



THE UNDERCITY



A Supplement for Games Masters, Judges and Citizens

The
JUDGE DREDD
Roleplaying Game

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The Rookies Guide to the Undercity

Matt Sharp

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Credits

Editor

Ian Belcher

Cover Art

Jim Murray

Interior Illustrations

John Caliber (40, 45, 55), Carl Critchlow (7, 10, 12-16, 21, 30-35, 38, 49-50, 54, 57-9, 64), Brett Ewins (19, 24, 53, 60, 62), Carlos Ezquerro (4, 11, 17-18, 26, 42, 47), Mike McMahon (23), Ron Smith (3, 8, 20, 28-9, 36)

Additional Text

John Caliber

Graphic Design

Anne Stokes

Proof Reading

Ted Chang

Studio Manager

Ian Barstow

Production Manager

Alexander Fennell

Judge Dredd created by John Wagner
and Carlos Ezquerro

Introduction

The average citizen of Mega-City One regards the subterranean Undercity as an urban myth. Every juve who attends the MegaSchools knows that Mega-City One was built on top of the east coast of the former United States of America, engulfing old cities with strange and exotic names such as 'Washington DC' or 'New York City'. Eld-shelter residents may retain vague memories of these semi-mythical places. Most citizens believe the old cities were destroyed when the construction of the Mega-City began, with only the occasional dilapidated structure – landmarks such as the Empire State Building or the Statue of Liberty – salvaged as historical landmarks. Only a few citizens know that the East Coast landscapes of pre-war America continue to stand in the cold darkness beneath City Bottom, a subterranean mausoleum preserving these archaic structures for all time.

The homeless vagrant who scrapes a pathetic existence on City Bottom can be forgiven for believing that he is the lowest of the low, the mile high silhouettes of the surrounding cityblocks serving as a constant reminder that he ranks at the very bottom of Mega-City One society. Just a few yards beneath his scrawny feet, thousands of living beings strive to survive against the primordial plagues of hunger and thirst, and fight for their lives against other denizens who have mutated in horrific ways, perfectly adapted to the eerie and hostile concrete and brick landscape.

In the constant darkness of the buried cities a new civilisation has developed. Almost completely cut off from human progress and sunlight, mankind has been forced to rapidly adapt to life in the shadows. A stable mutant strain has developed at an incredible rate, producing squat, twisted creatures capable of seeing in absolute darkness called troggies. In addition, refugees of the terrible disasters that regularly beset the Mega-City seek out the Undercity's dubious protection. Vicious criminals fleeing from the judges locate cracks in City Bottom, risking life and limb to squeeze through and make a bid for freedom down below. Cursed Earth mutants avoid their harsh environment by chipping at Mega-City One's foundations until they can enter the Undercity. Hundreds of Citi-Def units eagerly embark on training missions into the Undercity every year – many fail to

make the grade and either become hopelessly lost, or are killed by the troggie natives, hungry for food.

Apart from humans and human mutants, many other creatures make the Undercity their home. Some are useful to the humans, such as the rats that thrive in the ruined streets and buildings, serving as an inexhaustible food supply. Mutant strains of giant bats and pigs provide the raw materials for much of the primitive technology utilised by the human tribes. At the top of the food chain are giant albino gators that emerge from the old sewer systems to prey on anything not fast enough to avoid their lethal jaws. Huge cockroaches mutated by toxic and radioactive waste create elaborate traps for their enemies. Groups of renegade robots, escapees from the First Robot War, fiercely defend their territory. Zombies, who remain animated despite the death of their creator, Sabbat the Necromagus and human cannibals, transformed into ghouls by the Sisters of Death, form their own tribes alongside several strains of werewolf. Old enemies of humanity like the vampire and the wurdolak feed on the blood of the Undercity dwellers.

Mega-City One citizens brave or (foolish) enough to venture down into the Undercity rarely stay for long – if they survive to leave at all. Even the judges prefer not to trespass unless the city's safety depends on them doing so. Remarkably, some judges choose to end their careers patrolling the Undercity, taking the Long Walk into the unknown. Those who survive are often affected physically and mentally by their new home, and none ever leave the Undercity unscathed.

The Rookie's Guide to the Undercity

This source book is a comprehensive guide to the Undercity and its inhabitants for *The Judge Dredd Roleplaying Game*. It details the Undercity's geography, habitats, population, dangers and wonders, as well as providing lots of new characters, weapons, vehicles and equipment. Games Masters now have a new stratum of Mega-City One society to explore, an exciting and unusual setting for one-off scenarios or lengthy campaigns.

History of the Undercity

The Undercity came into being simply as a cost-saving exercise. The original Mega-City was intended to span no more than thirty cityblocks and house no more than a few million people. However, population growth was rapidly rocketing out of control – the population of America was doubling with each new generation. Providing sufficient housing for the teeming millions was proving to be a major problem. Despite the chronic problems caused by the cramped conditions in the first of the Mega-Cities, more and more cityblocks were built, taking up more and more room until the world famous skyline of New York City was dwarfed by the far more majestic profile of the neighbouring Mega-City. Before long, the City could expand no further east and New York had become an embarrassment – an ancient, run down and impoverished cousin to the shining ‘City of the Future’.

Congress decreed that the old city should be demolished – however, as soon as the first cost breakdown of the mammoth task was drawn up, the finance conscious government balked at the sheer expense and ordered a special ‘think-tank’ to come up with a more cost effective solution. The ultimate idea was straightforward, but ingenious. Instead of levelling the entire city, it would simply be left intact and encased in a new substance called ‘rockcrete’. This plan had several advantages – not only would the government save on the cost of demolition, it could also avoid accusations of institutional vandalism. After all, the old city would be perfectly preserved – in fact the new, high-tech substances ensured that it would be protected from almost everything that modern technology could throw at it.

The planned method of entombing New York would require incredible engineering skill. There were to be several phases to the process. Initially, a huge geodesic dome would be constructed around the city. This would act as a ‘mould’ for the millions of tons of rockcrete – a revolutionary new substance synthesised in American chemical plants. Rockcrete was similar to concrete in principle, although it was far more durable and versatile – it could be formed into almost any shape and would set solid within hours, forming an object harder than diamond and more durable than steel. The dome would be subsequently ‘squared-off’ to create a vast cube that could easily act as the secure foundations of the new city.

Naturally, there was a massive public outcry against the scheme. The most vocal protestors maintained that centuries of American cultural history would be lost and forgotten. Others could not believe that the planned dome would not be strong enough to support a cityblock without collapsing, never mind the planned dozen. The government was forced to compromise – a huge referendum was held to determine which New York landmarks meant the most to the New York people. The winning buildings would be dismantled brick by brick and reassembled in the



Mega-City. The landmarks finally chosen for relocation were the Empire State Building and the Statue of Liberty. Engineers set to work meticulously dismantling the chosen landmarks. The second objection was quickly dealt with – colossal reinforced rockcrete pillars would be built at regular intervals to act as foundation supports for the cityblocks. This also had the added advantage of providing a degree of elasticity to the dome – the new foundations would ensure that anything built on top would be almost completely earthquake proof.

Despite the objections, work commenced on the massive dome in 2045. With the aid of colossal construction robots, the geodesic mould was completed in three months. However, manufacturing the millions of tons of rockcrete proved to be a far more difficult task. Hundreds of massive chemical processing plants were constructed with the sole task of refining the raw materials and churning out the new substance. The newly inaugurated President Booth ensured that production could accelerate by eliminating all America's pollution control laws. This caused more problems than it solved – the first batch of rockcrete was used to cover the stinking and corrosive waters of the Ohio River, which had become so clogged with chemical waste that it had been unofficially renamed 'the Big Smelly' and would regularly catch fire. Beyond the East Coast, the waters of the Atlantic were gradually darkening...

The Evacuation of New York

It took three years to completely cover New York City. As the view of the sky grew more and more obscured with each passing day, a vast exodus of New Yorkers began. As an incentive to move, the residents of New York were offered housing in the Mega-City. However, the construction of new cityblocks could not commence until the rockcrete foundations were complete. The population of the already overcrowded cityblocks was swollen by an influx of refugees until every block was filled to bursting point and beyond. But the refugees

still came – many took to the tangled web of roadways aboard constantly travelling mobile homes (mo-pads) and others were forced to live in virtual squalor in huge Displaced Person Camps, areas set aside in the shadows of the cityblocks for the millions on the Housing List. Even though the government promised that this was merely a stopgap solution and everyone would be housed in a cityblock as soon as they became available, many New Yorkers decided to remain in their old neighbourhoods until they could expect decent housing.

This caused massive problems. The designers had never expected anyone to remain once the burial of the city began and had made no accommodation to allow air to circulate – sooner or later the atmosphere would become toxic and un-breathable. A vast ventilation system was quickly designed and installed – dozens of colossal air conditioning vents were bored through the rockcrete dome, enormous fans were added that would allow fresh air to be pumped far below the ground into what tabloid journalists had already dubbed the Undercity. The cover was by no means total – some areas would still quickly become clogged with lethal carbon dioxide and even in the clearest areas the air would be thin and dank. However, the air conditioning was the final straw – entombing New York would now cost more than simply demolishing it.



On the other hand, the massive foundations had proved to be far more stable and secure than building cityblocks on the ground – the enormous columns coupled with the stabilising effect of the dome completely eliminated the threat of subsidence. Some of the earlier cityblocks were beginning to slowly sink or even collapse due to this phenomenon and eliminating this problem was a major concern. President Booth himself instigated what became known as the Foundation Agenda – exploiting recently discovered mineral deposits in the asteroid belt and American mining colonies on the moon, Mars and Saturn's moon of Titan, work commenced on the construction of several new foundation domes. These New York City sized areas were eventually designated as Sectors and formed a vast, interconnecting plaza – later known as City Bottom.

Meanwhile, the diehard residents of New York (at this point, some 100,000 citizens) were gradually adapting to life beneath the earth. Street lighting was blazing twenty-four hours a day and huge lighting rigs had been constructed at semi regular intervals, but life was proving to be difficult. Even with this meagre light, the air was thin and plant life was dying. The vital air conditioning system produced an enormous amount of condensation on the vast, vaulted dome that had been re-christened 'the concrete sky' by the residents – the result was an almost constant heavy drizzle. Building maintenance was given a low priority and older, less well-built structures began to crumble and collapse. Isolated from Senator Fargo's new force of 'judges' and with the New York police department disbanded, crime ran rampant. The only form of 'justice' available rested in the hands of the vigilante group known as the 'Guardian Angels', whose methods were becoming more and more brutal and harsh with every passing day.

Before long, a deadline was set for the final evacuation of New York. The residents were given one month to leave before all power was cut off in the city. Many, terrified by the prospect of getting stuck with no light at all, left as quickly as possible. However, some chose to remain – a few had come to appreciate life below ground, others were simply paranoid survivalists furious that they were being forced from their homes. Some simply had nowhere else to go – the homeless who believed that their life would be no better on the cold streets of the Mega-City than it was on the buried streets of New York. Others could not make

it out in time and were dismayed when the huge Undercity gates were sealed. On 31st December 2048, all power was cut off and New York City began its longest night.

Life in the Darkness

As the great gates clanged shut for the final time, those left behind had to adapt to a radically different environment. Once-familiar places were rendered nightmarish and impossible to navigate in the absolute darkness and many unsuspecting residents were killed in accidents that could have been easily avoided if there had been even low-level lighting. Those with flashlights or generators found themselves under siege by their less well-prepared neighbours, desperately attempting to fend off the shadows. Barbarism quickly became the norm, with people willing to kill just for a flashlight battery. All pretence of law and order quickly evaporated in the ultra-tense environment.

Caches of fuel did not last long – nearly all conventional vehicles ground to a halt within six months, with the precious light giving generators spluttering out shortly afterwards. By this time an uneasy form of primitive society had developed – the New Yorkers had gathered together into tribes for protection, constantly raiding each other for the precious, dwindling resources. Left without power supplies, technology regressed to a primitive level – even firearms were not as useful as first thought as targets were almost impossible to see, let alone hit – and in any case ammunition was in very short supply. Close combat weapons such as homemade spears and clubs became essential equipment if venturing far from home. It was soon discovered that even fire could not be relied upon to provide light and heat – there simply was not enough air to support more than a small blaze. Enough food had been left behind in abandoned supermarkets and shopping malls to last for several years, but many tribes would attempt to capture and hoard any food stocks that they came across. The smaller and less effective tribes were soon forced to survive on rats – or other, darker practices...

It was not all bad news. Venturing into the sewers, one tribe discovered a type of luminous moss that seemed to thrive in the shadows of the Undercity. Traded with some tribes and stolen by others, the so-called 'glowstuff' soon became widespread throughout New York, providing feeble but welcome illumination.

While most of the population grudgingly accepted the new status quo, others were prepared to do almost anything to try to escape. Some of the larger tribes began to burrow huge tunnels through the rockcrete, slowly chipping away at the walls with primitive picks in an attempt to escape back into the sunlight. After five years of painstaking work, the first tunnel was finally finished and the exhausted workers rushed through...only to discover that they had merely reached yet another subterranean environment identical to the one that they had just left.

On the surface, the Mega-City had grown to colossal proportions, engulfing several cities including Boston, Philadelphia and Baltimore in the process, all of which had been buried in their own domes and formed their own Undercities – although New York had served as a warning and far fewer citizens had chosen to stay below ground. Senator Fargo had been proclaimed Chief Judge of Mega-City One, and looked set to become the next president of the United States when President Booth's second term of office ended in 2055. However, Booth – backed by his formidable force of blindly obedient robotic Mek-Troops – proclaimed himself President for Life in 2054. The growth of Mega-City One was halted, incapable of expanding further west because of the Appalachian Mountain range and south because Booth refused to allow Washington DC to become an Undercity.

Meanwhile, Fargo was implementing harsher and more draconian laws as crime ran out of control in the pressure cooker environment of the Mega-City. Many citizens became discontented, feeling that life had been far more fulfilling in the 'Golden Age' of the 20th Century – 'Old New York' became a shining example of when times were better and people were happy, despite all the evidence to the contrary. Some chose to return to the city, crawling through the ventilation ducts or circumnavigating the lethal waters of the Big Smelly in order to return to their old homes. Many died in the attempt. Those who survived wished they had not – the dark, crumbling metropolis was far from the paradise they were seeking. Criminal citizens also made for the 'safety' of the Undercity – it was almost the only place in America that was completely free of the single-minded and relentless judges. Most found that the old city and subterranean caverns were far more claustrophobic and confining than a prison cell or one of the new iso-cubes. Both fugitives and Golden Agers alike

found that it was considerably harder to escape from the Undercity than it was to enter it...

The bleak life of the Undercity dwellers continued. Extending their tunnels to scavenge into the adjacent domes, the scavenger teams (as the explorative tribes had become known) eventually made contact with the residents and denizens of the other entombed cities and discovered that their subterranean world was far more extensive than they had originally thought possible – and looked set to become even larger. Nobody seemed to know exactly where the Undercity would end – many believed that before long the whole of the United States would become one vast grey stain of Mega-City. Construction of the tunnels continued, allowing access to the entire underground world. Soon there was a massive warren of tunnels connecting every area of the Undercity.

One of the larger tribes located a huge herd of feral pigs in an area that had once been fertile farmland, which was quickly captured with the intent of serving as a stable food supply. However, technically minded citizens had a better idea – the pigs could be used to provide a constantly renewable fuel source: methane gas, a by-product of their digestive process. Before long, a rudimentary technology had returned to the roads and buildings of the Undercity. Ramshackle, methane powered jalopies soon appeared on the roads – the prestige of owning a functioning vehicle outweighing the poorly built engines unbelievable stink and unfortunate tendency to explode. A strange arms race developed between the more powerful tribes – those without access to methane (soon better known as 'piggy gas') developed slower but more reliable steam engines instead.

The Emergence of the Troggies

By 2065, tales of monsters began to spread throughout the dark world. It had long been known that enormous gators lived in the sewer system that sometimes emerged to drag off unfortunate Undercity dwellers to a terrible end. Stranger and even more horrific mutant creatures occasionally surfaced from the pollution clogged waters of the Big Smelly. The new reports were different – these 'monsters' seemed to be at least partially human.

They came from the old New York subway system. The subways had been a no-go area since New York had been buried – the tunnels had been used to conceal toxic waste and those few who tried to investigate the crumbling tunnels were never seen again. What the Undercity dwellers did not know was that the subway had been inhabited by the homeless and dispossessed since at least the 1950's – and some were still there. By the time New York had been buried, some of its residents had already been living beneath the ground for nearly three generations.

The creatures that eventually emerged seemed perfectly adapted to life in the Undercity. It seemed unlikely that humanity could adapt so rapidly to its new environment – some speculated that toxic waste had somehow produced a stable mutant strain. The squat creatures possessed huge, luminous eyes capable of seeing in total darkness with ease, their hearing was far more acute than the human norm and their mouths had become huge fang filled maws in response to their staple diet of rat. Somehow the creatures, that were soon dubbed 'troggies' were able to breathe carbon dioxide as well as oxygen, allowing them to survive in areas that normal humans could not.

Once out of their tunnels, the troggies quickly supplanted the local human population. They were simply better at surviving in the dark world. Troggies rapidly spread throughout the Undercity, the normal humans rapidly becoming a minority.

