

INFERNO ROAD -- Random Terrain Table D30

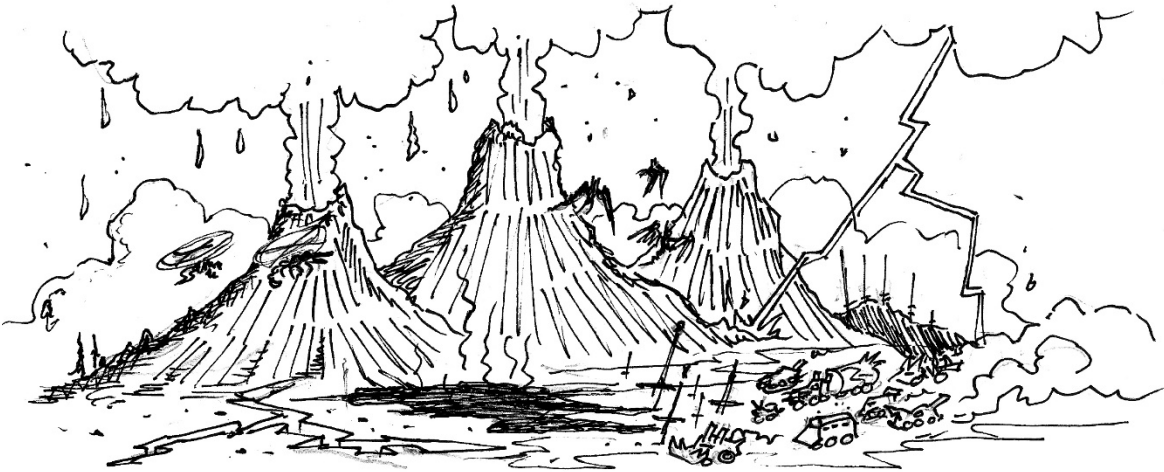


1. Open Road - straight and smooth paved with skulls
2. Cliff - the land falls away d100 feet to the (d6 1,2,3, Right 3,4,5, Left)
3. Fiery Pit - A large flaming hole has been dug/blasted into the roadway ahead.
4. Tunnel - The road enters a tunnel, cut through a chunk of mountain, it's dark.
5. Bridge - a gothic span built of iron and madness
6. Giant Stairs - cyclopean steps carved from the black stone of hell
7. Ornate Hallway - a massive hall of black pillars and brass buttresses
8. Massive Triumphal Arch - Carved with demons and wrapped in throbbing red veins
9. Gardens - bloated horror plants and sharp strangling vines clot the landscape
10. Wasteland - broken stones and pools of fire
11. Ruined City - Blackened crumbling walls and streets, pale corpses piled as litter
12. Inhabited City - devils and hell mutants cackle from windows and doorways
13. Giant Factory Machine - Smoking stacks and pumping pistons, conveyors and pulleys
14. Lava field - bubbling molten stone and hot ash clouds
15. Pipes - confusing jumbles of plumbing all leaking foul effluent and toxic steams
16. Canyons - carved deep into the ground, high sided with crumbling edges
17. Frozen lakes - sheets of blue white ice, faces of the damned trapped underneath
18. Tundra - drifts of black snow and fierce howling winds
19. Witch Ghetto - multistoried wooden shacks crooked and profane, witches shrieking
20. Hell beast Stampede - broad shouldered, thundering hooves, massive horns
21. River of boiling tar - hissing boiling black mire
22. Lake of blood - churning and rank, steaming and vile
23. Death forest - monstrous trees red and howling, sharp branches grabbing
24. Bone jungle - skeletal debris grown into twisted columns, arches and teetering heaps
25. Gate - Great brass portal, shaped as a leering devil, maw gaping, teeth portcullis
26. Fire field - shifting dunes of smoldering embers and flying ash and sheets of flame
27. Scab desert - slippery sloughing scabs over a bluish bloody under meat
28. Puss lands - fleshy boils erupting from the soil, hot pus in low cancre pools
29. Acid sand - green toxic sands, caustic and abrasive
30. Knife rocks - red glass stone jagged and razor sharp

