however a DC 18 Intelligence check (by someone familiar with ancient ruins) will grant a basic understanding of the method behind the strange floorplan and allow for passage in and out

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without fear of becoming lost. Beyond the raw scrap that can be taken out, there are a number of resources, ranging from an aging fuel depot meant to refuel emergency generators all the way to still-functioning cryonics equipment.

ROUGH TIMELINE

Once players get involved, things unravel at a break-neck pace:

- Explorers from Mud Clot begin disappearing with increasing frequency.
- Mayor Leigh St. Clair begins giving speeches about the taboo area and how such restrictions should be honored.
- The first cryolurker attacks the village itself.
- Twenty cryolurkers surround the small village, probing for ways in while the village militia (essentially everyone over the age of 5) works diligently to keep them out.
- The cryogenics vault empties into the surface world and hundreds of cryolurkers attack.

OPPOSITION

The cryolurkers in the vaults below are legion:

- 6d20 frost-burned (pg 37).
- 3d10+10 brutes (pg 35).
- 2d14 cryoslime (pg 36).
- 2d4+2 bucket heads (pg 35).

TWISTS

Here are a few possible surprises to make things more interesting:

- A rival party has arrived, intent on scoring any artifacts for themselves. They will not take great risks, turning back in the face of danger and instead waiting to waylay the party in order to rob them.
- A monstrously huge cryolurker lies at the bottom of the catacombs, a mutated fusion of dozens of bodies. It also carries the intellect of dozens of minds, and it begins to direct the cryolurkers with malevolent intelligence.
- Cruxis (pg 224) has become aware of the discovery of this hoard of ancient cryolurkers and is marshalling his forces to secure the treasure by any means necessary.

HELL COMES TO COLATOWN

Way up northeast of the Citadel of Scrap is the small but popular community known as Colatown, based on the revival of a soda bottling plant located there. The beverages are popular enough that the merchants of the Citadel requested that the Northern Railmasters build a train route to Colatown.

Recently the new railway connecting Colatown and the Citadel has been sabotaged, forcing trains traveling northward to backup and divert to other locations. This was done by the scouting parties of King Grabba's army to cut off any Citadel support when they lay siege to Colatown.

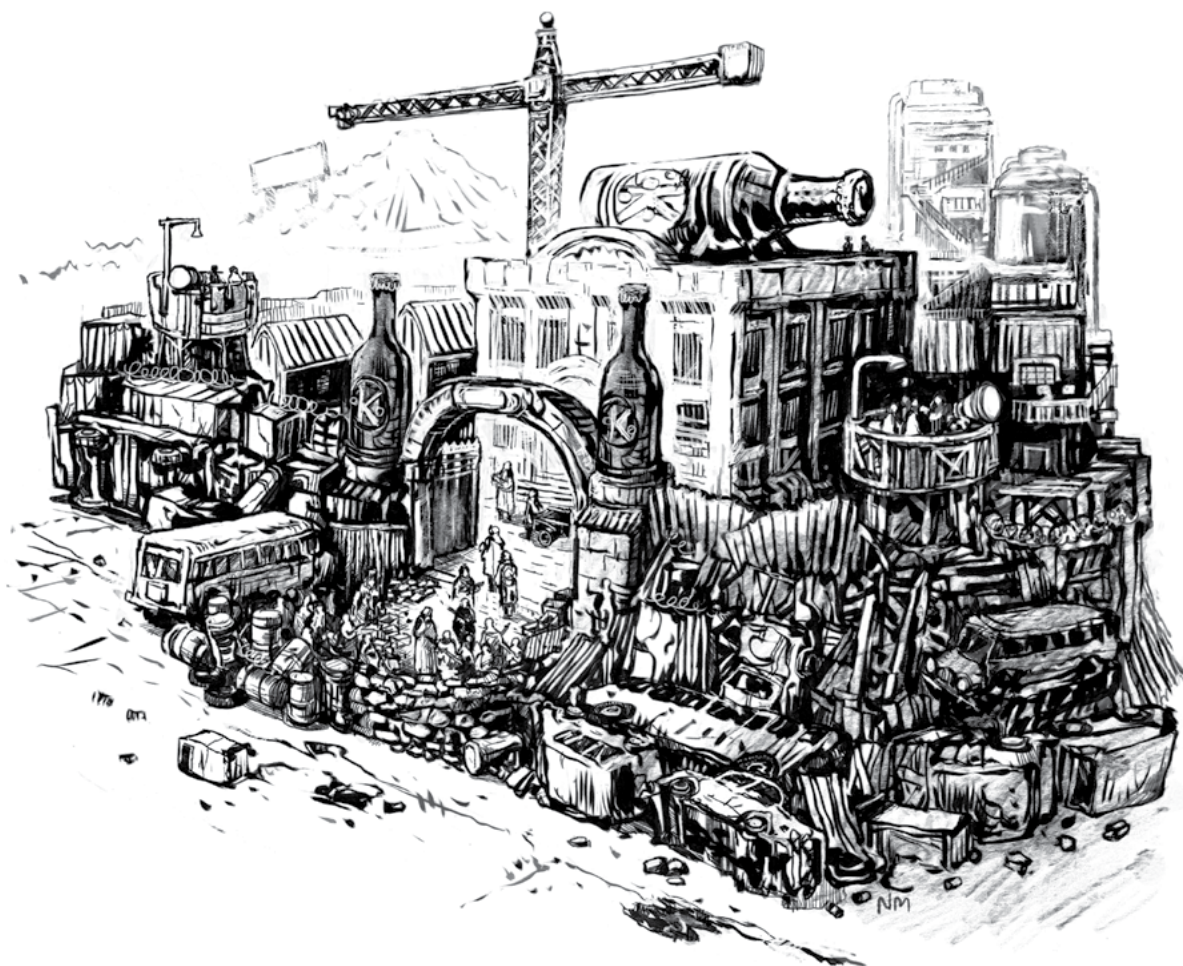
While the destruction of a factory is more than enough reason to fill King Grabba with the rage of Grokk, Grabba has heard rumors that in the center of the factory lies a powerful artifact that could bring him one step closer to godhood. This is the reason he is willing to risk striking a target so close to the Citadel.