The Undercity Thrives

In 2070, the world changed forever. Believing that his new Laser Defence Mesh would protect America from any attack, President Booth launched a massive and unprovoked nuclear assault against Russia. Tragically, he was incorrect – only the east coast and the three Mega-Cities had total coverage and the heartland of the United States was almost completely annihilated in the counterattack. The resultant war left most of the world a smoking, radiation saturated wasteland. Many citizens, terrified by the new arms race and fearful of nuclear war, had chosen to flee to the Undercity and the invulnerability offered by the rockcrete. However, once the danger had passed these refugees found, like the Golden Agers ten years before, that they could not leave the dark world as easily as they had entered.

President Booth was finally deposed in 2071. His departure allowed Mega-City One to expand again at last. Before long, the City extended as far as Miami,



swallowing Washington DC along the way. Still unable to build on top of the Appalachian Mountains, the ailing Chief Judge Fargo took his most controversial decision ever – he ordered giant terraforming robots, usually used for customising the hostile environment of Mars, to level the entire mountain range. Fargo died in 2072 and did not live to see his Mega-City in all its glory – by 2080, it covered almost the entire East Coast of North America and housed a staggering eight hundred million citizens.

The citizens of Mega-City One soon forgot about life before the megatropolis was built. The buildings which had been lovingly transferred a generation before slowly began to decay, forgotten in the shadows of the massive cityblocks. By 2099, these decrepit ruins were barely remembered – the Empire State Building became a refuge for criminals and the Statue of Liberty was lost in the shadow of the newly built Statue of Justice.

Also in 2099, there was a vivid reminder of the subterranean world beneath the feet of the citizens.



Huge cracks had appeared in the rockcrete foundations of Sector 44, which reached all the way down to the dark world of the Undercity. For the first time, the Undercity dwellers could emerge into the light. However, the first group to make an appearance was a cult of violent troggies, led by Slick Willy, self-styled 'Prime Cat' of the troggies. Resentful of what he saw as his people's unfair incarceration in the darkness, he set about kidnapping 'upsiders', putting them to work planting explosives in the old subway system in order to bring the 'whole Mega-City crashing down'. Unfortunately, one of his captives was legendary lawman Judge Dredd, who quickly brought an end to the mad scheme. Not long afterwards, the Robot War broke out. The renegade machines were defeated, but some managed to flee into the Undercity.

The cracks were soon filled in, but the Justice Department had been reminded of the Undercity. For the first time in over 50 years, the vast Undercity Gates were unsealed and semi-regular patrols of judges began to tour the subterranean world. Retiring judges were given the option of 'bringing the law to the lawless – until death' in the Undercity, but most preferred life in the twilight of the nuclear winter in the Cursed Earth to the inky darkness of the never-ending night of Undercity.

Along with the surface City, over half of the Undercity was destroyed in the Apocalypse War of 2104. In the aftermath of the destruction, the Justice Department lacked the manpower to continue the patrols and once again the denizens were left to their own devices. It was nearly four years before there was any further contact between the two worlds – and it was a far more terrifying and horrific set of circumstances than previous encounters. On a warm summer night with a full moon in 2107, the Justice Department began to receive reports of the discovery of horrifically mutilated corpses in Sector 44. It appeared that the unfortunate citizens were the victims of some terrifying animal...

It did not take long to find the culprits. Huge, beastlike creatures were spotted prowling the streets of the Mega-City. The entities were humanoid, but with wolf-like characteristics

– soon named ‘werewolves’ by horror-vid fan Judge Korkoran. The monsters were quickly tracked down and eliminated, but not before they had infected several judges and citizens with a virus-like contagion that induced the horrific transformation. Judge Cassidy quickly isolated a cure and analysis of the mangled remains of the creatures soon identified one as Judge Bram, who had taken the Long Walk into the Undercity several years before. An enormous crack was discovered in City Bottom that led right into the heart of New York – this must have been where the creatures originated. Armed with the cure, Judge Dredd ventured into the Undercity with the task of completely wiping out the creatures.

After encountering several of the strange residents of the dark world, Dredd tracked the beasts to their lair in Central Park. Despite being infected with the lycanthropy virus, he successfully managed to wipe out both the wolf pack and the cause of the trouble – a mutant bacteria that had evolved following exposure to toxic waste. Dredd was transformed into a werewolf and looked set to become the last and most dangerous monster of all – but fortunately he was captured and immobilised by Judge Prager, who had taken the Long Walk four years before. Prager returned Dredd to the surface, before returning to his grim home and his endless task of trying to bring the Law to the Lawless.

Not long after this, in 2110, a lone troggie emerged from the Undercity. The creature was seeking Judge Dredd, as he had aided the Undercity dwellers against the werewolf threat. In broken Mega-Speak, the creature warned Dredd of a ‘bad evil’ that had appeared to dominate many of the Undercity tribes. Accompanied by Psi-Judge Anderson, Dredd ventured into New York only to discover the old city unusually deserted. A renegade Oz citizen called Brad Evil had established a headquarters in the old Gloomington department store, which had once claimed to ‘sell everything’. Although the store had been looted, there was still enough stock left in storerooms and on the shelves for Evil to put the claim to the test – he had uncovered a long forgotten guided nuclear missile in the stores armoury section, which he intended to launch at the concrete sky and bring Sector 44 tumbling down into the Undercity. With the aid of his mutant psyker brother Spike, Evil had dominated many of the local tribes – including the terrible Tribe of the Free Robot – who were

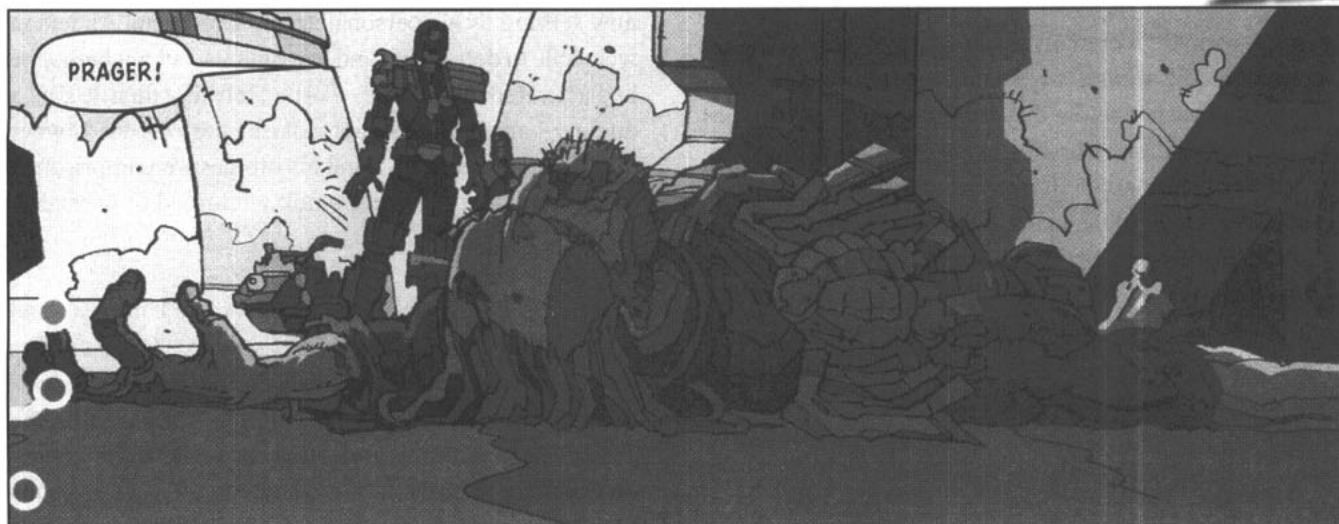
now serving as his personal army. Dredd and Anderson were able to defeat Evil and his minions, but not before he had activated the missile. Fortunately, the missile was a dummy – an ancient macabre joke by the long dead owner of Gloomington. Evil and his brother were imprisoned in the Mega-City and life quickly returned to normal in the Undercity.

There was to be little contact between the Undercity and the surface world in the years to come. Occasionally, judges would embark on missions to track down a particularly vicious criminal who had escaped into the dark and supernatural threats that seemed to be becoming increasingly at home in the Undercity. Citi-Def squads took to embarking on training missions below ground – some never returned home, lost in the lightless void. A terrifying supernatural entity – known only as the Creep – took up residence in Philadelphia and set about tormenting the residents and visitors.

Many citizens of Mega-City One – and some judges – fled to the Undercity during the Necropolis crisis, again swelling the population with refugees. There was another, far stranger form of refugee on this occasion – somehow, inhuman cannibalistic creatures had been created during the disaster, apparently the victims of a prion disease that warped their minds and bodies. These ‘ghouls’ took up permanent residence in the Undercity, preying on their neighbours in their unspeakable hunger for flesh.

Late in the summer of 2124, a battered figure appeared at Undercity Gate 17, demanding entrance to the City. Astonishingly, the figure turned out to be Judge Prager, still alive after more than 20 years alone in the terrifying underworld. He was badly wounded, but all he wanted was medical aid and some ammunition. Even after Judge Dredd was authorised to allow the grizzled ex-judge to return to the Mega-City if he so wished, Prager refused. He maintained that his home was the Undercity now and demanded to be allowed to return below ground before night fell.

The reason for his urgent attempts to return before night became all too obvious later. As darkness fell and the full moon began to rise, a startling transformation took place – Prager transformed into a huge, grey werewolf. However, this creature seemed to possess far more self-



control than the rampaging monsters of two decades earlier. Prager was still only concerned with returning to the Undercity and successfully broke through the Undercity Gates. Pursued by Dredd, Prager made for the White House, once the home of the American President and the scene of the final surrender of President Booth in 2171. The historic building was now occupied by far less prestigious residents – a mysterious scarred mutant known only as Mister Bones had gathered an army of troggies and armed them with modern weapons.

Dredd and Prager successfully routed the intended uprising, but failed to capture any of the leaders. Once the sun rose on the surface, Prager slowly returned to his normal self. It seemed that Dredd had not killed all the werewolves and Prager had spent several years tracking down the few survivors – he had become infected with a variation of the lycanthropy virus in the process. Refusing Dredd's offer for a cure, Prager asked only for a fresh pair of boots and some ammunition before returning to his patrol.

Mister Bones returned to threaten the Mega-City a few months later. He had been exiled from the Mega-City when he was a baby because Med-Techs had determined that his mutant genes had given him a propensity for evil. After surviving several years in the radioactive hell of the Cursed Earth, Bones had stowed away on a deep space freighter and become a notorious pirate and freebooter. But he had never forgotten his exile and eventually found the means for his revenge. He had discovered a terrifying alien creature – a destructive, totally inhuman monster

that he believed would be able to destroy the Mega-City. Establishing a headquarters in the Grand Central Station in the heart of New York, he captured hundreds of troggies and human tribesmen and impregnated them with alien embryos. Unfortunately for Bones, his chosen human allies proved to be unreliable and he was forced to launch his attack too early. His unleashed aliens nevertheless managed to break into the Grand Hall of Justice and kill dozens of judges before he and his monsters were wiped out when Judge Dredd destroyed a Power Tower conduit, flooding the old subway tunnels with molten lava.

With the Undercity becoming stranger every year, who knows what the future holds for this terrifying landscape...?

Ecology of the Undercity

Like many habitats in the 22nd Century, the Undercity is a sealed environment. However, unlike the strictly controlled and regulated life support systems in the domes of Luna-1 or Viking City on Mars, the Undercity is an example of a closed environment that has been allowed to run out of control, with no monitoring whatsoever to keep the various life forms and habitats in a stable condition. The dark caverns have become the epitome of 'survival of the fittest' – only the strongest, adaptable or most numerous creatures are capable of surviving for any length of time. Isolation from normal sunlight has also had a dramatic effect on most plant-life – few species have survived the burial of the cities. Only a few mutant species of trees and flowers survive, in isolated patches. However, many new species of fungus and mosses have become common, thriving in the decayed darkness of the streets and buildings.

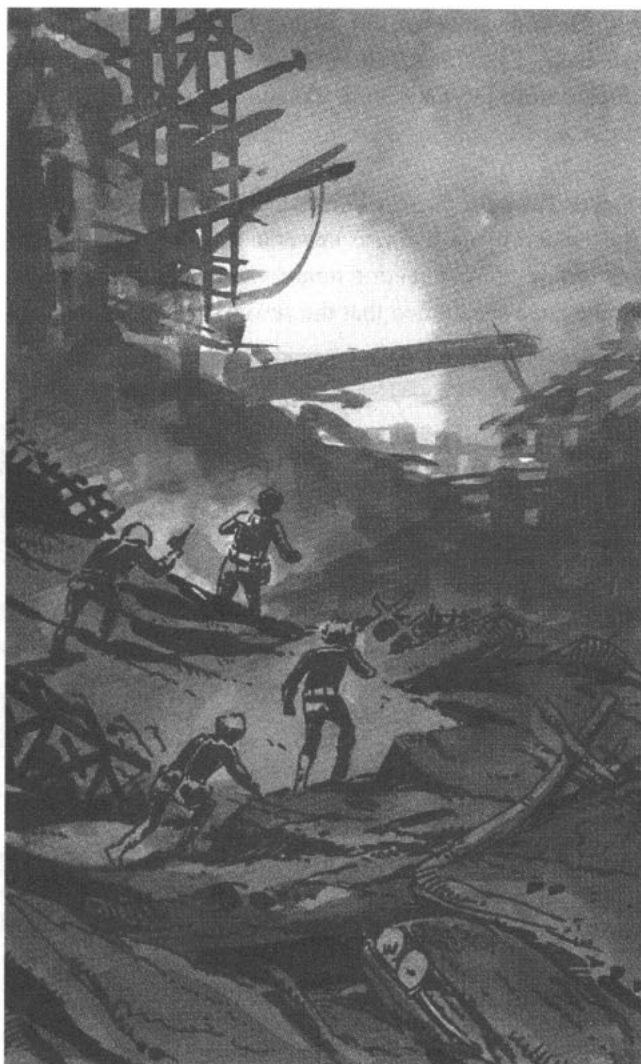
Structures

There is a huge diversity of man-made structures to be found in the Undercity. When the cities were buried, homes, offices and factories were evacuated and left empty. Lack of maintenance eventually took its toll and many ancient and historic buildings have collapsed. However, some have been appropriated by Undercity dwellers who have adapted them to suit their needs. Some have been reinforced into fortresses; others have been torn to pieces and used to make new buildings.

The Concrete Sky: The great rockcrete dome that covers most of the Undercity is almost universally known, incorrectly, as 'The Concrete Sky'. In many areas of New York, the enormous structure is so far above the ground that it is almost impossible to see, giving the impression the old city is cloaked in a particularly dark night. In other areas, the roof is only a few feet above the ground to form claustrophobic caverns that constantly drip with freezing condensation. Huge stalagmites and stalactites are beginning to form in some areas – great, teeth-like growths that block large areas of the Undercity. The concrete sky possesses terrific tensile strength as it has to support the entire Mega-City, but individual segments

are actually quite brittle. Many tribes have developed the ability to tunnel through the rockcrete walls, instinctively ensuring that the stability of the structure as a whole is maintained. The concrete sky is reinforced with hundreds of plasti-steel girders, which makes it far tougher than regular rockcrete. A ten-foot square section of the concrete sky is DR 15 and 30 hit points per inch of thickness. The great dome is typically at least 60 ft thick – a grand total of 21,600 structural hit points per section.

Philadelphian Tunnels: Philadelphia was only the second United States city to be buried beneath the Mega-City and the designers chose to use a radically different



method. Colossal vaulted chambers were built over many important buildings and every street was converted into a tunnel to form a massive labyrinth before millions of tons of rockcrete smothered the entire city. Philadelphia became a claustrophobic nightmare of a city, regularly flooded by the stinking, fetid waters of the old Delaware River and overflow from the Mega-City sewer system. The tunnel and chamber walls are rather stronger than the concrete sky that covers the rest of the Undercity but is little more than a thin covering of reinforced vaulting. The rockcrete that covers Philadelphia is considerably thicker than the most of the rest of the Undercity – in some places over a mile thick. Some tribes of the stunted Philadelphia trogs are nevertheless capable of excavating their own passageways through the thick walls. Some areas have become a twisting, confusing labyrinth of low burrows interconnecting with the ‘official’ tunnels. A ten-foot square section of the reinforced covering of the tunnels and vaults has DR 20 and 30 structural hit points per inch of thickness. It is typically a mere five inches thick before the main bulk of the rockcrete foundations are reached.

Sewer Tunnels: Sandwiched between the Mega-City and the Undercity is the vast sewer network, a convoluted warren of interconnecting tunnels and vaulted chambers. Some have speculated that the sewer system can be used

to reach all areas of the Mega-City, but only a perp with an extremely strong stomach would actually use the tunnels as a method of moving from one place to another. The design and layout of the tunnels themselves tend to vary enormously from ancient, brick built three-foot high passageways to enormous reinforced tunnels and chambers to futuristic plasti-metal clad shafts. However, before long every tunnel begins to look the same – dark, claustrophobic and extremely smelly. There are further dangers to investigating the tunnels – it has developed its own micro-ecology of savage life forms, from the giant white gators to millions of huge, vicious rats. There is further danger – explosive methane gas, an unavoidable side effect of the decay of sewage. Many Mega-City companies make a profit mining this gas as a valuable resource but pockets tend to quickly build up in hard to reach places. If exposed to fire or an explosion (such as a gunshot) a gas pocket will detonate with the force of a hand bomb with a 2d10 feet x 2d10 feet burst area. Sealed manholes are placed on City Bottom and beneath cityblocks at regular intervals to allow city maintenance teams access to the sewers – ordinary citizens must keep out of them at all times. Anyone found attempting to access the sewers without a valid permit will earn themselves a minimum of six months in the iso-cubes should they be caught by the judges. Sewer tunnels are





robust and resilient – a ten-foot square section has DR 20 and 35 hit points per inch of thickness. Destroying the walls to a depth of five inches deep will cause the section of the tunnel to collapse, burying anyone within the area, although special ‘crumple zones’ prevent catastrophic damage from extending further than fifty feet in any direction. Manhole covers are usually constructed from a durasteel-polyputhekettleon alloy and is firmly locked and sealed against any tampering. Manhole covers have DR 10 and 35 structural hit points, as well as locks varying from DC 15 – 20.