Inferno Road - Weapons

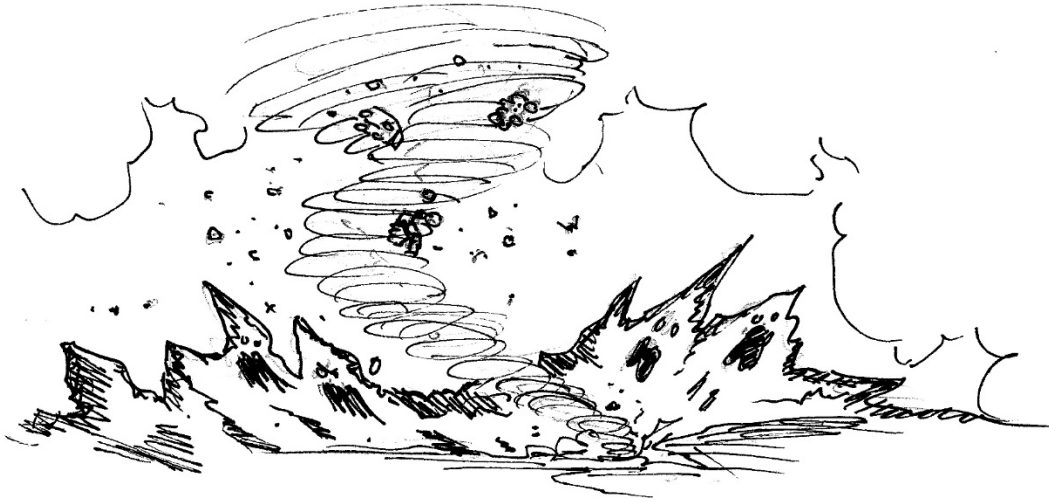
Name:	Damage:	Range:	Special:
1.Anarchist bomb	2d6 - 10' radius	Thrown	
2.Astro-Beam Glove	1d10	100'	-5 defender AC
3.Anti-Tank Weapon (Light)	5d10	300'	One Shot
4.Assault Rifle	1d6	250'	single d20, 3shot burst d16 3x
5.Blunderbuss	1d20	15'	
6.Chainsaw on a Stick	1d8+2	Melee	on fumble runs out of fuel
7.Dart gun	d4	30'	lethal toxin DC 10 Fort or die
8.Dynamite	4d8 in 10' radius	Thrown	must be lit with fire
9.Bastard Sword	1d6+2	Melee	
10.Flame thrower	1d6	20' DC10 Ref or stay on fire +d6 DAM	
11.Freeze gun	1d6	60' DC10 Fort vs paralysis d4 rds	
12.Glaive	1d10	Melee	
13.Hand Grenade frag.	2d6 - 20' radius	Thrown	
14.Hand Grenade smoke	none - 50' radius	Thrown	all rolls are -10 in smoke
15.Hand Grenade stun	none - 10' radius	Thrown	DC 15 Fort or 1d4 rds KO'd
16.Revolver	1d8	60'	
17.Auto Pistol	1d8	60'	3 shot burst d16 3x
18.Harpoon Gun	1d10	100' DC 15 STR check to remove +2d10 DAM	
19.Laser Pistol	1d8	200'	
20.Rot Grub Gun	1d6	30'	1d6 per rd till dead on successful hit
21.Man Catcher	1d8	Melee DC10 STR check to escape +1d6 DAM	
22.Mine	2d6 20' radius	n/a	
23.M1 Rifle	d10	360'	
24.Molotov Cocktail	1d6 20' radius	Thrown DC10 Ref or stay on fire +d6 DAM	
25.Nunchucks	1d6	Melee use AGL instead of STR as atk mod	
26.Plasma Rifle	3d8	100'	-5 defender AC
27.Shank	1d4	Melee	destroyed on fumble
28.Shuriken	1d4	Thrown	
29.Spiked Chain	1d4	10'	-2 Defenders AC
30.Shotgun	1d8 10' cone	30'	
31.Sniper Rifle	1d10	1500'	take +1 rd to aim then +5 to hit
32.Stun Rod	1d4	melee DC10 Fort vs paralysis d4 rds	
33.Submachine gun	1d6	200'	single d20, 3shot burst d16 3x
34.Throll Bolter	1d8	300'	exploding damage die
35.Time gun	n/a	6:66	target rerolls HP using 3d4
36.Uranium Point Umbrella	4	Melee -1 Defenders AC	
37.War Shovel	1d8	Melee	parry melee atks w/ opposed atk roll
38.Barbed net	1d4	Thrown DC 10 REF save to avoid or be snared	
39.Brazier Flail	1d6+1d6 fire dam	Melee DC10 Ref or stay on fire +d6 DAM	
40. Pneumatic arrow gun	3d4	100	fires three arrows in a tight spread