GETTING THE PARTY INVOLVED

Here are a few ways that the party could get involved in this scenario:

- All Northern Railmaster train depots have job postings for dealing with trouble spots on the railways. The party could see one of the depot-folk walking up to the job board to put up a new posting: *"WANTED: a group of skilled individuals to investigate the repeated damaging of Northern Railmaster rail tracks in the IL25 district. Pay: 50sp expense budget paid up front and 200sp for job completion. Bonuses for clearing up the trouble and / or fixing up the railway."*
- The party may be traveling by train in the direction and encounter a beetle ape scouting party sabotaging the track. The train may or may not come to a safe stop before hitting the broken rails. The scouting party would consist of: 1 beetle ape, with the following traits: armored, burrowing, and herculean (Son of Grabba). 1d4+4 beetle apes with 1d2 random traits (pg 18). 1 to 3 giant beetles (fire beetles) (see DCC RPG, pg 397. Alteration: AC 10; Armor Dice [1d6])

SCENARIO SKETCHES



- While wandering through the wilds, the party could come upon a rise looking down on the main encampment of King Grabb's forces as they prepare to lay siege on Colatown the next day.
- The party has traveled to Colatown to check it out and stock up. The news that the train did not come as scheduled comes while they are staying in town.

LOCATION

Colatown is built around a large bottling plant that was rebuilt and brought back into production. It boasts a population of a few hundred souls, most of which work at the bottling plant producing soda for the thirsty consumers of the Citadel. Other folks keep the town itself running and there are about 20 active guards that work in shifts to keep the place safe.

The physical layout of the town starts with the factory in the center, a large warehouse next to that that also doubles as the town hall and emergency shelter, and then rings of small houses and shacks that serve as homes. Also next to the factory is a tavern that serves as the general community meeting place and a general store for items that the townsfolk need on a daily basis.

A number of rusted out vehicles have been rolled into place, tipped on their side, and reinforced to form a crude defensive wall around the entire town. There are two gates, one leading to the train stop and one leading out into the nearby forest for hunting and foraging.

SCENARIO SKETCHES

ROUGH TIMELINE

Depending on when and how the party decides to get involved, they will find things at one of the following stages of development:

1. Colatown begins investigating why the trains did not come.
2. Colatown discovers the presence of King Grabba's forces and is desperately setting up its defenses to ward off the imminent attack.
3. King Grabba is laying siege upon Colatown.
4. The siege does not go well for Colatown and the inhabitants route into the nearby hills for safety.
5. King Grabba occupies Colatown and is searching for the artifact before razing the place to the ground.