Pre-Atom War Building: Much to the horror and bemusement of the citizens of Mega-City One, the majority of the shops and houses found in the old cities consist of squat, boxlike buildings a mere two or three storeys tall. Once, these were sturdy homes and places of business but the decades buried beneath the City have left little more than shattered, worn out ruins. Over the years, time has taken its toll and many old buildings have collapsed into ruin, leaving nothing but hollow shells or broken rubble. Some buildings have survived more or less intact – these have usually been taken as homes by some of the smaller tribes. Broken masonry and scavenged materials are often used to shore up collapsing or damaged buildings, making even serviceable abodes appear to be little more than piles of rubble. A typical low-level building has two storeys, plus a basement or cellar area. The ground floor is divided into four to six rooms including a kitchen and a living room; the first floor is usually subdivided into bedrooms. The basement area most often consists of a single large area. However, the function of any occupied building has long since been forgotten. Houses in Philadelphia suffered an even stranger fate – many were smothered in rockcrete when the tunnels were built, leaving only a single façade

with the occasional accessible room. Pre-Atom War buildings have a Damage Reduction score of $1d4+8$ and 50 structural hit points per level (destroying buildings and structural hit points are covered in *The Rookie's Guide to Block Wars*.)

Pre-Atom War Sky-Rise Tower: The majestic skyscrapers that once dominated the skylines of many cities in pre-Atom War America would be regarded as quaint, low level con-apts by the residents of the giant Mega-City. Even the tallest surviving building in the Undercity – the Chrysler Building in New York – is less than a quarter of the height of an average sized cityblock. Nevertheless, these structures are still regarded as valuable resources and their ownership is usually hotly contested by many of the Undercity factions. Even collapsed or ruined skyscrapers are regarded as a valuable commodity – bricks, girders and rubble are always needed to shore-up the slowly decaying habitats occupied by the Undercity dwellers. A typical sky-rise tower stands fifty storeys tall, although only the mighty New York dome is capable of housing such a large structure. Many tall buildings are cut off by the concrete sky, their top few storeys embedded in the great mass of rockcrete. Pre-Atom War Sky-Rise Towers have a Damage Reduction score of $1d6 + 10$ and 75 structural hit points per level.

Troggie Hut: Most varieties of troggies have become adept at constructing themselves primitive shelters. As there are no natural weather patterns in the Undercity, these huts are generally used as protection against the other residents of the underworld and are therefore reasonably tough. Troggie huts usually consist of a single room, about ten feet square with walls made from salvaged junk or the remains of an ancient building, torn

apart and reassembled in typical ramshackle troggie style. Troggie huts have a Damage Reduction score of 8 and 10 structural hit points.

Philadelphian Trog Roundhouse: The Philadelphian trogs are rather more sophisticated than their cousins that occupy other areas of the Undercity, constructing their own, individual style of buildings that, strangely, resembles an ancient Celtic roundhouse. Philadelphian trog roundhouses are large, circular buildings constructed using ancient methods but with more modern materials – salvaged metal and brick rather than wood and leather. As they are nomadic, the Philadelphian trogs ensure that their homes can be quickly dismantled to allow them to move with ease – this is typically to escape from the floods from the black water of the Delaware river that wash through their tunnel homes on a regular basis. Naturally, these temporary and prefabricated structures are rather more fragile than a permanent structure. A Philadelphian trog roundhouse has a Damage Reduction score of 8 and 30 structural hit points.

Flora

Isolated from natural sunlight, very few plants thrive in the Undercity. Most forms of vegetation have withered and died in the shadows, but, like their human and animal equivalents, a few mutant species have adapted to live without ultraviolet light or heat.

Fungus: Unlike most plant life, fungus thrives in the cold, damp darkness that forms most of the Undercity. Edible forms of fungus form a staple diet of many of the less aggressive species such as the great albino pigs known as hawgs, and many areas have been cultivated into huge ‘fungus farms’ by tribes of humans and the more docile troggies. Other forms of fungus are less beneficial. Some are deadly poisons, bringing a slow and lingering death to any foolish enough to consume it. Other species bring decay, consuming and corrupting any substance on which it can gain a foothold.

Moss: Moss is probably the most common plant to be found in the Undercity. Moss requires little water and can grow almost anywhere. It tends to cover vast areas of the desolate streets and buildings of the old cities. Unfortunately, this plant has very little nutritional value, although many species – such as the pathetic sub-humes

known as wretches – are forced to eke a miserable existence grazing on it. Another form of moss is far more valuable – the so-called ‘glowmoss’ is a mutant species of luminescent moss, often cultivated on walls and ceilings in order to provide dim lighting.

Mutant Vegetation: Many mutant plant species have appeared since the burial of New York, although, as yet, none have become particularly common. Most tend to be weak and feeble, capable of surviving in the darkness or in the toxin saturated slime of the Big Smelly. Others are more robust – a few trees have managed to survive, and clusters of pale grass exist in isolated places. Others have developed along more sinister lines, such as the deadly Boston Strangler Vine and the parasitic Hoxton Creeper.

Dead Vegetation: Dead and decaying plants are by far the most common sight in most of the Undercity. The majority of the dark underworld was at one time rural fields and wastelands that were simply covered by the great rockcrete foundations of the Mega-City, leaving the unfortunate vegetation cut-off from vital life giving heat and light. Most of the Undercity is cluttered with dense mats of stinking mulch.

Fauna

Humanity is not the only species to make a home in the Undercity, although as always they regard themselves as the most important inhabitants. Many other races – detailed in the *Creeps* chapter – endure life in the darkness. However, there are several other forms of creatures native to the Undercity. The following creeps are detailed in *The Judge Dredd Roleplaying Game*.

Rats: Rats are by far the most common inhabitants of the Undercity – some have estimated that there are over a thousand rats for every human resident. The ruins of the Undercity make an ideal home for these tiny scavengers, with thousands of nooks and crannies where they can make nests and warrens. The rats’ prolific breeding rate ensure that the Undercity dwellers never go hungry – in fact, rat has become the staple diet of nearly every creature that calls the Undercity home. However, the rats are not merely defenceless victims. The creatures possess a high level of natural cunning and occasionally ‘gang up’ on isolated individuals, gathering together in groups of dozens or

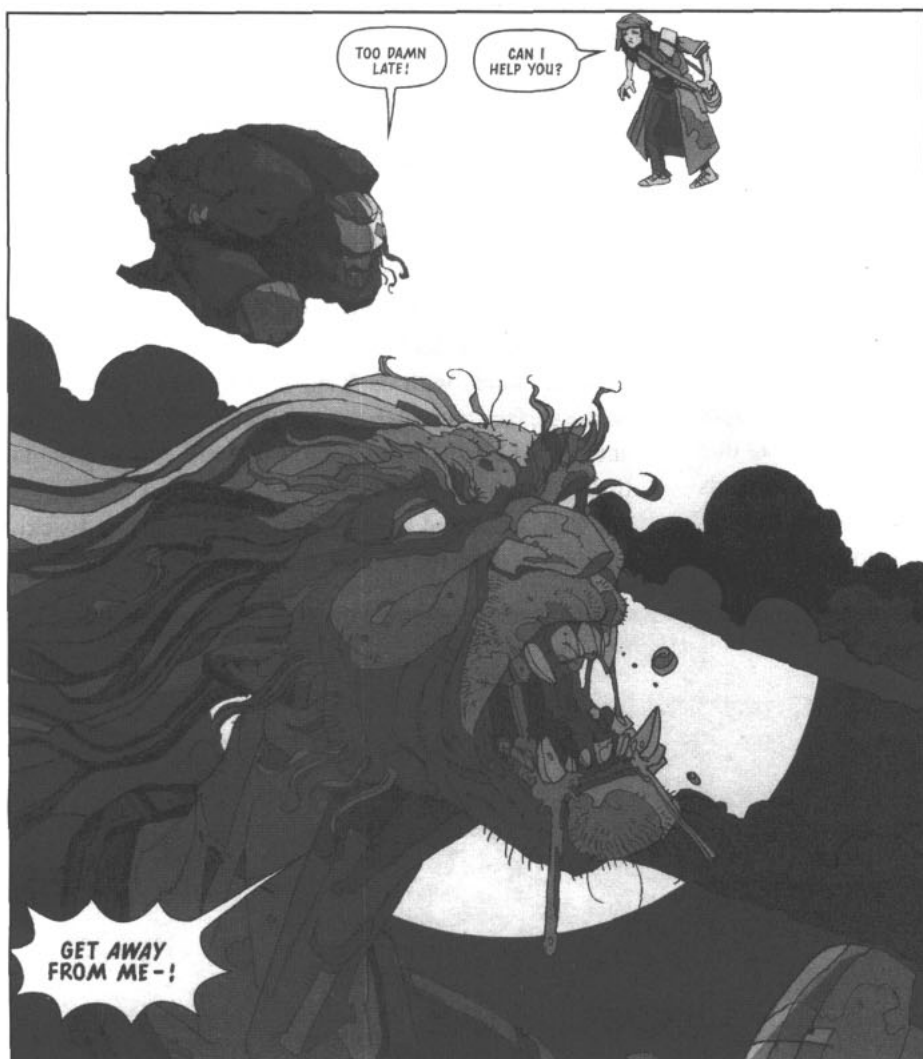
even hundreds to form a deadly tide of squirming bodies. Usually they will only prey on the weak and defenceless – babies and infants are their favourite target. Many a time an un-attentive Undercity mother will leave a cradle for a few moments only to find nothing but gnawed bones and a few pitiful scraps of flesh on her return. In some areas, the rats have grown to colossal proportions – some have spoken of savage monsters the size of large dogs, or ultra-intelligent, two-headed monstrosities somehow guiding the others...

Gators: No one seems sure how alligators, usually only found wild in tropical areas, came to live in the sewers of many American cities, but their existence is undeniable. Although the larger specimens have emigrated to the cleaner waters found in the Mega-City sewer system, the old sewer networks beneath most of the old cities still

harbour a healthy population of gators, and the swamp-like tunnels of Philadelphia make an ideal home for the fierce beasts. Naturally, the lethal, armour-plated reptiles are greatly feared by humans and troggies alike.

Werewolves: Lycanthropy actually originated in the Undercity. No one knows the whole story, but a strange pool in Central Park was found to contain mutagenic bacteria that could transform a human into a savage, wolf-like hybrid. Before long, many areas of New York had become overrun with the terrifying, savage monsters. Fortunately, Judge Dredd was able to eliminate the mutagenic pool and most of the werewolves, but a few managed to escape. Although far less of a threat than in previous years, werewolves are terrifying opponents. Many tribes will put a great deal of effort into wiping out a werewolf nest should they discover one. Werewolves

kill anything that moves, but nothing can eat the flesh of a werewolf without risking transforming into a similar creature. However, at least one tribe – the savage Grid Iron Union – take advantage of this phenomenon. Gridiron grunts have been known to deliberately eat werewolf meat in order to spark the transmogrification, so that they can become the elite 'dogfaces', fearsome monsters that are set upon rival tribes before a battle. The Undercity dwellers have never had access to the cure for lycanthropy, so the transformation is permanent.



Dwellers in the Darkness

A wide diversity of humanity has made its home in the dark tunnels and caverns of the Undercity. Over the years, there seems to have been a spurt of 'super-evolution' – humans have evolved into new sub-species at an incredible rate. Academics have named this new race 'homo-subterraneous', but the residents of the Mega-City know the creatures by a different name – troggie. Several distinct variations of these troglodyte-like beings have appeared. Even though the troggie tribes are perfectly adapted for life without light, in 2126 they are still a minority, their numbers far outweighed by the ranks of 'normal' humans who form tribes in the Undercity. While some are prepared to co-exist with their troggie neighbours – a few tribes consist of a combination of human and troggie members – most regard the dim creatures as a threat or simply despise them for being different.

The Tribe of the Free Robot

Not a human tribe but nevertheless one of the most powerful and notorious groups to be found in the Undercity, the Tribe of the Free Robot is made up of renegade machines left over from the First Robot War of 2099. Once a massive army, the Tribe's numbers have gradually dwindled over the years due to lack of proper maintenance and replacement parts, as well as losses due to territorial disputes. This diverse collection of droids has been forced to improvise in order to survive, scratch-building new drive systems or turning to cannibalism.

Any Mega-City robot that ventures into their territory must do so with the utmost caution, or risk being torn apart for its components. Before the Robot War, robots were much more sophisticated, possessing genuine human emotions and personalities, not like the simple drones of 2126. The Free Robots regard their modern counterparts with contempt, but their main hatred is reserved for the humans who created them to be slaves. The Free Robots tribe once occupied the Grand Central Station in New York, but has recently been forced to become nomadic, travelling through the shattered streets of the Undercity in their slow but powerful steam engines.

New Prior-Life: The Undercity Dweller

To the horror and disgust of many citizens of Mega-City One, there are thousands of human beings eking an uncomfortable existence in the pitch-blackness beneath the uncaring streets of the City. Undercity dwellers are barely human by normal standards, slowly adapting to a life without light and living on an unsuitable diet of rat and fungi. However, the bitter fight for survival has led the residents of the Undercity to form much stronger bonds with each other than their counterparts on the surface, although the complex tribal culture values unthinking loyalty to a strong leader rather than genuine friendship. Undercity dwellers are typically scrawny but wiry, hardened by difficult lives but pale and sickly looking as most have never seen the sun. Most dress in



simple but ragged clothing. All Undercity dwellers share certain characteristics, but each tribe or clan offer different advantages and restrictions. Despite their radically different lifestyle to criminal citizens in Mega-City One, an Undercity tribe is treated the same as an ordinary street gang, as detailed in *The Judge Dredd Roleplaying Game* and *The Rookie's Guide to Criminal Organisations*.

- † All Undercity dwellers have become accustomed to living without light, able to make use of the smallest glimmer of illumination to see. The Undercity dweller has Darkvision to a radius of 30 feet.
- † Conversely, life in constant shadow has left most residents of the Undercity with a loathing and terror of bright light. Undercity dwellers suffer a -1 penalty to attack rolls and skill checks if exposed to any light stronger than a flashlight.
- † High-tech weapons are scarce in the Undercity. Most tribes have little opportunity to become proficient in all but the most primitive of weapons. Undercity dwellers begin the game proficient only in Grenade and Melee weapons.
- † Mega-City currency is useless in the Undercity. Most residents operate a primitive barter system that most Mega-Citizens find totally incomprehensible. An Undercity dweller starts the game with no money, but will possess a primitive melee weapon of some description – such as a knife, club or spear.

Brigadeer Tribe: The 'true' brigadeers are a small tribe that operates a ferry service across the corrosive Hudson River in New York. The tribe gained their name as they formerly maintained the Brooklyn Bridge, protecting the ancient structure from attack by other Undercity tribes and ensuring that a steady connection could be maintained between Manhattan Island and the mainland, not to mention repairing any damage caused

by the destructive 'water' of the Big Smelly. Other tribes were allowed to use the bridge in return for a toll, and the brigadeers became one of the richest groups to occupy New York. Unfortunately, Judge Dredd destroyed the Brooklyn Bridge to put an end to a major werewolf pack and the brigadeer tribe lost both their livelihood and their prestigious position. Lacking the skill and resources necessary to construct a new bridge, the tribe were forced to move north to the old United Nations Headquarters and began operating a ferry service instead. Other tribes capable of crossing the river soon also became known as brigadeers. The original tribe, however, have regained some of their old prestige due to their partnership with the Tribe of the Free Robot. The machines are terrified of the water and are forced to rely on the despised 'organics' to provide them passage across the river.

- † Living on a particularly polluted area of the Hudson River, the brigadeers take great care to protect themselves against the detrimental effects of the 'water'. Every member of the brigadeer tribe begins the game equipped with a dredge cloak.
- † The strong chemical soup of their home territory has made brigadeers particularly resistant to disease and poisonous substances; they receive a +1 bonus to all Fortitude saves.
- † All brigadeers benefit from a permanent +2 competence bonus to pilot all types of manually controlled watercraft.

Custodians: The elusive clan known as the custodians occupies the ruins of the Smithsonian Institute in Washington. They are the descendants of academics who refused to abandon the priceless antiques and museum exhibits that the judges had disregarded as no longer of any interest when the burial of the former capital city was ordered. The desperate professors and museum curators decided

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to stage a protest – they armed themselves with pistols and barricaded every entrance to the historic collection of buildings that form the area known as the Castle, convinced that the judges would take notice of their protest and relent, allowing their precious charges a new home in the Mega-City. Unfortunately, the judges merely shrugged their shoulders and left them alone. The unfortunate academics found themselves buried along with the rest of the Capital. Today, under the leadership of the Castellan, the curators possess one of the largest collection of antiquities to be found in the world. The Castle has been transformed into a fortress and the curators are now forced to protect their collection against the unwanted attention of treasure hunters and junk prospectors from the Mega-City.