INFERNO ROAD - D50 RANDOM HAZARDS



1. Flaming Oil Slick.
2. Lewd Harpy Roadblock
3. Tectonic Cracks
4. Flesh Meteors
5. Fish people Bacchanal
6. Crazy Flagellants
7. Flaming wreckage
8. A parade of chained and masked prisoners driven by whip wielding dogmen
9. Laser eye cyclops
10. Gnashing road maw
11. Motorbike Centaurs with machine guns
12. Confederate werewolves air assault from copter
13. Death-Crawler City Tank
14. Waspmen Raiders
15. Corrosive Effluent Spill
16. Field of crucified thieves
17. Giant fire belching Salamander
19. Helicopter molotov assault
20. Swarm of bat winged witch heads
21. Hundreds of man shaped pillars of salt.
22. Broken down cannibal carnival caravan.
23. Toxic gas geysers
24. Neo-Puritan crusader road gang.
25. Just a big fucking hole
26. Flesh eating beetle swarm
27. Thomas The Drug Train
28. Animal headed amazons lowrider squad
29. Overturned tar buggy
30. Cyborg hell hounds
31. Gyrocoptersaurus Rex
32. Shrieking soul vent releases 1d10 souls.
33. Gang of Rock-Dropping Hellbilly Apemen
34. Fat lizard on a moped trying desperately to get your attention
35. Dayglo sex graffiti (causes confusion DC 10 Will save)
36. Radiated Forest of the Diesel Ents
37. Sprawling zombie shanty city
38. Roller-Coaster Road loop de loop
39. Meat zeppelin piloted by Young Dave Mustaine
40. Pterodactyl car jackers
41. Titan battlefield graveyard
42. Electro Magnetic Pulse Storm
43. Metal eating Junkgoats
44. Boiling Blood Rainstorm
45. Hungry Winged Bear Plateau
46. Clown Punk Gang riding missiles
47. Epic sized ruined building
48. Tidal Wave of Corpses
49. The River Styx.
50. Obscuring Pink sex mist

Infernal Weather Random Table (D10)



1. **Pit bulls**- It's raining angry pit bulls. 2d30 angry pit bulls fall from a clear sky.
2. **Black lightning**- Boiling pink clouds roll in and black lightning strikes. Make d6 +5 to hit rolls on a random PCs. Black lightning deals d6x5 damage.
3. **Acid Wind** - A technicolor maelstrom roars in soaking everyone in LSD. Make a DC 15 WILL save or all rolls are -5 due to hellacious hallucinations for d6 rounds.
4. **Stink fog** - Brownish green vapors clog the air. Make a DC 15 FORT save or take d6 stank damage and suffer a -3 to all rolls for d4 rounds.
5. **Blood Rain** - Torrents of steaming hot blood pour from the sky. Everything is sticky and slippery at the same time. All AGL checks are -3 and all PER checks are +3, for d4 rounds.
6. **Meat geyser** - The ground swells like a great tectonic pimple and bursts, spewing forth a furious geyser of gristly meat gobs with protruding bone fragments. Make a DC15 REF save or take d6 meat slap damage.
7. **Shit storm** - A turdnado touches down and violently shit splatters everyone. All to hit rolls are -5 for d4 rounds.
8. **Ghost Gale** - A shrieking wind descends and rips all souls from their possessors and redistributes them on player to the left.
9. **Avalanche of Skulls** - The landscape collapses into its base components and those components are millions of skulls! Make a DC 15 Skull Surfing check or take d8 skull crushing damage.
10. **Narco-Blizzard** - Flurries of uncut Klartesh powder drift languidly from heavy dark clouds. Make a DC 15 FORT save or take +3 to STR, AGL, and STA and -5 to INT and PER.