OPPOSITION

King Grabba will have recruited extra help to make sure that the whole operation goes quickly so as to be gone before any assistance from the Citadel can arrive. He will have the following forces at his disposal:

- 2d4+4 beetle apes, all with the following traits: armored, burrowing, and herculean (Sons of Grabba).
- 2d8+16 beetle apes with 1d2 random traits (pg 19).
- 1d4+6 giant beetles (random types) (see DCC RPG, pg 397. Alteration: AC 10; Armor Dice [1d6]).
- 1d4+2 Ox Beetles (pg 59).
- 2d8+10 Grokk beetle cultist flunkies (see Acolyte, DCC RPG, pg 432. Alteration: AC 10; Armor Dice [1d3] old beetle shells).

TWISTS

Here are a few possible surprises to make things more interesting:

- The artifact that King Grabba covets is actually an alien device that the bottling plant uses as a power source but it is capable of much more...
- A troop of soda-addicted scorpionoid mercenaries are trekking to Colatown and will arrive shortly before King Grabba's offensive begins. They will be more than willing to negotiate fighting in the conflict in trade for fresh soda, regardless of who makes the offer. They REALLY want some soda and have little qualms about how they get it.

- The Northern Railmasters have sent an experimental train engine mecha that can travel off rail up to investigate what is going on in Colatown. It is still untested and may not function as desired under combat conditions.

LOGGER'S-HEADS

The children of Radicans have been sent forth to punish those who would despoil the forests. As a group of loggers work to carve their way into the forest and provide a steady supply of lumber, a strange plague sweeps through the lumber camps, while the attention of Radicans himself follows the events as they unfold.

GETTING THE PARTY INVOLVED

Here are a pair of suggestions on getting the party involved in this scenario:

- News of a strange disease that resists common medicines may draw the party's attention, especially as it could be some sort of unknown weapon being tested in Umerica. Such things can be very dangerous, but also very valuable.
- The party has been sent to the area on a trading mission to procure a large supply of lumber and logs for a construction project. They will be well paid upon delivering their cargo.

LOCATION

The logging camp should be in a heavily forested area, at least two to three days journey along a crude logging road, or at least one to two days by river. A feeling of isolation is important to the story, channeling that feeling into the eerie feeling of man versus wild.

The camp holds roughly 150 loggers (men, mutants, and even a few alien beings), all working at clearing the wilds for profit. Simple log structures, easily harvested from the lumbering, almost as easily dismantled once the logging is complete, provide shelter and a large, rough mess hall. The only building that differs from the others is that of the foreman, who has secretly been sent to undermine Grokk and his followers by clear-cutting large swaths of land. The camp is surrounded by a massive wooden wall, encircling the buildings and logging equipment. Logs are moved out via the logging road as well as floated