† The curators possess an unrivalled knowledge of the exhibits in their halls and gains Skill Focus (knowledge – antiques) as a bonus feat.

† Many curators retain antique revolvers from their protest demo of decades ago. All curators are proficient in pistol weapons.



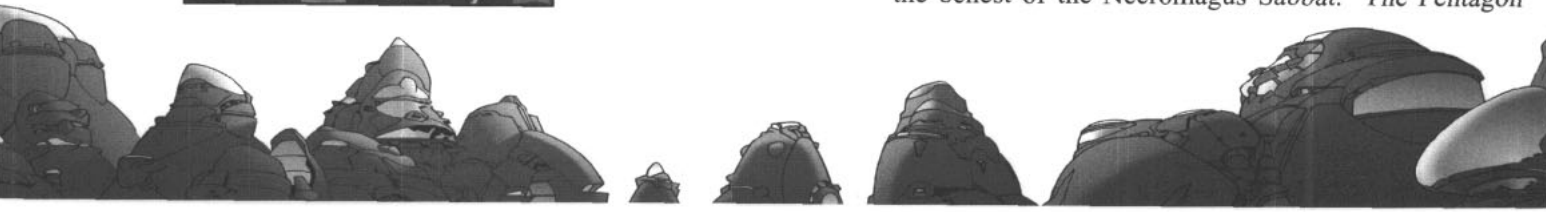
Dredger Tribes: Many groups of dredgers roam the banks of the Big Smelly, living on what they are able to salvage out of the polluted waters. Unfortunately, nothing capable of surviving in the pollution saturated water is edible, so the dredger tribes are still forced to exist on a diet of rat, although many of the mutant monstrosities that call the septic waters home are more than happy to exist on a diet of dredgers. Armed with nets, grappling hooks and harpoons, dredgers have become skilled at

recovering any object from the black waters. Salvage washed inland from the Black Atlantic, or down from the sewer system, would generally be regarded as useless by the residents of the Mega-City, but the dredgers are always able to find a use for the objects they find.

† Dredgers receive extensive practice with their favourite weapon, the harpoon. A member of a dredger tribe receives Weapon Focus (harpoon) as a bonus feat.

† Dredgers need protection from the caustic waters of the Big Smelly. Each dredger is equipped with a dredge cloak and armed with a harpoon.

Ennar Assok: The Ennar are a savage isolationist tribe found in the remains of the Pentagon building in Washington. The descendants of a political organisation that maintained that it was their ‘God given duty to bear arms’, the Ennar were another group who decided to occupy an historic building, claiming a protest against the burial of the old capital of the United States. Many contemporary observers maintained they were really objecting to the Mega-City’s strict weapon control laws. The most militant members grabbed their favourite weapons and stormed the almost abandoned Pentagon, at one time the headquarters of the United States Army that had been rendered obsolete when the Justice Department impeached President Booth and disbanded the United States government. The remaining skeleton staffs of administrators and security guards were no match for the extremely well equipped Ennar paramilitaries and were swiftly subdued. They sealed off every entrance to the massive building and refused to leave until their views had been heard. Unfortunately, Chief Judge Fargo had implemented a policy of ‘no negotiation with terrorists’ and the judges refused to even listen to them. The Ennar were still waiting for a negotiator to call three months later when the massive rockcrete dome above Washington was completed and they were sealed off from the rest of the world forever. Afterwards, the Ennar rose to become one of the most powerful tribes to occupy the Washington Undercity – they had a plentiful supply of arms and ammunition and one of the most secure headquarters in the world. The Ennar Assok remained in their privileged position until the Zombie War in 2114. The dead of the great Arlington National Cemetery – some 650,000 corpses – rose from their graves to attack the living at the behest of the Necromagus Sabbat. The Pentagon



building was quickly surrounded by teaming hordes of undead. The Ennar responded by re-sealing all their entrances, determined to survive the siege. Fortunately, the huge courtyard in the centre of the complex had been converted in to a fungus farm, which allowed them almost complete self-sufficiency. Less fortunately, the Arlington zombies somehow remained animated after the defeat of Sabbat and the siege is now in its twelfth year. Paranoid even before their entombment, the Ennar leadership have become convinced that the zombies have over run the entire earth and they are the last remaining beacon of humanity.

† The members of the Ennar Assok believe it is their God given duty to bear arms. Most members are taught to handle firearms before they can walk. An Ennar Assok begins the game proficient in pistol and rifle weapons.

† The Pentagon is rumoured to hold one of the largest stockpiles of firearms left in the entire Undercity. Every member of the Ennar carries a gun of some description. A member of the Ennar Assok begins the game armed with an antique revolver, an antique shotgun or an ancient rifle (ancient rifles are detailed on p123 of *The Rookie's Guide to Brit Cit*).

Golden Agers: Golden agers are usually dropouts from Mega-City One who have made their way into the Undercity, searching for a mythical utopia reputed to exist before the coming of the Mega-City. Unfortunately, even before the cities were buried they could never truly be considered a utopia, and the shattered streets of the New York, Washington or Boston Undercities are even further from the golden ager's idea of perfection. Most golden agers quickly realise that they have made a mistake, but leaving the Undercity is generally much more complicated than entering it and they find themselves stranded, forced to begin a new life below ground. The golden age tribes are a strange, obsessive group who dress in fashions popular decades or centuries ago – shabby teddy boys stand side by side with unkempt regency dandies. Most other tribes regard the golden agers as a collection of weirdoes.

† Golden agers are psychologically extremely odd, their long Undercity residence heightening what is often designated as a mental disorder in civilisation. They

always receive a +1 bonus to resist arrest, intimidation, psi-abilities or any other mind-affecting effects.

† This strange also tend to have remnants of their old, technological life hanging around. They have 1000 credits worth of money or equipment as a starting character.

Gridiron Union: The most aggressive and violent tribe found in the Undercity, the Gridiron Union occupy Madison Square Garden in New York. Under the leadership of a deranged individual known only as the Coach, the Gridiron have developed a highly complex culture based entirely on the brutal subjugation of their neighbours. Fortunately for the residents of New York, the Gridiron lack manpower – females are regarded as nothing more than breeding stock; troggies and mutants are beneath contempt and not even worth attacking. The Coach organises his members into eleven man squads of 'grunts' and 'sentinels'. Grunts act as assault troops, charging opponents with lethal 'plays' while the sentinels act as guards, protecting the fortress of Madison Square Garden.

† Neither grunts or sentinels are ever seen out of their sentinel ramsuits, heavily armoured clothing based on ancient sport armour, studded with lethal spikes. All members of the Gridiron Union begin the game equipped with a sentinel ramsuit.



Guardians: The guardians protect the exclusive Trump Tower in New York. The residents of the tower style themselves after the long departed yuppie businessmen and even go so far to claim descent from the ultra rich and exclusive socialites who occupied the majestic tower in better days – a fallacy, as anyone with money departed New York long before it was buried. The guardians consider themselves a legitimate law enforcement agency, or the closest the Undercity has to it. Guardians are easily distinguished by their ragged business suits and faces smeared with red paint. Trump Tower retains a treadmill-powered generator that provides more than adequate light and heat for the residents. The Guardians proudly maintain that only criminals work the mills, rounded up by patrols of red-capped ‘justice squads’, but most are simply guilty of being in the wrong place at the wrong time.

- † Used to the bright lights of their tower home, Guardians do not suffer the Undercity dwellers normal penalty for exposure to bright light.
- † However, this same light has prevented the Guardians eyes from adapting to the darkness. Guardians have Darkvision extending to a mere 10 feet.
- † Guardians are a vigilante group, skilled in the use of many ancient firearms. Guardians begin the game proficient in pistol weapons.

Hawgman Tribes: The huge albino boars known as hawks form the backbone of the Undercity economy, producing plentiful supplies of the versatile gas methane and tough leather as well as acting as a stable food supply. Protecting this valuable livestock has become a full time occupation for many tribes, who seem settled into a relatively peaceful life of defending their charges against rustlers or hungry monsters and producing supplies of ‘piggy gas’ and leather for trade. Hawgmen tribes are common in Washington and Boston.

- † Hawgmen are very used to having their eyebrows and extremities singed. They have Fire Resistance 2 as a natural trait.
- † Hawgmen are quite used to raising and defending their charges. They receive a permanent +2 bonus to all Profession (Hawg-herding) checks.

Mindhunter Clan: Elusive and mysterious, the mindhunter clan occupy the Hoover Building in Washington DC. The mutation that gifts humans with psychic abilities is as rare in the Undercity as it is in the rest of the world, but the mindhunters go to great lengths to gather together every psyker born within the range of their paranormal senses, sending sinister hooded hunters to abduct babies from the cradle – even occasionally venturing into the Mega-City. The mindhunters are universally regarded with fear and loathing by other Undercity residents and are responsible for many unexplained kidnappings in the Justice Departments files. However, their combined psi-powers make them practically invulnerable to all but the most determined attack.

† Mindhunters are powerful psykers, but lack the



discipline and training of a psi-judge. Mindhunters are classed as having psi-talent, as detailed in *The Rookie's Guide to Psi-Talent*. He gains power points and powers at the same rate as the Rogue Psyker Prior-life, detailed on p26 of *The Judge Dredd Roleplaying Game*.

Scaver Teams: Sometimes called scramble teams or digger tribes, scaver teams concentrate on tunnelling through the great rockcrete domes that entomb the cities of the old United States. Scavers occupy a very powerful position in the Undercity hierarchy as they control all the stable passageways and trade routes, charging a toll of goods or services in return for permission to travel along their painstakingly excavated road networks and tunnels. The scavers regard digging almost as a religion, only allowing members to begin tunnelling once they have completed their Right of Manhood at age 13 – essentially a series of tests to determine if the prospective scaver has developed sufficient mining knowledge to be safely let loose on the massive walls.

- † Scavers are highly skilled miners, instinctively able to determine weak spots in any structure. A scaver is able to half the Damage Reduction score of any structure he attacks in melee combat.
- † Scavers receive extensive training with their massive scavers, a combined hand tool and weapon. A scaver

begins the game with Weapon Focus (scaver) as a bonus feat.

- † All members of a scaver tribe carry a massive scaver for self-defence and for tunnelling.

Tinkers: Tinkers concentrate on repairing ancient technology left over from before the burial of the cities. Most tribes include at least one tinker in order to maintain their ramshackle machinery, but many are nomadic loners, offering their services to any tribe who needs their aid in return for food or shelter. Nomadic tinkers occasionally make use of home made vehicles in their trips across the Undercity. Very occasionally, a group of tinkers will gather together to form their own tribe. The most famous occupies the shell of the Chrysler Building in New York, concentrating on manufacturing slow but reliable steam powered traction engines. Tinkers fill a vital role in many tribes, manufacturing vehicles and ammunition for the never-ending war against their neighbours.

- † Tinkers have an uncanny knack for making and repairing technological devices. He gains Skill Focus (technical) as a bonus feat.
- † All tinkers carry a collection of home made tools. A tinker begins the game equipped with a mechanical toolkit.



The Undercity Chieftain

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+0	+2	Inspire Loyalty
2	+2	+0	+0	+3	Bonus Feat
3	+3	+1	+1	+3	Inspire Loyalty
4	+4	+1	+1	+4	Weapon Specialisation
5	+5	+1	+1	+4	Inspire Loyalty

The Undercity Chieftain

Every tribe has a leader, either a cunning and manipulative strategist or a violent bully who gained his prestigious position by being bigger and stronger than everyone else. The Undercity chieftain is the policy maker of his tribe, determining how they are to interact with rival groups or how they will defend against attack. He also acts as the ultimate authority and lawmaker, handing down punishments to his followers based on the unique moral code of each tribe or clan. The style of a chieftain varies enormously depending on the individual – unfortunately, most tend to be despotic maniacs, but a few are fair and just leaders.

Hit Dice: d8.

Requirements

To qualify to become an Undercity chieftain, an Undercity dweller must fulfil all the following criteria.

Base Attack Bonus: +4.

Skills: Intimidate 8 ranks.

Feats: Leadership.

Class Skills

The Undercity Chieftain's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Hide (Dex), Intimidate (Cha), Jump

(Str), Knowledge (undercity) (Int), Listen (Wis), Move Silently (Dex), Search (Wis), Sense Motive (Wis), Spot (Wis), Streetwise (Wis), Swim (Str) and Wilderness Lore (Wis).

Skill points at each level: 6 + Int modifier.

Class Features

The following are class features of the Undercity chieftain prestige class.

Inspire Loyalty: The Undercity chieftain the head of his tribe, and his mere presence inspires his followers. At 1st level, the Undercity chieftain gains a +1 bonus to his Leadership modifier. At 3rd level, this rises to +2 and finally at 5th level the bonus increases to +3.

Bonus Feat: Nobody lasts long as a boss in the dank dark without having a tough mentality. At 2nd level the judge feat Nerves of Steel as a bonus feat.

Weapon Specialisation: By the time he has reached 4th level, the Undercity chieftain has become highly skilled in inflicting damage with his favourite weapon. He automatically gains the judge feat Weapon Specialisation in a weapon of his choice, as long as he has Weapon Focus in that weapon. He can subsequently choose Weapon Specialisation whenever he receives a new feat.

Visiting the Undercity

The majority of Mega-City One citizens have no desire to visit the shadowy world of the Undercity. Even in the direst of emergencies, most would rather face the radioactive wasteland of the Cursed Earth rather than the ruined streets and buildings far below the massive slabs of City Bottom. Many remember the terrible monsters that have occasionally emerged to threaten the City and believe that the dark underworld is crawling with similar creatures. Others are more straightforward and associate prestige with how high they live in the massive cityblocks – the very idea of living on City Bottom is repugnant; the thought of human life existing beneath the ground would fill them with horror and disgust. Most, however, simply do not know, or care, that the Undercity really exists, too wrapped up with their everyday lives to bother with semi-mythical places.

A small minority of citizens are prepared to risk life and limb by organising expeditions to the old cities. The adventurous, the desperate, or the just plain greedy, dare to venture below the City into the darkness despite the Justice Department's strict prohibition of the practice. However, any visitor must be careful to ensure that they can exit the Undercity as easily as they entered it – City Maintenance squads quickly seal up any holes and fissures that they find, which can leave the unfortunate intruders stranded in the dingy caves and caverns!

The Justice Department also have a vested interest in keeping the Undercity under control. Despite existing beyond their normal jurisdiction, judges are occasionally sent on missions into the darkness in order to eliminate some terrible threat or apprehend some particularly important fugitive. On more than one occasion, judges have been dispatched on the request of the Undercity dwellers themselves to deal with some new terror, but this is very much the exception rather than the rule. A chronic lack of judicial manpower has ensured that regular Undercity patrols are a thing of the past, but there is still a form of regular law enforcement. Judges can

choose to take the Long Walk into the Undercity when they retire from active service. Each takes an oath 'to bring Law unto the Lawless – until death!' but the midnight world of the Undercity is very different to the bright lights of Mega-City One and only the most exceptional lawman can last for long.

Citi-Def Squads

Probably the most common visitors to the Undercity are members of the Citi-Def, intent on gaining some 'real-life combat experience' without the inherent risks of starting a Block War and the certainty of a long stretch in the iso-cubes. Before the Apocalypse War, the Justice Department would allow carefully selected groups of Citi-Def access into the Undercity and during the conflict the old cities even acted as a base for many units of guerrilla fighters, allowing them to launch lightning attacks against the occupying Sov forces before fading back into the shadows of the buried streets and buildings. Following the extensive rebuilding programme that followed the massive destruction, many of the old entrances to the Undercity were sealed over and the judges decided that to allow visitors to the subterranean world was simply too risky and difficult to administrate. Modern Citi-Def squads must take a more clandestine approach, sneaking in



via the sewer system or even boring through the rockcrete foundations of their cityblocks.

Most Citi-Def squads take great pride in the fact that they are always ready for enemy action and to this end they tend to over-prepare somewhat, often carrying awkward or inappropriate heavy weapons or specialist equipment when embarking on a training mission. However, there are still the small minority of units that believe that they can deal with anything that the underworld can throw at them armed only with a handgun and a flashlight. It is usually only Citi-Def officers and Jaeger squad commandoes that will embark on training missions to the Undercity – the normal citizens that make up the ranks of the Citi-Def militia are either disregarded as unsuitable or are simply not interested in crawling about below the sewers, preferring to watch game shows and soap operas instead. A typical Citi-Def training squad will consist of an officer accompanied by three to six Jaeger squad commandoes, equipped with spelunker suits and Nightrider rifles with high-powered flashlights. Most carry enough rations to

last for a considerable time, but some will be expected to ‘live off the land’ – surviving on only what they can catch and kill. Most find that they would rather go hungry.

Undercity dwellers tend to regard visiting Citi-Def as little more than an irritation – no matter how stealthy and well drilled the part-time soldiers attempt to be, with their noisy equipment and blazing lights they cannot help but be conspicuous. Most tribes and troggie clans are prepared to ignore or avoid the intruders, knowing that they will soon return home to their own environment as soon as they get bored or hungry, or get killed by something bigger and meaner than them. Others, such as the peaceful Philadelphian trog tribes, will offer to act as guides, skilfully steering the intruders away from anything really dangerous in return for some small trinket or piece of technology.

Criminal Cartels

Attracted by the fact that the Undercity is outside of the jurisdiction of the Justice Department, many large criminal cartels have had the idea of establishing a permanent base below the streets of the Mega-City. This is often a very expensive operation – transporting the raw materials to build a secure building from the surface world to the Undercity without attracting the attention of the judges is an almost impossible task that requires elaborate planning and an enormous investment of resources. Many fall at the first hurdle, attempting to bore a tunnel large enough to transport large construction vehicles and robots through the slabs of City Bottom. Naturally, this is a rather noisy and conspicuous business that rarely goes unnoticed!

However, an organisation that is able to establish a base is able to reap the benefits. The most typical Undercity base is used as a manufacturing plant, able to churn out anything from illegal weapons to drugs without much chance of discovery by the judges. In theory,



the cartel should be able to flood the streets of Mega-City One with untraceable contraband. In practice, things rarely work out that way.

The Undercity dwellers themselves are a major headache. Unlike the temporary visits by the Citi-Def squads or the transient, nomadic fugitives and refugees, the criminal cartels clearly intend to stay on a permanent basis. Many tribes naturally take great exception to this invasion of their territories and will do their best to make the intruders lives as difficult as possible – sneaking in to steal anything that is not physically fixed down or simply murdering anyone they encounter.

A typical cartel base is a collection of modular, pre-fabricated buildings that has been constructed in a specially cleared area of an old city, or a repaired and re-fitted ancient ruin. Unable to connect to the Mega-City's power supply, the cartels must ensure that there is a powerful generator available which includes more than enough power to run all of the outposts needs. Large lighting rigs illuminate the surrounding area and 30 to 50 human guards are supposed to ensure that the Undercity dwellers keep their distance. A team of construction and assembly robots toil endlessly at production lines, churning out illicit contraband, which must somehow be smuggled into and below the Mega-City. Short of investing a huge amount of capital by installing one of the new teleport systems (which are unreliable even in the best of conditions), this will require a tunnel. These usually lead into some structure located on City Bottom – an old warehouse or Ecom unit is the most common option – but the need to maintain a stable entrance into the world above is often the most difficult part of the operation, as the judges and City Maintenance alike will waste no time in sealing the fissure without warning if they discover it.

Refugees

Mega-City One has had more than its fair share of wars, natural disasters and invasions. Some citizens have become so accustomed to citywide death and destruction that they have established a well-practiced drill, which is put into effect as soon as the first signs of a threat appear. Thousands of citizens pack up whatever that cannot bear to part with and make for the relative safety of the Cursed Earth or the Undercity until the danger has passed,

taking elaborate measures to escape over the city wall or burrowing through the slabs of City Bottom.

The residents of the Undercity usually avoid the refugees if at all possible – they know that these 'upsiders' will only enter their shadowy home in the most desperate emergency, and they themselves should hide lest the threat extend below the Mega-City. Sometimes, though, the fleeing citizens find no safe haven as the crisis has a dramatic effect on life in the Undercity. The corrupting influence of the Sisters of Death was able to reach into the simple souls of the deep troggies during the Necropolis crisis, sending them on terrible rampages of death and destruction. During the Judgement Day war, the dead of the Undercity arose to attack the living, just as happened all over the entire world, and the most recent influx of refugees found themselves fighting side by side with the Undercity dwellers. Many thousands of troggies, human tribesmen and refugees were killed in the brutal hand-to-hand fighting. The Undercity has never quite recovered from the repercussions of this terrible battle – especially considering that some of the undead remained animated after the defeat of the Necromagus Sabbat. The Apocalypse War resulted in the population of the Undercity almost doubling, as many of the citizens that had fled to hide from the occupying Sov forces had no homes to return to afterwards. Others discovered that the life of an Undercity dweller was more exciting than their own tedious existence and decided to stay; a few simply did not believe that the Mega-City One forces could possibly have defeated the apparently unstoppable Soviet war machine, dismissing any subsequent news reports as propaganda intended to flush them out of hiding. Some were still suffering from the Block Mania contamination and had become so involved in fighting the various Undercity tribes that it simply never occurred to them to go home!

What constitutes a refugee party varies enormously, from a lone individual fleeing via the sewer system to a massive, hundreds-strong column that has made its way beneath the ground by using enormous construction vehicles or robots to bore a huge tunnel. Many blocks have established an evacuation drill that is put into effect at the first sign of an emergency, but in the event of an actual alarm most citizens will panic, grabbing the first thing that comes to hand (no matter how inappropriate or useless) and fleeing.

Most refugees will be unarmed, but about one in ten are equipped with small arms or hand weapons.

Fugitives

A citizen fleeing from the judges is often prepared to take desperate measures to avoid a long spell in the iso-cubes. Those that can afford it make use of a perp runner, a criminal highly skilled in smuggling fugitives out of the jurisdiction of the Justice Department. Even though it is the closest 'judge free' area, few perp runners will take the effort to deposit their charges into the dark underworld. Boring a tunnel through City Bottom is a time-consuming, costly exercise that often attracts the attention of the very people that the runners are intent on avoiding. In any case, even ruthless criminals find the thought of life in the Cubes preferable to struggling for survival in the Undercity.

Most fugitives that find their way below ground make their way unaided, squeezing through fissures or navigating through the sewer system. It is usually only the most odious of criminals who are prepared to try to make themselves a new life in the Undercity – vile murderers tempted by the lack of judicial interference hampering their 'fun'. These individuals often join with the most violent Undercity tribes, frequently rising quite high in rank.



Tourists

Taking a tourist trip to the buried cities is a relatively recent craze. Naturally, the practice of arranging package trips to the Undercity is highly illegal, but this only adds to the attraction. For an extortionate fee, groups of citizens are smuggled below City Bottom, taking rooms in a once majestic hotel or famous landmark, while costumed entertainers provide re-enactments of historical events for the tourist's amusements. Many of the visitors are attracted by the opportunity for sightseeing, but they are frequently disappointed – it is too dark to see anything in most of the Undercity.

Most of these tours are arranged by totally unscrupulous conmen, intent on draining their customers of cash for as little work or effort as possible. Others are more sinister – chump dumpers who simply abandon their charges in some dark corner of the Underworld to be killed by troggies or some monster, or even slavers who had no intention of taking their customers to anywhere other than a Cursed Earth slave market.

Even if tourists have been forewarned of the dangers of the Undercity, they are usually poorly equipped to survive below ground, often bringing no more than a vid camera and bad taste in clothes. Some tourists are intent on a 'hunting trip' to the Undercity, loading up with heavy weapons and determined to bag a trophy – similar to the 'dinosaur hunters' that have been venturing into the Cursed Earth for many years. The Undercity is a very different environment to the Cursed Earth, however, which requires a very different approach – many hunters fail to take this into account and pay the price.

Most Undercity dwellers, except the most territorial and aggressive, tend to ignore and avoid sightseers. A non-violent exception is the pathetic troggie sub-breed known as wretches – the cadaverous, blind creatures tend to crowd around the visitors,

begging for a few scraps of food. This approach does not normally work, but the tourists seem to regard the creatures as 'charming' parts of the scenery. Naturally, all tribes will react against any violent act, often tracking down and swiftly eliminating any group that seems to be a threat to them.

Treasure Hunters

Seedy bars and clubs in the Mega-City are full of tales of the riches of the United States left abandoned in the old cities before their entombment. In a city where any pre-Atom War artefact is considered a priceless collectable, many of the more gullible citizens are prepared to risk life and limb in order to visit the savage underworld beneath their feet. Many pongo's can make a fine profit selling 'treasure maps' detailing the locations of valuable items. Most of these are simply copied out of old atlases, giving a vague idea of some famous landmark that may still contain some valuable item, others are completely fictional pieces of artwork that 'guarantee' the owner will find huge riches, but bear no relation to reality. A few are genuine, accurately showing a location rich in valuable items – Gloomingsdales department store in New York is a favourite, as it once claimed that it stocked 'everything', or the old United States Mint in Philadelphia, still reputed to hold millions of credits worth of old coins.

Most treasure hunters are enthusiastic amateurs, who believe that they can conquer the Undercity equipped only with a spade and a flashlight. This is almost always a fatal mistake – most landmarks are occupied, or at least claimed, by the various Undercity dwellers, who take great offence to upsiders arriving on their territory unannounced to steal their property. Others come better prepared, with diggerbots, ultrasonic scanners and adequate lighting as well as a selection of weapons to keep the threat of the troggies at bay. Most realise that they have been hoodwinked and quickly give in – everything truly valuable that was left behind has long since been looted or broken in the years since the long night began. Some are more patient, or more stupid, often spending a fortune in time and money tearing old buildings or monuments to pieces seeking valuables that no longer exist. The United States Mint, for example, has been visited by so many different groups of fortune seekers that the fortress like

structure resembles a honeycomb, riddled with tunnels and pits and verging on collapse.

A few treasure hunters actually become successful, finding a cache of priceless lava lamps or un-opened self-assembly book cases, which he then sells for a fortune on the antiques black market. These exceptional individuals can make a very good, if illicit, living from their subterranean activities. Others make a living by scavenging illegally through the Mega-City sewer system, seeking valuables other citizens have accidentally flushed away. Even these 'sewer scrapers' are sometimes surprised by what they find washed up in storm drains or channels.

The Junk Prospector

The Mega-City antiques market places a great deal of value on artefacts from 20th and 21st Century popular culture – items that a contemporary individual would regard as rubbish or of short-term worth. Ancient newspapers and books are often banned by the judges, which only adds to their appeal – old copies of the New York Times, comic books or one time blockbuster novels find their way onto the Justice Department's vetoed list, boosting their 'collectable' value no end on the black market. Other items can be legally owned, but are extremely rare. Ancient craze items such as rollerblades were at one-time produced by the million, but only a handful have survived into the 22nd Century. Even packaging is valuable – tins, bottles and even carrier bags can fetch millions. It is not unknown for a collector to kill in order to obtain some rare item that was simply thrown away by its original owner.

The absurd prices that some citizens are prepared to pay for an old Wellington boot or a Sylvester Stallone movie poster naturally attracts many perps into ruined Cursed Earth towns and cities, or the buried conurbations of the Undercity in search of valuable junk. The savage environment or its inhabitants kill many before they can find anything of value, but a few manage to locate a valuable 'seam' of junk. Some still speak of the legendary Filmore Faro, who rediscovered the town of Memphis in the Cursed Earth and made his fortune selling Elvis memorabilia to the Sov block. Some still speak in awe of his priceless coat made from ring-pull tabs, but always seem to ignore the fact that he was driven completely insane as his brain was fried in the radiation-saturated

The Junk Collector

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+0	Antiques Expert
2	+1	+3	+0	+0	Bonus Feat
3	+2	+3	+1	+1	Eagle Eye
4	+3	+4	+1	+1	Bonus Feat
5	+3	+4	+1	+1	Spelunker

wasteland before he chanced upon the old city. The chance of making a huge profit always outweighs the dangers.

Hit Dice: d6.

Requirements

To qualify to become a junk prospector, a citizen must fulfil all the following criteria.

Skills: Appraise 8 ranks, Climb 4 ranks, Search 4 ranks, Spot 4 ranks and Wilderness Lore (Cursed Earth or Undercity) 8 ranks.

Feats: Endurance.

Class Skills

The junk prospector's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Drive (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Pilot (Dex), Search (Wis), Spot (Wis), Technical (Int) and Wilderness Lore (Wis).

Skill points at each level: 8 + Int modifier.

Class Features

All the following are class features of the junk prospector prestige class.

Antiques Expert: At 1st level, the junk prospector is already highly skilled at evaluating the value of 20th and 21st Century popular culture – he is able to differentiate between worthless junk and valuable junk. The junk prospector gains a +6 bonus to any Appraise checks when dealing with pre-22nd Century junk.

Bonus Feat: At 2nd and 4th level, the junk prospector gains a bonus feat. This may be either Alertness or Great Fortitude.

Eagle Eye: By the time he reaches 3rd Level, the junk prospector has become highly adept at spotting small, possibly valuable objects among the junk and rubble of his patch. He gains a permanent +4 competence bonus to any Spot and Search check.

Spelunker: At 5th level, the treasure hunter has become practiced at crawling through caves and caverns in search of possible valuables, able to use the slightest glimmer of light to see by. He gains a +6 bonus to all Climb checks and Darkvision to 20 feet – as long as there is some slight lighting in the area.

The Justice Department

The forces of the Justice Department are usually the only legitimate visitors to the Undercity. Unlike most intruders, the judges make use of the great Undercity Gates instead



of having to find a tunnel or fissure through City Bottom – although it is not unheard of for a team of judges to be dispatched through a hole, even if it only to see where it leads. However, the judges lack the manpower to do anything other than make occasional visits, usually only when there is some pressing emergency brewing in the dark underworld. Unlike the Cursed Earth, there is little or no monitoring of the Undercity, no circuit patrols or Hotdog Runs to give an occasional update of the situation below the city. It is often years between missions – the judges often find that any information that they possess is hopelessly out of date when embarking through the Gates.

Occasionally it is the Undercity dwellers themselves who request the presence of the judges. They are fully aware that the great judges are able to deal with threats that they have no chance of coping with – troggies have emerged to request help against the terrifying Vampire Cloud and to end the insane domination of Brad Evil, for example. The judges know that the troggies will only emerge into the hated light in the most desperate of situations and usually take their complaints seriously enough to investigate.

More often, though, the judges will venture into the Undercity to deal with some menace that has emerged to attack the citizens of Mega-City One. These threats vary from the relatively mundane – such as Slick Willy and his troggie cult's abduction of dozens of upsiders to act as slaves in his mad plan to bring the Mega-City crashing down in 2099 – to quasi-supernatural monsters emerging to bring carnage to the roads and pedways – for example, the werewolf attacks in 2105 or the Holy Fiend murders of 2114. Most residents of the Undercity know enough to make themselves scarce whenever the judges venture into the Undercity – even the dumbest troggie realises that trouble always follows the Mega-City lawmen and he will need to find a safe place to hide until the shooting stops!

A judge's standard issue equipment is usually enough to deal with anything that the Undercity can throw at them. With their access to the large Undercity Gates, the judges are also among the only visitors who are able to bring any vehicles with them, although anything larger than a Lawmaster will have great difficulty on the shattered streets.



The Undercity Long Walk Judge

No judge is expected to remain on the streets forever. Even the toughest lawman knows that, one day, their usefulness will come to an end and they will be forced to retire. However, it would be foolish to expect old judges to live out their final days lazing around in a Crock Block. Once retired from active service, there are still several valuable roles that they can fulfil. The most experienced are given the opportunity to pass on the knowledge gleaned from their decades on the streets by becoming Judge Tutors in the Academy of Law, training the next generation of Cadets in the statutes and application of the Law. Others are given administrative roles in Sector Houses, where they are able to offer guidance and assistance to their former colleagues. But there are always a few who find such tasks tedious. The only alternative is known as the Long Walk, when a retiring judge is given the opportunity to leave the confines of the Mega-City to bring the Law to the Lawless in the wastelands beyond the Justice Department's normal jurisdiction. Most who decide to 'take the hike' choose to venture into the radioactive wasteland of the Cursed Earth, but the blackness of the Undercity is also an option. The Long Walk Judges are practically the only official law enforcement that exists in

the shadow-cloaked underworld. A judge who becomes disillusioned with the Justice Department is also given the opportunity of taking the Long Walk, but most choose to *simply renounce* their authority and become a normal citizen. Unfortunately, the threat of the Long Walk has been used in the past as the ultimate disciplinary measure, particularly during the reign of Chief Judge Silver and the second term of Chief Judge McGruder. Corrupt judges suspected of committing some terrible crime were permitted to take the Long Walk as the honourable alternative to a sentence on Titan or a Cursed Earth work farm – unfortunately, beyond the strict control of the Justice Department, these highly dangerous individuals tended to run amok. Some of the most notorious maniacs and murderers to wander the Undercity and the Cursed Earth were former Long Walk judges.

A judge taking the Long Walk is marked by a great ceremony. Twenty-one judges flank their departing comrade, each saluting him with a single shot as he passes. The traditional lament is recited as he exits the Mega-City for the final time. As the gates to the City clang shut behind him, the judge is alone for almost the first time in his life. From now on, he can only rely on himself – there is no back up, no comrades to come to his aid should he get into trouble.



He has only his training and experience to keep him alive in a new, hostile environment. It takes a truly exceptional individual to survive longer than a few months as a Long Walk judge.

Hit Dice: d12.

Requirements

To qualify to become an Undercity Long Walk judge, a street judge must fulfil all the following criteria.

Special: Must have left the Justice Department under honourable circumstances.

Class Skills

The Undercity Long Walk judge's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (undercity) (Int), Listen (Wis), Medical (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Streetwise (Wis), Swim (Str), Technical (Int) and Wilderness Lore (Wis).

Skill points at each level: 4 + Int modifier.