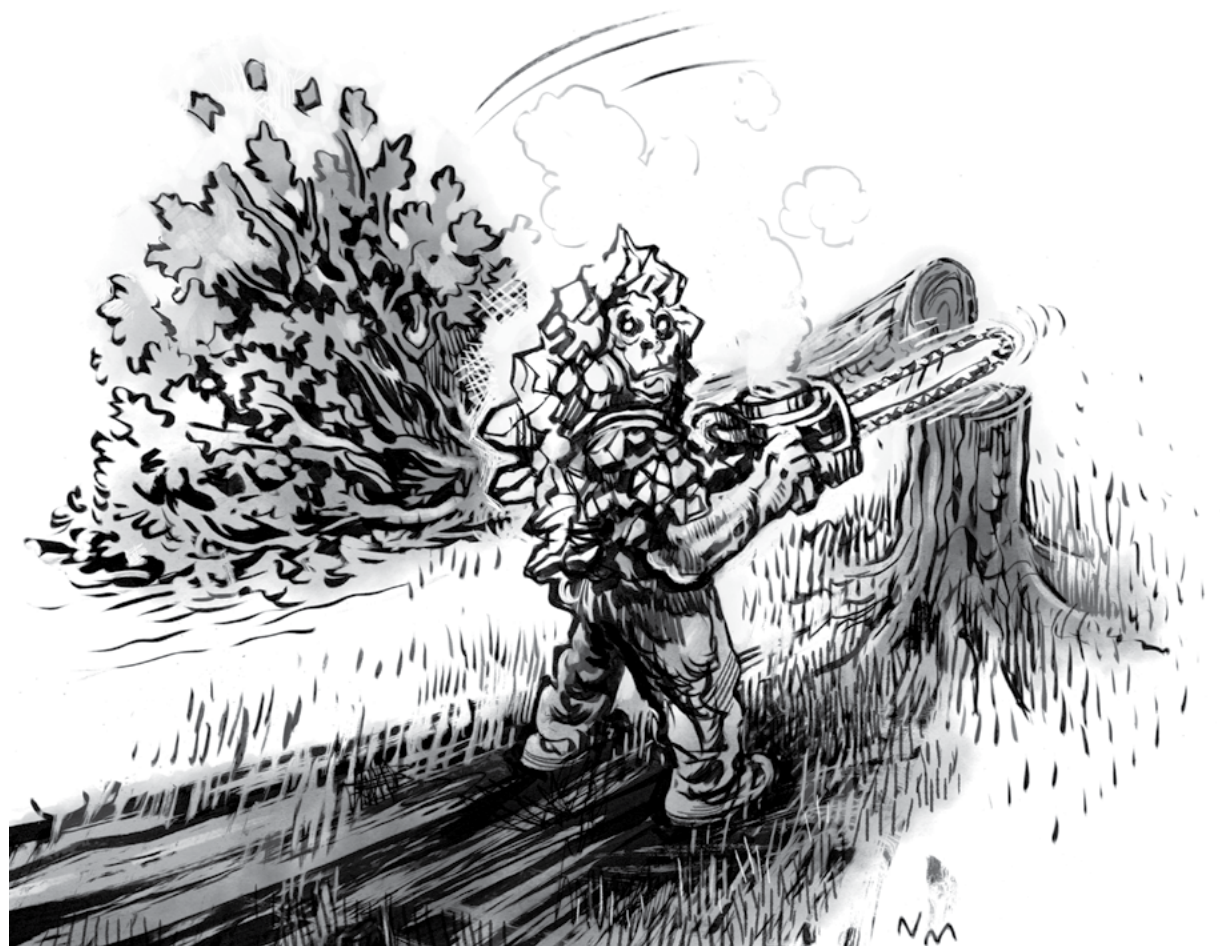
SCENARIO SKETCHES

down-river. Unless Radicans is found and negotiated with, things will escalate rapidly until they are wholly out of control.

ROUGH TIMELINE

Once players get involved, things unravel at a break-neck pace:

1. A strange malady has spread through the logging camp and a number of the lumbermen have been felled by the strange plague, scratching at skin covered by bright red welts. There seems to be nothing that will give relief to those so afflicted. This is the result of forest dragons using their breath weapons on the camp's laundry, providing a weaker dose of their poison, but one that is lasting for days instead of hours based on exposure. This results in a slowdown in logging. All told, 50 men are so afflicted. *Lay on hands* resulting in a success of three dice will cure an individual
2. As a couple of days pass, the plague spreads and it becomes apparent that there is intelligence behind the affliction as strange fogs envelop the logging equipment, leaving the operators helpless. Unable to use heavy equipment, the remaining lumberjacks with saws are sent out in small groups.
3. Logging stops as the lumbermen barricade themselves within the camp, setting watches and throwing suspicion at all that they are unfamiliar with (including the party). The plague begins to subside.
4. Attempts at stealth are thrown to the wind as Radicans sends swarms of forest dragons over the walls of the camp in a massive coordinated attack.



SCENARIO SKETCHES

OPPOSITION

Radicans and his children are not amused by this invasion of the forests. The Forest Lord visits a number of threats upon the loggers and the party and will manage his resources wisely so as to use stealth for as long as possible. Should it come to an all-out attack, every remaining creature will be used at once.:

- 20 forest dragons (pg 67).
- 4d20 serpent shrubs (pg 156).
- 2d12 vineacondas (pg 32).
- 2d8 melting fly swarms (pg 97).

TWISTS

Here are a few possible surprises to make things more interesting:

- Radicans' rage is so great that he himself will lead the attack on the camp unless convinced otherwise.
- Local followers of Grokk have been out in the forest, spiking trees ahead of the lumbermen in hopes of damaging equipment and injuring loggers. This adds an additional component of danger if the party accompanies the loggers into the forest.
- A potentially powerful mutant has taken residence atop one of the trees targeted for clearing. He is not particularly amused by efforts to dislodge him and will join Radicans in trying to clear the area.