Class Features

All the following are class features of the Undercity Long Walk judge prestige class:

Specialist Equipment:

Undercity Long Walk judges retain all their standard issue equipment, except for their helmet. They are also supplied with a carryall containing 20 extra Lawgiver magazines, a high-powered flashlight (see p43 of *The Rookie's Guide to the Block Wars*), five medium

The Undercity Long Walk Judge

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+2	Specialist Equipment
2	+2	+2	+2	+2	Bonus Feat, Darkvision 20 feet, Light Sensitive
3	+3	+3	+3	+3	Hardened Constitution
4	+4	+3	+3	+3	Bonus Feat, Toughness
5	+5	+4	+4	+4	Fearsome Reputation
6	+6/+1	+4	+4	+4	Bonus Feat, Darkvision 30 feet
7	+7/+2	+5	+5	+5	Iron Muscles
8	+8/+3	+5	+5	+5	Bonus Feat
9	+9/+4	+6	+6	+6	Toughness
10	+10/+5	+7	+7	+7	Bonus Feat

sized power packs, 50 feet of rope and two months worth of K-Rations. Long Walk judges are also given the option to take a Colt .308 shot blaster (see p33 of *The Rookie's Guide to the Justice Department*) including a bandolier containing 60 cartridges as a backup weapon. The judge is able to produce his own cartridges for a shot blaster – see Manufacturing Ammunition in the Technology chapter.

Bonus Feat: An Undercity Long Walk judge must constantly struggle for survival in the buried cities. The character must quickly adapt, and tends to pick up new tricks quickly. At 2nd level and every other level thereafter, the judge gains a bonus General or Judge feat.

Darkvision: Having spent some time living in the blackness of the Undercity, the Long Walk judge's eyes have gradually become accustomed to seeing in the dark. As long as there is some glimmer of light, the judge is able to see as though it is normal daylight. By the time the character reaches 2nd level, he can see to the range of 20 feet, at 6th level the range increases to 30 feet.

Light Sensitive: Unfortunately, living in the dark often leaves the Long Walk judge sensitive to bright light. If

exposed to any light source stronger than a flashlight, the judge becomes dazzled and suffers a –1 penalty to all attack rolls and skill checks for the next 2d6 minutes.

Hardened Constitution: By the time he reaches 3rd level, the Long Walk judge has become toughened by life in the Undercity. He immediately gains a +1 inherent bonus to his Constitution score.

Toughness: A Long Walk judge requires a great level of stamina to survive in the Undercity. At 4th and 9th level, the character gains the Toughness feat.

Fearsome Reputation: Should the judge manage to survive to 5th level, he will have carved a reputation as a formidable loner. He has become well respected by the local tribes of humans and troggies. The character is able to add his class level as a morale bonus to any Intimidate checks he makes when dealing with Undercity dwellers.

Iron Muscles: Constantly struggling to survive eventually pays off by the time the judge reaches 7th level. The character immediately gains +1 inherent bonus to his Strength score.

Technology

The many tribes and clans of the Undercity carry a wide variety of primitive weapons and equipment to aid in their struggle for survival in the dark streets and buildings. Most of this is antique gear left behind when the cities were buried, carefully maintained and repaired over the years. Many of the original 'stay-behinds' took to stockpiling huge caches of weapons and ammunition, anticipating the strife ahead. Some of these caches remain in hard to reach places. Other, less well prepared Undercity dwellers were forced to improvise weapons from the materials that they found in the ruined conurbations. Alongside the shotguns and revolvers even older weapons began to appear – clubs and spears, bows and slings, a throwback to mankind's ancient past.

Several of the tribes have evolved a uniform look, where all the members tend to wear similar clothes and carry traditional weapons. Scaver teams always carry their great scavers, dredgers wear their all-concealing dredge cloaks and members of the Gridiron Union are rarely seen without of their sentinel ramsuits. This equipment is usually custom-made by the owner and will never be made available to non-tribe members except in the most unusual of circumstances.

Visitors from the Mega-City will also require specialist equipment in the never-ending night of the Undercity. Used to the bright lights of the city, a flashlight is essential at the very least. Junk prospectors and treasure hunters tend to carry absurd amounts of gear – scanners, huge lighting rigs and excavation equipment to aid in their hunt for hidden or lost valuables. Criminal cartels attempting to start up concealed factories or production plants away from the attention of the judges need to establish a secure base with the aid of construction robots and power generators. Citi-Def squads who venture into the Undercity tend to carry the most equipment, believing that preparation is everything. With their blazing lights and noisy equipment, 'upsiders' are highly conspicuous and are easily avoided by the locals – many visitors find it hard to believe that there is any life below the streets of the Mega-City at all.

The Undercity Economy: Mega-City credits are of no use in the primitive world of the Undercity. Most of the tribes operate a simple barter system – trading needed materials with friendly tribes. The value of an object is subjective – most humans are quite prepared to try to obtain as much as possible in exchange for some precious or sought after thing. Trade items include foodstuff, fabrics or livestock, although some of the more brutal tribes value slaves. Piggy gas (methane) is also freely traded – in some areas it has practically become currency. The barter system is flexible enough to allow the tribes to offer work in exchange for some much needed item or service.

Manufacturing Ammunition: No firearm possesses unlimited ammunition. Cut off from munitions factories and supplies of ammunition when the cities were first buried, bullets and cartridges rapidly became scarce. Before long, ammunition was considered much too valuable to actually use and pistols and rifles were transformed into awkwardly shaped clubs. Bows and crossbows, with their easy to make bolts and arrows, soon began to reappear in the hands of the tribes. However, some of the more technologically advanced tribes began to manufacture their own ammunition. The principles are straightforward – all that was really needed was a basic knowledge of chemistry and a supply of raw materials.

Bullets and shotgun cartridges for antique firearms require shell cases, gunpowder and lead. Modern weapons such as spit guns and handguns require much more specialised materials which cannot be found in the Undercity, as well as far more sophisticated manufacturing processes. In the resource-starved confines of the Undercity, shell cases have become quite a valuable commodity. Lead is also quite hard to come by – some tribes have taken to butchering corpses in order to recover the bullets that killed them. Gunpowder is probably the most readily available resource – all that is needed is a basic knowledge of chemistry to combine charcoal, sulphur and saltpetre. There is no shortage of charcoal – it is one of the few things that there is a surplus of in the Undercity – and

saltpetre is produced by the decay of sewerage, something that is difficult to avoid in the sealed environment. Sulphur is found near to the controlled volcanoes that form the Mega-City Power Towers and is mined and traded by many tribes. Making the bullets is the most complicated part – although it is simply time consuming rather than difficult, once the basics have been learnt and understood. Manufacturing 20 shells for an antique shotgun, revolver or rifle requires a pound of lead, 20 empty cartridge cases, half a pound of gunpowder and one-hour of work. A successful Technical check at DC 20 will produce low quality shells that have a tendency to jam. On any attack roll that results in a natural score of '1', the shell is a dud and the weapon will jam. Failure of the Technical check will produce a batch of cartridges that automatically jam. It requires a full-round action and a successful Technical check (DC 12) to clear a jam.

Weapons

Antique Shotgun: The ancestor of the modern stump gun, the shotgun is a large, rifle-sized firearm that uses pellet-filled cartridges for ammunition. Low powered and inaccurate, the shotgun nevertheless became a favourite among the early Undercity dwellers – the weapon's large blast area eliminated the need for pinpoint accuracy, a vital advantage in the pitch darkness of the underworld. Thousands were looted from sporting goods stores in the first few months of the Long Night and many still survive today. Genuine cartridges have become increasingly scarce, but many of the tribes have taken to manufacturing their own (see above). Tribes without access to lead use improvised materials to manufacture ammunition – usually small pieces of grit or even broken glass. These so-called 'crud-shot' cartridges cause less damage and have a much shorter range, but are nevertheless better than nothing.

Bootleg Blaster: Also known as a powder blaster, the bootleg blaster is not only found in the Undercity but also in the Cursed Earth and the poorer areas of the Mega-City. This humble firearm is a homemade pistol. The design varies enormously depending on the materials used and the needs of the maker, but all tend to be large, bulky and awkward. A typical blaster holds only three rounds, has a very short range and a tendency to jam – or even explode – but is moderately powerful and very intimidating. Notoriously unreliable, a bootleg blaster will jam on any attack roll that results in a natural '2' or '3', and explode

on a roll of '1'. Un-jamming the weapon requires a full round action and a Technical check (DC 10). An exploding blaster causes one automatic hit, causing 2d10 (AP 4) damage to the wielder. Manufacturing a bootleg blaster requires a Technical check at DC 25 and six hours work. A failure will produce a weapon that explodes the first time it is fired. The owner of a bootleg blaster is obliged to manufacture his own ammunition – a Technical check (DC 12) and one hour of work with the right materials will produce 6 shells. Failure produces sub-standard shells that double the normal malfunction chances (the weapon explodes on a roll of '1' or '2' and jams on '3', '4', '5' or '6').

Bow: Regarded as little more than a novelty in the Mega-City, the simple design and ease of manufacture of one of mankind's oldest weapons means that it sees extensive



Undercity Weaponry

Weapon	Damage	Armour Piercing	Area of Effect	Critical	Fire	Rapid Ammunition	Range	Increment	Weight	Type
Melee Weapons										
Small										
Trog Cutter	1d6	4	-	x2	-	-	-	-	4 lb.	Piercing
Medium										
Electric Whip	1d10*	-	-	19-20/x2	1	-	15 ft. max.	-	4 lb.	Energy
Large										
Cavern Club	3d4	0	-	x2	-	-	-	-	12 lb.	Bludgeoning
Harpoon	1d6	3	-	18-20/x4	1	-	15 ft.*	-	6 lb.	Piercing
Scaver	1d10/1d6	8/0	-	x3/x2	-	-	-	-	15 lb.	Bludgeoning/Piercing
Grenade Weapons										
Tiny										
Guano Bomb	-	-	10 ft.	-	1	-	20 ft.	-	1 lb.	Gas
Methane	1d8	6	10 ft.	-	1	-	20 ft.	-	1 lb.	Projectile
Molotov										
Pistol Weapons										
Small										
Bootleg Blaster	3d4	4	-	x2	1	3	20 ft.	-	5 lb.	Projectile
Sling	-	-	-	-	-	-	50 ft.	-	1 lb.	-
-Metal Shot	1d4	2	-	x2	1	1	-	-	-	Projectile
-Stone Shot	1d3	0	-	-	1	1	-	-	-	Projectile
Spiker	-	-	-	-	-	-	-	-	3 lb.	-
-Spike	1d6	4	-	x2	1	1	50 ft.	-	-	Projectile
-Stake	1d4	0	-	x2	1	1	40 ft.	-	-	Projectile
-Shard	1d4	6	-	19-20/x3	1	1	20 ft.	-	-	Projectile
Rifle Weapons										
Medium										
Nightrider Carbine	3d6	8	-	19-20/x2	2	20	150 ft.	-	5 lb.	Projectile
Large										
Antique Shotgun	-	-	-	-	-	-	-	-	9 lb.	-
-Standard	1d10	2	5 ft.	x2	1	6	20 ft.	-	-	Projectile
-Crud Shot	1d8	0	5 ft.	-	1	6	10 ft.	-	-	Projectile
Bow	1d8	2	-	x3	1	1	60 ft.	-	2 lb.	Projectile
Crossbow	1d8	3	-	19-20/x3	1	1	80 ft.	-	6 lb.	Projectile
Heavy Weapons										
Large										
Gasser	-	-	-	-	-	-	-	-	30 lb.	-
-Ammonia	-	-	30 ft.	-	1	5	3d10 ft. max.*	-	-	Gas
-Methane	2d6*	-	-	x2	1	5	3d10 ft. max.*	-	-	Energy
Huge										
Impaler	-	-	-	-	-	-	-	-	80 lb.	-
-Spear	1d6	0	-	x2	1	1	100 ft.	-	2 lb.	Projectile
-Harpoon	1d8*	3	-	18-20/x4*	1	1	80 ft.	-	6 lb.	Projectile

* Special Rules Apply

use in the among the increasingly primitive Undercity tribes. A character requires two hands to use a bow, even a character with the Sure Grip feat. Arrows usually consist of a wooden shaft with a barbed metal or sharpened rockcrete head, although some tribes prefer solid metal bolts and a few still have access to sophisticated carbon fibre projectiles looted from shopping malls and sporting goods stores decades ago, although all are more or less identical in effect. Bows are versatile and easy to use but inaccurate – a character using a bow gains no benefit for taking any Aim actions, unless he has Weapon Focus (bow).

Cavern Club: The massive cavern club is a favourite weapon among the more brutal troggie tribes. Huge and menacing, each club is at least five feet long with a weighted head studded with vicious spikes or nails. The club can cause terrible wounds, but its awkward shape and great weight makes it extremely difficult to wield. A cavern club requires two hands to use and can only make one attack per round, no matter how many attacks the character is normally capable of making. A character possessing both the Sure Grip and Weapon Focus (cavern club) feats is capable of making his normal number of hand-to-hand attacks, but still needs to use both hands.

Crossbow: Another ancient weapon that has seen a resurgence of popularity in the low-tech Undercity. The crossbow is a less common sight than the bow or sling as it is much harder to manufacture, but is more accurate and easier to use. Loading a crossbow is a slow and awkward manoeuvre that involves laboriously hauling back the bowstring with the aid of a small lever – a move-equivalent action that provokes attacks of opportunity. A crossbow can only be fired once a round, no matter how many attacks the character is normally capable of making.

Electric Whip: A variation of the electro-prod, the electric whip is a twelve-foot long electrically charged bullwhip. Slick Willy's tribe made extensive use of electric whips to subdue their captives during his failed uprising of 2099, and the mutant Mr Bones smuggled in hundreds of these simple but effective weapons when he began arming the troggie tribes in 2124. The electric whip deals electrical subdual damage to the target. Even though the weapon remains in the wielders hand it is treated as a projectile weapon with a maximum range of fifteen feet and no range penalties. An electric whip will entangle its target on a critical hit. An entangled victim will suffer 1d10 subdual damage automatically every round. A Dexterity check (DC15) will free the victim. Electric whips are fitted with rechargeable power cells that operate for a hundred hours



before requiring a ten hour recharge. Without power, the electric whip can still be used as a weapon but is far less effective – causing only 1d6 subdual damage (AP 0) with no possibility of entangling a victim. Electric whips are available in the Mega-City, costing 250 cr. (1,000 cr. on the Black Market).

Harpoon: Essentially a large spear with a barbed head, the harpoon is usually seen in the hands of the dredger tribes. Like the spear, the harpoon has a long reach and can be used to strike opponents up to ten feet away. The harpoon can also be thrown and is often attached to a length of rope and tethered to the wrist, allowing it to be recovered quickly. The vicious barbed head makes a tethered harpoon a particularly nasty weapon – on an attack roll that results in a critical hit, the target will become impaled. Impaled victims must make an immediate Reflex save (DC 12) or drop anything they are holding. By hauling on the rope, the attacking character is able to cause more damage and possibly pull an impaled victim off his feet. Hauling on a harpoon is a full-round action, but automatically causes 1d6 damage to the target. By making a successful opposed Strength check, the harpoonist is able to pull the victim off his feet and drag him at a rate of 1d3 feet a round. Creatures immune to critical hits – such as robots – cannot become impaled. Removing a harpoon safely requires a successful Medical check (DC 15) and five minutes. Any character can attempt to rip the weapon from their body as a full-round action; this requires a successful Strength check (DC 20) and causes 2d6 automatic damage, whether successfully removed or not.

Gasser: A gasser is a pressure operated gas projector. It consists of a large, airtight bladder connected to a network of tubes and nozzles that is filled with a volatile gas and is carried as a backpack. The weapon is charged-up by pumping on

a large bellows – this is usually a foot mounted stirrup pump arrangement, although accordion or squeezebox-like hand bellows are also common. Once the operator has built up sufficient pressure, he is able to fire the weapon by opening the valve on the projector nozzle. Gas is squeezed out to engulf the target. The effect of the weapon depends on the type of gas used – the most common noxious vapours found in the Undercity are methane and ammonia. Methane is ignited by a ‘clicker’ built into the projector nozzle – this produces a column of flame which burns the target; the closest that the Undercity tribes can get to an energy weapon. Choking ammonia, harvested from bat guano, is used to fill an area and disable large groups of targets.

A methane blast causes 2d6 damage; although a successful Reflex save (DC 15) allows half the damage. Any character who fails this save will be set alight and continue to burn for 1d6 rounds, taking a further 1d6 damage each round until extinguished. Alternatively, a methane blast can be used to automatically start a small sized fire (see p195 of *The Judge Dredd Roleplaying Game*).

An ammonia blast will fill an area with the suffocating gas. Less effective than modern nerve gasses, an ammonia blast has an area of effect of 10 feet and will disperse in 1d6 rounds. Any creature inhaling ammonia must make an immediate Fortitude save at DC 15 or be stunned for 1d6 minutes due to the intense irritation.



A gasser is a very unpredictable weapon. Pumping the bellows is a full round action, but produces enough pressure for 1d6 blasts. The range of a blast also varies enormously – the weapons' maximum range (3d10 feet) is recalculated every time the weapon is fired. A typical gasser will hold enough gas for five blasts – refilling the bladder takes a full minute. Gassers produce a wide variety of wheezing, groaning and farting noises when fired – because of this it can also double up as a musical instrument, although the 'music' produced needs to be heard to be believed!

Guano Bomb: An Undercity grenade, the guano bomb is a fist-sized hollow sphere full of ammonia gas. Usually made from clay or glass, the guano bomb is designed to shatter on impact with a solid surface to release the choking gas. Useful for disabling large groups of enemies without killing them, the bomb produces an ammonia cloud with an area of affect of 30 feet that will disperse in 1d6 rounds. Any creature inhaling ammonia must make an immediate Fortitude save at DC 15 or be stunned for 1d6 minutes due to the intense irritation. Like most Undercity weapons, the guano bomb is rather unreliable – on an attack roll that produces a natural '1', the bomb fails to shatter on impact and causes no damage. If this is the case, the bomb can be recovered and used normally later.