OFF THE RAILS

Along the Blue Valley, the East-West Co. train line is well loved by the local farming communities. It enables them to sell their bluwheat harvests to a hungry market and receive much needed goods to keep their communities running. As there are not many fertile areas like the Blue Valley, the East-West Co. and the grain merchants have a vested interest in making sure they thrive.

It did not take long after the grain shipments stopped rolling in that folks were sent to investigate. When the few survivors returned with news of a beast train claiming the rails for itself, the East-West Co. was quick to open their coffers to take action.

The beast is a railpede of at least 30 cars in length. It is an exceptionally furious specimen that seems to attack at random. As to why it has recently appeared and is so enraged, roll 1d4 and consult the table below.

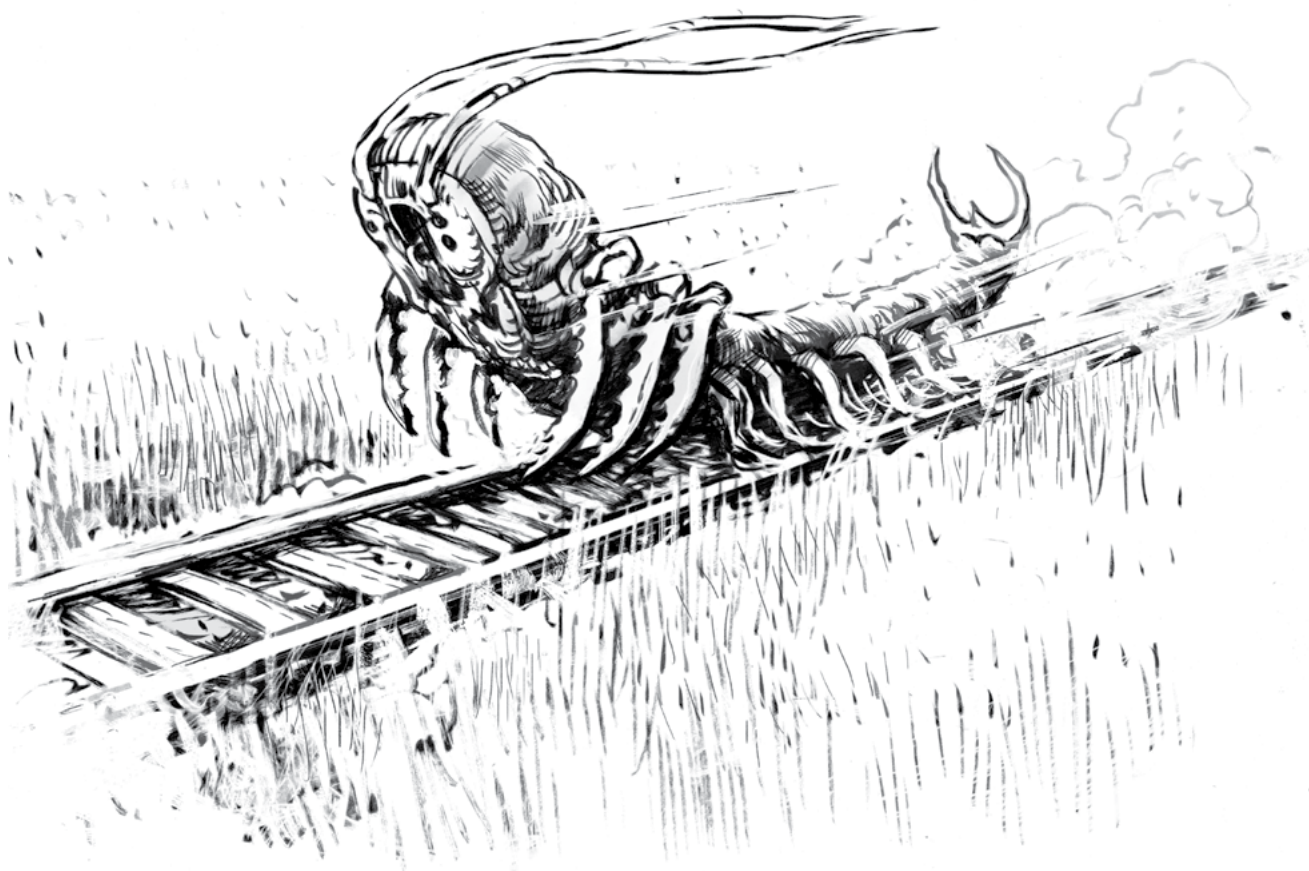
- 1 A mining operation running off of a nearby East West Co. line recently dynamited the cave where the railpede was nesting. This destroyed its brood of raillarve and it is racing up and down all of the rail tracks in the nearby area, ravaging everything in its wake in grief.
- 2 The damming project of the valley farmers has caused a previously cozy subway system to flood, causing the railpede to burrow to the surface to survive. Its chitinous hide burns in the daylight, causing it to go wild until the sun sets each day.
- 3 The railpede is actually one of the East West Co. trains bound for the valley. Its sudden metamorphic birth has driven it insane as it still hears the screams of those who were aboard when the change happened. The train's original markings are still clearly visible along its chitinous hide. As to what caused the metamorphosis, roll 1d3:
 - 1 An otherworldly object still trapped within its body. Its glow can be seen emanating from within, even during the daylight.
 - 2 A miscast spell. The wizard is trapped in a shrinking cabin compartment in the third car of the railpede.
 - 3 Some village among the valley folk has greatly angered Grokk and he has transmuted a foul techno-abomination into this beautiful engine of destruction to show his displeasure.
- 4 The railpede accidentally entered into the valley via a gate from another dimension. It does not like it here and is charging around looking for a way home.

GETTING THE PARTY INVOLVED

Here are a few ways that the party could get involved in this scenario:

- Have the party encounter a East West Co. train depot where a recent job posting catches their eye: *"WANTED: a group of guns for hire to hunt*

SCENARIO SKETCHES



and kill a beast roaming the rail through the Blue Valley. Pay: 100sp expense budget paid up front and 400sp for job completion, kill trophy required to collect pay. See attendant to sign up.”

- In their wanderings, the party could come across the bluwheat fields of the Blue Valley. Once they find one of the farming settlements, they would be begged to help with the railpede. The pay would be 10d10sp and as many fresh blucakes as they can carry.
- The party sees a small East West Co. railstop that seems to be deserted and a bit smashed up. It looks like the damage was done recently. As they investigate, the railpede is heard quickly undulating down the track towards the railstop.

LOCATION

The Blue Valley is a long twisting valley dotted with semi-cultivated bluwheat fields as far as the eye can see. A maintained train track runs roughly through the center of the valley and several farming settlements can be found where the fields and the tracks meet. While not very sophisticated, most settlements have some sort of defensive wall and a few guns to man it.

The railpede's rampage has left most of these settlements in various states of disrepair or destruction. For each settlement encountered by the party roll 5d12 to determine the percentage of damage that the place has suffered (5% to 60%).

SCENARIO SKETCHES

Possible resources the party may find amongst the communities to use against the beast:

- 2d12 zero level helpers with farm implement spears and shields.
- A cavern dumpsite full of toxic waste barrels full of caustic goop.
- Ancient mining demolition equipment including 2d20 pounds of old, sweating dynamite.
- An old excavation bulldozer that needs repairs to run (DC 17 and 3d6 hours worth of work).

ROUGH TIMELINE

Each day the party spends in the valley, there is a cumulative 33% chance of encountering the railipede, resetting after each encounter. In addition, each settlement will suffer an additional 2d6-2% of damage each day as well (0% - 10%), until the beast is dealt with.

OPPOSITION

The main opposition is a single, enraged railipede (pg 133) with the following traits:

- It is 20 car segments long, giving it HD 1d24+20d12 / hp 132.
- It has two random unique mutations.
- Due to its enraged state, it has 4d16 action dice instead of 2d20.
- When engaged in combat it will fight for 3d4

rounds and then run off at high speed down the tracks. It will ignore further attacks made against it unless they continue for more than 4 rounds in a row or if an attack scores 10 points of damage or more (after armor) in one hit. There is no obvious logic behind this behavior.

Besides a nearly suicidal head on attack, the party can attempt to set up a trap to defeat it or do some research to discover more about it (use its randomly rolled origin against it).