Impaler: The impaler is a massive spear firing cannon. Designs tend to vary enormously – most are little more than giant crossbows, some are spring loaded and a few of the more sophisticated tribes make use of pneumatic gas powered throwers – but all are more or less identical in effect. There are two ammunition options available for the impaler. Small and light, the standard spear is little more than a sharpened stick that can nevertheless cause great damage. The terrible barbed harpoon is attached to a length of rope or cable and is a more fearsome prospect. The harpoon remains attached to a winch mounted on the launcher, which allows the operator to recover the projectile in 1d6 rounds. Not only does the barbed head cause horrific damage, on a critical hit the target will become impaled and can be hauled in like a great fish. By hauling on the rope, the attacking character is able to cause more damage and possibly pull an impaled victim off his feet. Hauling on a harpoon is a full-round action, but automatically causes 1d8 damage to the target. By making a successful opposed Strength check, the harpoonist is

able to pull the victim off his feet and drag him at a rate of 1d6 feet a round. Creatures immune to critical hits – such as robots – cannot become impaled. Removing a harpoon safely requires a successful Medical check (DC 15) and five minutes. Any character can attempt to rip the weapon from their body as a full-round action; this requires a successful Strength check (DC 20) and causes 2d8 automatic damage, whether successfully removed or not.

Methane Molotov: The methane Molotov is a low-powered, primitive grenade. Like the guano bomb, the Molotov consists of a fist-sized container filled with the explosive gas. Design tends to vary enormously but a Molotov usually consists of a heavy cylinder or sphere made of clay or glass and pumped full of methane. A fuse or rag is attached to the outside. The fuse needs to be ignited before the weapon can be used – this is a free-round action. The canister is intended to shatter on impact with a solid surface, releasing the methane that is ignited by the burning fuse, producing a concussive blast wave. The methane Molotov is an unreliable explosive device – on an attack roll that results in a natural '1', the container shatters on impact without detonating, causing no damage but a terrible smell.

Nightrider Carbine: A standard issue Citi-Def firearm specially designed for use in areas with low-level lighting – such as City Bottom. A squat, high calibre carbine, the nightrider is fitted with a light-intensifying scope as standard (scopes are detailed on p65 of *The Judge Dredd Roleplaying Game*; light intensifiers can be found on p43 of *The Rookie's Guide to Block Wars*). The nightrider is also equipped with a bayonet socket below the barrel intended to hold a high-powered flashlight, although it can also be used to hold any knife to transform the weapon into an improvised spear. A carbine is too large to be considered a pistol, but too small to be classified as a rifle. A character with a Strength score of 13 or more, or a character with the Weapon Focus (nightrider) feat, is able to use the weapon with one hand as a pistol – other characters treat the nightrider as a rifle weapon. The nightrider is usually seen in the hands of Citi-Def battalions that venture into the Undercity on training missions, but the troopers quickly find that most of the systems are unreliable in the pitch darkness. Available in the Mega-City, the nightrider rifle costs 9,500 cr. or 17,350

cr. on the Black Market. Magazine clips hold 20 rounds and cost 175 cr., 325 cr. on the Black Market.

Scaver: The greatly feared scaver is a giant hand tool used by the scramble teams when excavating their many tunnels. Every member of a scramble team must make their own scaver when they complete their Right of Manhood at age thirteen, so every one will be different in appearance, but all follow the same basic pattern. Each consists of a six-foot long metal staff, sharpened to a point at one end. Attached to the other end is a great head carved from rockcrete. This head is a combination of axe and hammer, honed to such a degree that it can slice through the rockcrete walls like a las knife through synthi-marge. Naturally, this great tool also makes a formidable weapon. The sharpened end allows the scaver to act as a spear, able to strike targets up to ten feet away. The rockcrete head is capable of causing terrible wounds, and can easily slice through most armour – even the sophisticated armours

available in the Mega-City. Any character possessing the Weapon Focus (scaver) feat is able to use both ends as a double weapon. He is able to fight with it as if fighting with two weapons, although this will incur all the normal attack penalties associated with fighting with two weapons.

Sling: The sling is probably the most common projectile weapon found in the Undercity. Simple to make and easy to use, the sling can be used to propel anything from small stones to grenades. A weapon that can make use of small metal fragments or pieces of rubble will never run short of ammunition in the shattered streets of the Undercity. Metal shot causes the most damage and has the longest range, but is hardest to obtain. Stone or rubble can be gathered from almost any street or building and causes moderate damage. Stone shot is usually used to hunt rats or other small rodents. A grenade propelled from a sling has double the normal range. Despite its universal



utility and popularity, it is not particularly accurate – a character gains no bonus for taking Aim actions when using a sling.

Spiker: The spiker is a common one-handed weapon that tends to vary enormously in design. Some resemble pistol-sized crossbows, others are spring-loaded bolt-action handguns and a few are pneumatic air guns, but all are more or less identical in effect. Spikers use six-inch long bolts for ammunition. Metal spikes cause the most damage and have the longest range, but are difficult to manufacture and therefore the hardest to obtain. The most commonly seen bolt is made of a sharpened wooden stake, but these are only of use against lightly armoured attackers. Some tribes, particularly the scramble teams, prefer to use bolts made from shards of rockcrete. Shard bolts have a very short range due to their great weight, but the razor sharp point is more than capable of punching through almost any armour that the Undercity dwellers can come up with.

Trog Cutter: Usually seen in the hands of the more sophisticated troggie tribes, the trog cutter is a twelve-inch long serrated blade made from a razor sharp shard of rockcrete. The early Undercity dwellers quickly found that rockcrete, if carved and honed correctly, was an excellent material for making primitive weapons – the diamond hard blade was much better at keeping an edge than other stone or even metal. The saw-like edge is more than capable of slicing through most armour with ease, but unfortunately the cutter is rather brittle and has a tendency to shatter. On any attack roll that results in a natural score of '1', the blade will break, causing no damage and rendering the weapon useless.

General Equipment

Glowlantern: Simple but efficient, the glowlantern is a transparent container filled with luminous glowmoss. Usually consisting of nothing more than an old glass jar carried on a pole, the glowlantern provides a feeble level of illumination – however, this is more than enough for the Undercity dwellers, whose eyes have adapted to the lightless world they inhabit. The moss can survive within the lantern for decades if cared for correctly. A glowlantern illuminates a 15-foot radius area and weighs 4 lb.

Glowmoss: Discovered growing wild in subway tunnels and the sewers in the early years of the Undercity's existence, this glowing mutant plant is cultivated on walls and ceilings to provide a low level of illumination. To an upsider, the light is barely discernable but the feeble glow is more than adequate for the residents of the dark caverns. Glowmoss spores are often bartered for goods or services – the rare white moss is the most valuable, as it provides the most light and is the hardest to keep alive. Flame moss is most commonly used variety as it is hardy, grows quickly and requires almost no maintenance but only produces a dim, red glow. Glowmoss is common in the Undercity but will immediately die if exposed to sunlight – even exposure to a flashlight can render it dormant for 1d3 hours.

Grumbleweed: This slimy, cheese-like residue is the ultimate result of a grumble toad's digestive process. Despite its disgusting appearance and revolting origin, grumbleweed is delicious and nourishing – only a couple of ounces provide enough sustenance to last for several days. However, only a psyker can make use of the full potential of grumbleweed. A psi-talented character consuming an ounce of grumbleweed immediately gains 1d6 power points, even if this takes him beyond his normal total. However, the weird chemical can induce a mild narcotic effect – the character must make an immediate Will save at DC 10 or will be stunned for the next 1d3 rounds. It can also only be used once a day to replenish psi-abilities; further uses will nourish the character but will not increase power points.

Piggy Gas: The explosive gas methane is the primary fuel source for much of the primitive technology utilised by the Undercity tribes. Methane is harvested from the manure of the giant albino pigs known as hawgs, leading to the universally recognised nickname of 'Piggy Gas'. Hawgman tribes collect tonnes of manure in enormous vats and allow the sewage to decompose to release the gas, which is collected in a variety of containers – most commonly sealed pottery urns, although antique metal canisters are also still in circulation. Methane is commonly used as a trading resource between tribes as well as the fuel for the primitive combustion engines or as a primitive explosive. Methane also occurs naturally in swampy areas (where it is known as marsh gas) and anywhere where sewage is allowed to decompose naturally – such as



the Mega-City sewer system. Many tribes collect these pockets of gas whenever they find them, but not without risk. Exposure to flame or gunfire will cause the pocket to explode with the force of a hand bomb with an area of effect of 2d6 x 2d6 feet.

Sunray Rig: Considered a vital tool for long-term visitors to the Undercity, the sunray rig is a large, battery-powered lantern designed to provide lighting equivalent to full daylight. More powerful than a streetlight or Lawmaster headlamp, sunray rigs are often used to provide illumination for maintenance workers operating on City Bottom or the maintenance level. A sunray rig has two components – a large, heavy lantern that illuminates a 60' radius area and a ten-foot tall collapsible tripod. The lantern can be carried – although it is very heavy and can get uncomfortably hot – but is usually mounted on top of the tripod to form a makeshift streetlight. Available in the Mega-City, a sunray rig costs 800 cr. The lantern weighs 30 lb., the tripod weighs 20 lb.

Torch: Probably the simplest way to provide low-level lighting, the torch has existed as long as mankind has known about fire. A torch consists of an eighteen-inch long wooden rod with a head made from a flammable material, although metal, rock or even flame retardant plastic can also be used. A torch illuminates a 20' radius and burns for an hour. Each torch weighs 1 lb.

Ultrasonic Scanner: A small handheld sonic scanner that is used to locate buried or hidden objects by the careful emission of pulses of ultrasound through solid objects. The scanner is a small, belt-mounted tool that incorporates an infoscreen that relays details of the ultrascan's findings. Information includes the density of the buried object, how far below the surface it can be found and basic geological information. An ultrasonic scanner grants a +5 bonus to any Search check as long as the searcher takes full-round actions to use it, but can be misled or disturbed by electromagnetic fluctuations. An ultrasonic scanner comes equipped with an inbuilt powerpack that lasts for 100 hours before requiring a two-hour recharge. Freely available in the Mega-City, an ultrasonic scanner costs 3,500 cr. and weighs 2 lb.

Armour and Clothing

ABC Survival Armour: Designed to protect the wearer in the aftermath of a nuclear strike, ABC survival armour is a self-contained heavily armoured battle suit worn by the most exclusive Citi-Def battalions. Survival armour is intended to be proof against atomic, biological and chemical attack and to this end includes a sophisticated life-support system. The suit is sealed and includes a multi-function helmet incorporating a respirator, gill-filters that allow the wearer to breathe normally underwater and a combined infrared and light intensifying visor. A large, bulky backpack carries a twelve-hour oxygen supply. Rad-proof shielding grants the wearer Radiation Resistance +10. The suit itself consists of thick, angular armour plating which offers a great deal of protection but makes the wearer look more like a war robot than a human being. The massive level of protection does not come without cost – the suit is heavy and cumbersome as well as uncomfortable and extremely claustrophobic. Survival armour has DR 16 and Electricity Reduction 10 but reduces the characters maximum move rate to 10 feet and makes running impossible. A character equipped with survival armour suffers a –4 penalty to Dexterity whilst it is worn. Only the richest of Citi-Def squads can afford survival armour; each suit costs 25,000 cr. or 80,000 cr. on the Black Market.

Cavern Armour: Large, ugly and heavy, cavern armour is the most common type of protective suit seen in the Undercity. Like most of the improvised equipment manufactured in the Undercity, cavern armour tends to vary enormously in design depending on what materials are available – the most commonly seen variation consists of a body suit made from multiple layers of thick leather with plates of scrap metal protecting vital areas of the torso and limbs, reinforced with metal studs and held together with chunky rivets. The more adventurous make use of more exotic materials – most commonly the bullet-proof hide of the great albino alligators, although plating made of the carapace of giant cockroaches or even the iron hard shells of clawrentulas can be spotted occasionally. Cavern armour has DR 3, but is hot, bulky and inflexible – not to mention incredibly smelly. A character equipped with cavern armour reduces his base move rate to 20 feet

Dredge Cloak: Worn by the human tribes who scrape an existence scavenging the fetid waters of the Big Smelly, the dredge cloak is a chemically resistant garment made from the tanned hide of a hood jaw. Dredge cloaks include a protective hood that completely covers the wearer's head – a bulbous mask with round glass or plastic eyeholes and a sharp, beak-like filter that covers the mouth and nose. The filter consists of multiple layers of thin gauze, intended to dilute the choking effects of proximity to the noxious black waters. The filters quickly become clogged with thick black tar and need replacing regularly. A dredge cloak has DR 2, Electricity Reduction of 4 and Damage Resistance 8 against chemical attacks. The filter operates as a reasonably effective protection against gas attack, functioning as a primitive respirator that gives a +4 bonus to Fortitude saves to resist poisonous gas.

Sentinel Ramsuit: Only the fierce warriors of the Gridiron Union are permitted to wear the mighty sentinel ramsuit. The ramsuit is based on an antique variation of sport armour and consists of a breastplate with massive shoulder, elbow and kneepads, vicious spiked boots and gauntlets with a horned helmet. Ramsuits are made of improvised, salvaged materials such as scrap metal and multiple layers of leather or plastic sheeting. A Gridiron grunt will value his ramsuit above all other possessions, as it is a sign of his position in society – his rank and prestige is denoted by the size of his shoulderpads. Sentinel ramsuits have DR 4 and the spiked boots and gauntlets allow the wearer to cause 1d4 damage (AP 2) in hand-to-hand combat.

Spelunker Suit: A lightweight protective suit commonly worn by Citi-Def units when investigating the buried streets and buildings of the Undercity, or Jaeger squad commando units on scouting or infiltration missions against rival cityblocks. The spelunker suit is a combination of a

Kevlar jerkin covering the torso, streamlined padding to protect the arms and legs with a sleek looking helmet. The boots and gloves include tiny retractable crampons and a SureGrip™ coating to assist with climbing. The helmet offers protection against the effects of a called shot to the head and includes a communicator with a range of 2 miles and a headlight – a high-powered flashlight mounted in the centre of the forehead area. High-powered flashlights are detailed on p43 of *The Rookies Guide to Block Wars*. The suit has DR 5, Electrical Reduction of 2 and gives a +2 bonus to any Climb check. Spelunker suits cost 3,250 cr. or 7,500 cr. on the Black Market.

Vehicles

Unlike the congested roads of Mega-City One only a few metres above, the broken roads of the old cities and highways are almost devoid of vehicles. Only a few tribes bother to maintain motor vehicles – most are happy to remain within the borders their own territories. Some, however, are nomadic, using a variety of ram-shackle and homemade vehicles to travel from one end of the Undercity to the other. These improvised and often badly made machines need constant maintenance and repairs to keep functioning. On the other hand, a vehicle is vital for anyone attempting to navigate the waters of the Big Smelly – swimming in the pollution-saturated sludge is almost certainly suicidal.

Visitors to the Undercity sometimes bring their own transport – if they can find an entrance large enough to admit them. However, they quickly find that the roads are too damaged and rubble-strewn to navigate safely – even hover and anti-grav vehicles have difficulty. An upsider vehicle will only remain useful as long as its fuel supplies last.

Classic Chariot: One of the first vehicles to reappear on the streets of New York after the fuel reserves ran out, the classic chariot is a standard 21st Century automobile adapted into a primitive cart. The original classic chariots were harnessed to horses or large dogs, but these creatures have become increasingly rare in the Undercity of 2126. Today, huge hawks are usually used, although some tribes make use of human or troggie slaves. A classic chariot is not very manoeuvrable and is very slow, but is capable of carrying large amounts of cargo and several passengers.

Undercity Armour and Clothing

Item	Weight	DR
ABC Survival Armour	45 lb.	16
Cavern Armour	18 lb.	3
Dredge Cloak	6 lb.	2
Sentinel Ramsuit	15 lb.	4
Spelunker Suit	8 lb.	5

Size: Large; **Defence Value:** 9; **Damage Reduction:** 8; **Hit Points:** 35; **Speed:** 50 (wheeled); **Weapons:** None ; **Crew:** 1; **Passengers:** 4; **Cargo:** 200 lb.