TWISTS

Here are a few possible surprises to make things more interesting:

- Those killed by the railipede may begin to raise as rail wraiths (pg 131).
- Each day it is not dealt with, there is a cumulative 10% chance that another railipede will appear in the valley. It may have the same origin or a new random one.
- Some of the locals may have started to worship the railipede as their new god. These rail cultist will oppose the party attempting to interfere with their new god's chaotic rampage. Strangely, the railipede will not attack or harm the cultists.





CRITICAL + HIT CHARTS

CRITICAL HIT CHARTS

CRIT TABLE AL: ALIENS

Roll	Result
1 or less	Strange energy arcs around the wound. The PC suffers +1d8 damage.
2	A probe is injected. The PC permanently loses an additional 2 hit points.
3	An organ tissue sample is extracted. The PC suffers +1d10 damage.
4	A probe is injected. The PC permanently loses an additional 4 hit points.
5	Dimensional distortion! The PC takes on corruption, similar to a wizard casting spells. Roll 1d10 on a corruption table. If the alien has 5 HD or less, use the minor corruption table; if 6-10 HD, use the major corruption table; if 11+ HD, use the greater corruption table.
6	A bit of life force is collected for study. The PC ages 4d4 years instantly. If the PC suffers any other aging effects within a week's time, all physical stats are lowered by 1.
7	Infected with a virulent xeno-disease! One random stat is lowered by 1d4 points for 2d7 days. Requires a 5 HD healing result to cure.
8	Genetic transmutation! The target must roll for a random mutation (USG, pg 169). This mutation is permanent.
9	A new persona is downloaded into the PC, erasing the old one. The PC's physical stats remain unchanged, but reroll a new Intelligence, Personality, and Luck with 3d6. All former memories are deleted and replaced with new ones. The alien repository where all persona data is kept must be discovered to retrieve the original persona.
10	Dimensional distortion! The PC takes on several corruptions, similar to a wizard casting spells. Roll 1d10 twice on a corruption table. If the alien has 5 HD or less, use the minor corruption table; if 6-10 HD, use the major corruption table; if 11+ HD, use the greater corruption table.
11	Infected with a virulent xeno-disease! One random stat is lowered by 1 point permanently. This cannot be cured by normal magical means.
12	A bit of destiny is collected for study. The PC loses 1 point of Luck permanently.
13	Genetic transmutation! The target must roll for two random mutations (USG, pg 169). These mutations are permanent.
14	The PC's persona is forcefully removed, leaving his body a living mindless shell. The alien repository where all persona data is kept must be discovered to retrieve the persona and a means found to reinsert it into his body.
15	The PC is teleported 3d30 miles in a random direction. He must make a Luck check to see if he arrives safely. A failed check results in taking 2d10 damage.
16	A large portion of life force is collected for study. The PC ages 4d8 years instantly and all physical stats are lowered by 1.
17	A large probe is injected. The PC permanently loses an additional 8 hit points.
18	Infected with a virulent xeno-disease! One random stat is lowered by 2d4 points for 2d14 days. Requires a 5 HD healing result to cure.
19	Roll again twice, ignore this result in future rolls.
20+	Roll again three times, ignore this result in future rolls.

CRITICAL HIT CHARTS

CRIT TABLE RO: ROBOTS

Roll	Result
1 or less	The robot's hideous strength inflicts +1d6 damage on the PC.
2	The PC is flung 1d6 feet in a random direction and is now prone.
3	A mighty inhuman blow dazes the PC for 1d3 rounds.
4	The robot squeezes the PC's wrist, forcing him to drop his weapon from pain.
5	The robot forcefully strips the PC's shield off his arm. If no shield, this attack inflicts +1d6 damage.
6	With hideous inhuman strength the robot begins choking the PC. This inflicts 2d4 damage and causes suffocation. A Str check (DC 15) is required to break the robots grip and free the PC. The choking will continue even after the robot is dead.
7	The robot's phenomenal strike inflicts +1d10 damage on the PC.
8	A mighty inhuman blow shatters the PC's forearm. This attack inflicts +1d8 damage, and the arm is useless until healed (broken bone).
9	Crushing blow! The world spins as the cruel bot makes a second attack!
10	Strike torques the PC's spine. Movement is cut by half and this attack inflicts +1d10 damage.
11	The robot's hideous strength inflicts +2d6 damage on the PC.
12	With cruel monotone laughter the robot destroys the PC's weapon.
13	A merciless blow to the PC's torso crushes internal organs. This attack inflicts +1d12 damage and forces the PC to make a Fort save (DC 15 + HD) to remain conscious through the pain.
14	The robot reveals a set of hidden weapons and makes another attack at +4 to hit and damage!
15	The robot's hideous strength inflicts +2d8 damage on the PC.
16	Robot seizes PC by a limb and locks its grip. This attack inflicts +1d12 damage and all future attacks against the held PC are at +4 to hit. A Str check (DC 12 + HD) is required to break free.
17	PC's legs are crushed. This attack inflicts +1d12 damage, the character's movement drops to 3', and the screaming can be heard for miles.
18-19	Terrifying inhuman blow crushes several important organs. The PC spends the next 1d4 days dying a slow, painful death. Powerful magic (healing by a cleric of level 3 or higher) can arrest the dying.
20-21	Crippling blow to cranium! This attack inflicts +1d20 damage and the PC must make a Fort save (DC 15 + HD) or fall unconscious.
22-23	One of the PC's limbs is torn forcefully from his body. This inflicts +2d12 damage plus he is dazed and bleeding out until medical/magical aid is received. PC must make a Fort save (DC 15 + HD) or fall unconscious.
24-25	Strike crushes throat. The PC drowns in his own blood for 6 rounds.
26-27	Terrible blow to the chest bursts the PC's heart, causing immediate death.
28+	Vicious methodical attack rips PC's body into small, bloody chunks and then the robot charges on to the next foe, making attacks until it misses.

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The wild and weird world of Umerica is a dangerous place filled with murderous creatures. It's a good thing too since XP does not grow on trees! Within these pages dwell a cornucopia of crafty creatures to cram your campaign with consternation and paralyze your party with panic. Each one listed with adventure hooks to help drop them into your game.

Take a look at this selection of monster names from this tome:

Apocalypse Ooze • Autogiest • Autovore • Beetle Apes • Blast Shades • Bowel Tyrant
Can Crabs • Cake Horror • Clown Servants of Buddy O'Burger • Constrictor, Mutant
Corpsenado • Cryo-lurker • Cyber Ghoul • Cyber Saucer Simian • Demolishroom
Dinosaurs • Dinosaurs, Augmented • Dinosaurs, Mutant • Shroomers • Ox Beetles • Pigtipede
The Discarded • Doomrider • Dragon, Biohazard • Dragon, Cryo • Dragon, Forest
Dragon, Gearhead • Holographic Dragon • Robot Dragon • Xeno Dragon • eGhost
Elementals-Data • Elementals-Debris • Elementals-Gun • Falcon Wolf • Flying Laser Ursine
Frab • Fruiti-Slush Ooze • Game Devil • Golem, Junk • Golem, Mannequin • Golem, Plush
Golem, Vehicle • Greenman Swarm • Hippotaur • Iguanadillo • Insect, Mutant
Jack-O-rang-utan • Komo-doans • Linoleumoeba • Lion-Snake • Luck Eater • Menfish
Monitor Lizards • Muckraker • Mutitan • Newt, Aberration • Octowolf • Orbus • Power Wight
Puppetcubi • Quantum Ape • Railipede • Rail Wraith • Reindire • Rerun Wraiths • RoboDevil
Robo-Lich • Robots • Rocker • Rockin' Wraith • Scorpionoid • Septicraken • Serpent Shrubs
Sharkhana • Shriek • Splice Fiend • Sporefangs • Techno-Mimic • Think Tank • Toycubim
Trapdoor Toadspider • Trashlodyte • Tru-Pet • Un Men • V.E.T.T. • Varrok • Vendibeast
Whalephant • Wraith Rider • Whaaar Mutts • Wheeler Demon • Wrath • Xeno-Locusts
Xenotaur • Xeno Mummy • Yowling Atrocity • Zilla • Blink Zombies • Chrono Zombies
Melting Zombies • Petrol Zombies • Rave Zombies • Silver Zombies
Zombie Monks of the Cyberhive

Besides over 100 brutal beasts, this book also contains a bevy of barbarous Bosses based on a few of the creatures within. Each one listed with a backstory, common followers, motivations, and more.

The icing on the irradiated cake is the Scenario Sketches, a bunch of rough encounter ideas incorporating one or more of the monsters from this tome, all ready to be polished a bit and dropped into your campaign on short notice.

This product is compatible with the Dungeon Crawl Classics Role Playing Game

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**DCC
RPG**

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