Barge: Barges are a common sight, often seen travelling along the black waters of the Big Smelly, bringing trade or ferrying passengers along the fetid banks of the old river network. Each barge is different in appearance – a few are modified freighters or trawlers dating back to pre-Mega-City days, but most are little more than rafts scratch built by their owners from salvaged materials. A typical barge

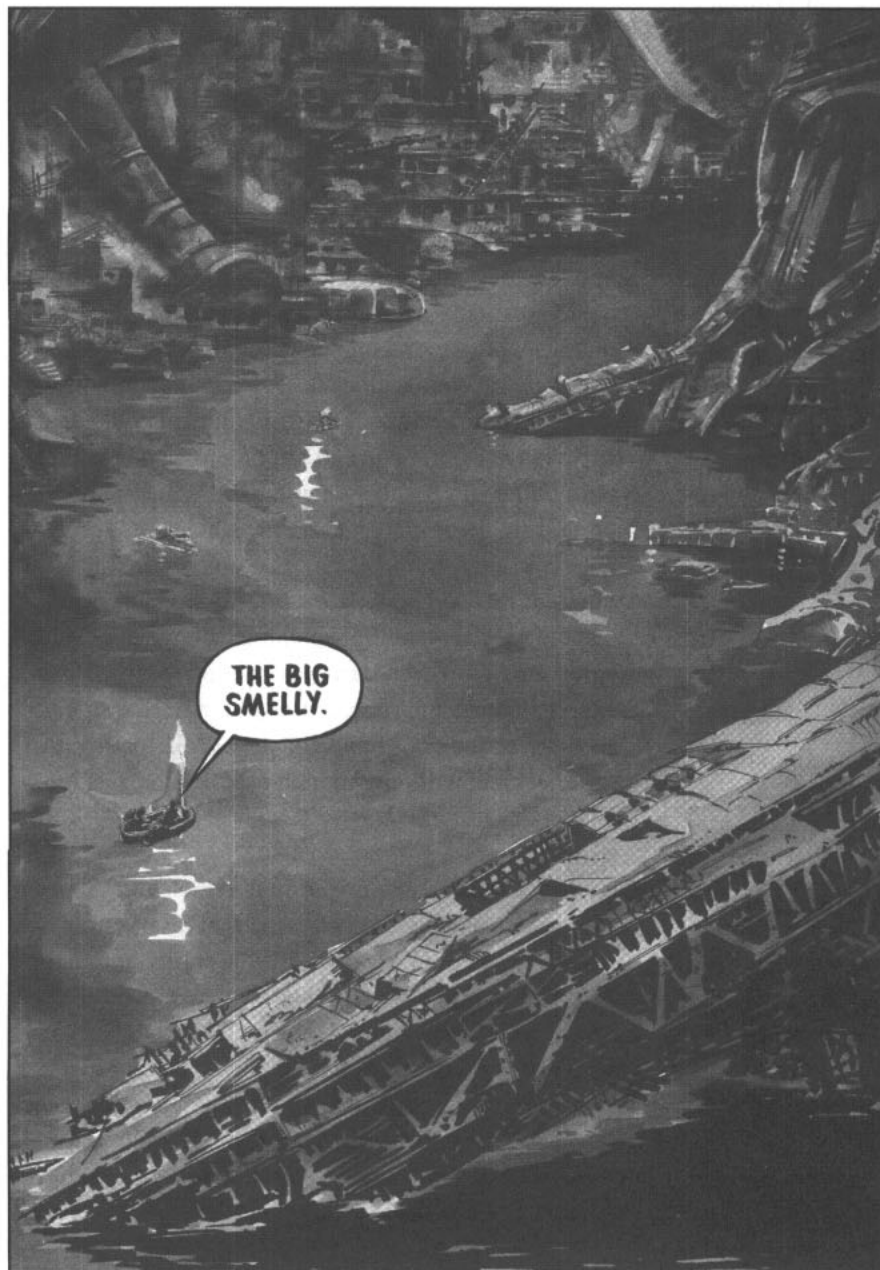
is fitted with a methane-powered engine, although this will be sparsely used in order to conserve precious fuel. Most are also fitted with oars operated by the crew or slaves. The speed given below is for engine-powered movement – oars allow the vehicle to move at 25 mph.

Size: Huge; **Defence Value:** 8; **Damage Reduction:** 10; **Hit Points:** 125; **Speed:** 75 (water); **Weapons:** None; **Crew:** 6; **Passengers:** 10; **Cargo:** 1,000 lb.

Bath Boat: A simple, improvised vehicle constructed from an old bathtub, the bath boat is a bizarre looking vehicle used in the Cursed Earth and the Undercity. The ceramic shell of the tub offers some degree of protection against the corrosive pollution of the Big Smelly – provided, of course, that no one pulls the plug out. Motivation is provided by a hand-cranked paddle system. Operating the hand-crank is a full round action. Judge Dredd and Chief Judge McGruder used a bath boat to re-enter Mega-City One via the Undercity during Necropolis – the battered vehicle was subsequently recovered and is on display in the Black Museum.

Size: Large; **Defence Value:** 9; **Damage Reduction:** 4; **Hit Points:** 15; **Speed:** 30 (water); **Weapons:** None; **Crew:** 1; **Passengers:** 1; **Cargo:** 20 lb.

Pig Bug: Squat, ugly and ramshackle, the pig bug is a methane-powered dune buggy capable of traversing the ruined roads of the Undercity with relative ease. Each will be scratch-built by its owner, so pig bugs tend to vary enormously in appearance but all follow the same basic pattern. Most buggies resemble go-carts, with a jacked up suspension and balloon tyres. Due to their improvised nature, however, some have nothing better than wooden wheels attached to a cart-like base – this gives an extremely uncomfortable, bone-shaking ride. The



methane gas used to power the vehicle is highly volatile – any called shot to the power plant from a firearm or energy weapon will cause the vehicle to explode, causing 2d10 (AP 10) damage to all within a 10-foot radius.

Size: Large; **Defence Value:** 9; **Damage Reduction:** 4; **Hit Points:** 25; **Speed:** 100 (wheeled); **Weapons:** None; **Crew:** 1; **Passengers:** 1; **Cargo:** 50 lb.

Psycho Cycle: A two wheeled variation of the pig bug; the psycho cycle is a scratch-built off-road motorcycle. Psycho cycles are slow, heavy and awkward in comparison to other motorbikes found in the Mega-City, but is nevertheless the fastest vehicle to be found in the Undercity and are thus very popular. Like most Undercity vehicles, the psycho cycle is powered by methane, which is highly volatile and has a tendency to explode. Any called shot to the power plant from a firearm or energy weapon will cause the vehicle to explode, causing 2d10 (AP 10) damage to all within a 10-foot radius.

Size: Large; **Defence Value:** 9; **Damage Reduction:** 2; **Hit Points:** 10; **Speed:** 125 (wheeled); **Weapons:** None; **Crew:** 1; **Passengers:** 1; **Cargo:** 10 lb.

Robomotive: When the renegade robots left over from Call-Me-Kenneth's rebellion made their home in the ruins of the old Grand Central Station, they quickly discovered a wrecked steam locomotive rusting in the back of an old engine shed. Perhaps appreciating the challenge, a team of construction robots set about rebuilding the ancient machine. The robots were able to improve on the design, adapting the engine so that it was able to travel without rails. The so-called 'robot locomotive' or 'robomotive' soon became a symbol of the renegade machines' dominance in New York as they regularly patrolled their borders riding on top of the great machine, flattening all before them. However, in recent years the already fragile roads and sidewalks have become too damaged to allow the extremely heavy vehicle to travel very far and the huge armoured machine is rarely seen.

Size: Gargantuan; **Defence Value:** 5; **Damage Reduction:** 20; **Hit Points:** 250; **Speed:** 50 (wheeled); **Weapons:** None; **Crew:** 3; **Passengers:** 20; **Cargo:** 2,000 lb.

Steamer: Bulky, slow and awkward but almost unstoppable, the steamer is a steam powered traction engine. Like almost anything manufactured in the Undercity, every steamer is different in appearance even though they all follow the same basic pattern. Most commonly sighted in New York, a steamer resembles an early steam train – little more than a cast-iron cart with a massive, cylindrical boiler and a three-person cabin. Steamers use wood for fuel, although almost anything flammable will do – the Tribe of the Free Robot has been known to use the remains of their human victims, cut into manageable fragments and stuffed into the furnace. Steamers are also common in the Cursed Earth.

Size: Large; **Defence Value:** 9; **Damage Reduction:** 15; **Hit Points:** 100; **Speed:** 50 (wheeled); **Weapons:** None; **Crew:** 3; **Passengers:** 5; **Cargo:** 100 lb.

Robots

Diggerbot, Applied Technics Auto-Trowel

Designed as an aid for legitimate archaeologists, the diggerbot is a small but highly versatile excavation robot. Standing approximately three-feet tall, the compact shell holds a sophisticated 'GeoFizz' scanner array that utilises a combination of ultrasonic, infrared and radar beams to locate buried artefacts. Once an interesting 'find' has been discovered, the robot sets to work painstakingly excavating the site with its built-in selection of shovels, trowels and brushes. Every inch of dirt is accounted for and logged in the diggerbots computer brain for future reference. However, the diggerbot is usually seen working for less benevolent 'treasure-hunters' or junk prospectors seeking valuable antique junk to sell on the collectors market.

Small Robot

Hit Dice: 2d12 (13 hp).

Initiative: +0.

Speed: 20 ft..

DV: 12.

Damage Reduction: 4.

Attacks: Slam +0 melee.

Damage: Slam 1d4-1/0.

Face/Reach: 3ft. by 3ft./3ft..

Abilities: Str 9, Dex 9.

Software Capacity: 24.

Software Packages: Search +3, Spot +3, Technical +3.

Renegade Robot

When rogue carpentry robot Call-Me-Kenneth broke his programming and killed a human on live television in the summer of 2099, millions of watching servo-robots and auto-valets realised that they too could rebel against their human masters. Before long, the oppressed machines had rallied behind Call-Me-Kenneth and had seized control of half of Mega-City One. The judges quickly crushed the Robot Rebellion, but hundreds of robots programmed to be loyal to Call-Me-Kenneth remained on the loose. Most were rounded up or destroyed, but a small army escaped into the Undercity to form the dreaded Tribe of the Free Robot. Fortunately, the diverse collection of machines found it difficult to survive in the low-tech old cities – power cells that dried up and circuitry that wore out could not be replaced. Many adapted themselves to run on primitive fuels – wood or coal-burning furnaces were developed, some built methane powered engines and a few have perfected self-winding clockwork systems. Cannibalism became rife – the desperate robots were not above turning on each other in order to keep their own systems operating.

A renegade robot that has managed to survive the 27 years since the Robot Rebellion is a truly bizarre sight – its original function has long since been forgotten, its appearance warped by poorly matched replacement limbs, crudely bolted on scrap metal patches and bulky, primitive drive systems. Its arrival is heralded by the screech of badly maintained servomotors and the clank of loose plating. The once pristine body chassis is encrusted in soot and grime, but the Undercity dwellers still hide in fear whenever they hear the robot's dread battle cry – 'Death to the Fleshy Ones!'

Medium Robot

Hit Dice: 5d12 (33).

Initiative: +1 (+1 Dex).

Speed: 20 ft.

DV: 11 (+1 Dex).

Damage Reduction: 10.

Attacks: Slam +6 melee, or +6 ranged by weapon.

Damage: Slam 1d10/0 or by weapon.

Face/Reach: 5 ft. by 5 ft. / 5 ft.

Abilities: Str 12, Dex 12.

Software Capacity: 56.

Software Packages: Base Attack Bonus +5, Computer Use +4, Drive +4, Knowledge (maintenance) +6, Search +4, Spot +4, Technical +6.

Special: Law-breaker module.

Sewer Droid

A versatile maintenance robot designed to keep the miles of sewer tunnels of the maintenance level in good working order. Standing just over four-foot tall, the basically humanoid sewer droid is fitted with a multitude of plumbing and maintenance tools – its collection of scrapers and extendible brushes are more than enough to clear most blockages, but if all else fails the robot is also equipped with a sonic blaster to blast clear the most obstinate clogging. Sewer droids are also charged with keeping the tunnels free of pests – some areas are infested with rats or alligators, others harbour hordes of the fast breeding alien gribbligs. Not designed with much initiative, a sewer droid needs to specifically programmed to recognise something as a pest before it will act to remove it – it will ruthlessly hunt down and eliminate a rat colony or alligator nest, but will totally ignore human or troggie visitors. Intended to operate for years at a time unsupervised, sewer droids recycle material in order to supplement its power reserves – effectively, it 'eats' sewage and garbage.

Medium Robot

Hit Dice: 5d12 (33).

Initiative: +2 (+2 Dex).

Speed: 40 ft. (wheeled).

DV: 12.

Damage Reduction: 8.

Attacks: Slam +2 melee or sonic blaster +4 ranged.

Damage: Slam 1d4/0 or sonic blaster 1d10/-.

Face/Reach: 5 ft. by 5 ft. / 5 ft.

Abilities: Str 10, Dex 14.

Software Capacity: 32.

Software Packages: Base Attack Bonus +2, Knowledge (sewer maintenance) +5, Listen +4, Search +4, Spot +4, Technical +4 and Weapon Focus (sonic blaster).

Creeps

Arlington Zombie

Medium Undead

Hit Dice: 2d12 +5 (18 hp).

Initiative: -2 (-2 Dex).

Speed: 30 ft.

DV: 8 (-2 Reflex)

Damage Reduction: 8 (natural armour)

Attacks: Slam +3 melee, bite +3 melee

Damage: Slam 1d8+2/2, Bite 2d4+2/4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Undead, partial actions only

Saves: Fort +1, Ref -2, Will +3

Abilities: Str 14, Dex 7, Con 12, Int -, Wis 10, Cha 1

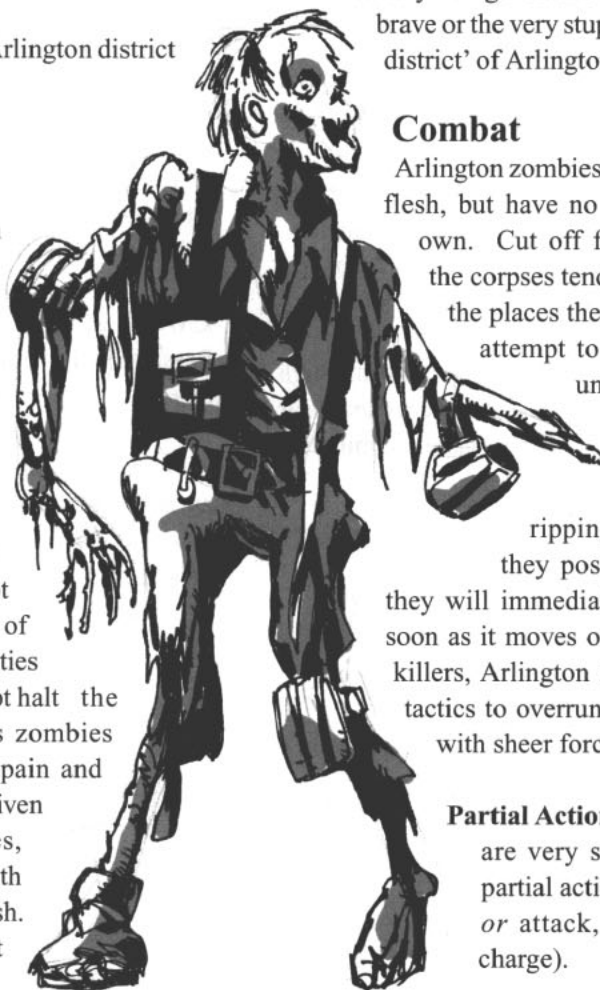
Feats: Toughness

Climate/Terrain: The Undercity, Arlington district of Washington.

Organisation: Mob (3-30)

Advancement: 3 – 5 HD

The world almost ended in 2114, when the time-travelling Necromagus Sabbat arrived in the Radlands of Ji, the psi-saturated radioactive wasteland near to Hondo City. A powerful sorcerer of unprecedented proportions, Sabbat made use of a psi-enhancing lodestone and raised untold millions of corpses from their graves to serve as his personal army of zombies. The dead swept across the globe, forcing the judges of the world to blast six whole Mega-Cities off the face of the Earth in an attempt halt the advance of the undead. Sabbat's zombies made terrible foes – oblivious to pain and fear, the animated cadavers were driven to attempt to consume their foes, ripping their victims into shreds with claw-like hands and eating their flesh. Fortunately, Sabbat was defeated at



the hands of Judge Dredd. Cut off from the Sabbat's driving will, the zombie horde collapsed.

However, for some unknown reason the undead that clawed their way out of their graves in the enormous Arlington National Cemetery in the Washington Undercity remained animated after Sabbat's defeat. Cut off from the necromagus's terrible will, the creatures were left with no purpose. Perhaps retaining a spark of their former existence, the creatures began to haunt the places they had spent their lives – ruined shopping malls and office blocks became clogged with the shambling corpses, re-enacting a mockery of their lives. Relatively peaceful if left alone, the zombies are still compelled to attempt to eat any living creature they encounter. Only the very brave or the very stupid attempt to visit the 'corpse district' of Arlington.

Combat

Arlington zombies constantly hunger for human flesh, but have no minds or initiative of their own. Cut off from a guiding intelligence, the corpses tend to wander aimlessly around the places they occupied in life. Driven to attempt to kill all living things, these undead will mercilessly attack any creature that ventures into their territory, tearing with claw-like hands and ripping with jagged teeth, but as they possess no short-term memory they will immediately forget any opponent as soon as it moves out of sight. Unsophisticated killers, Arlington zombies rely on brutal mob tactics to overrun and eliminate any intruders with sheer force of numbers.

Partial Actions Only: Arlington zombies are very slow and may only perform partial actions. As such, they can move *or* attack, but not both (unless they charge).

Undead: Immune to mind-influencing effects, poison, paralysis, stunning and disease. Not subject to critical hits, called shots, subdual damage, ability damage, energy drain or death from massive damage. In addition, they automatically pass all Arrest checks.

Thinking Dead: Rare variations of the Arlington zombie, the beings known as 'thinking dead' are sentient undead creatures created during the Zombie War. Most of Sabbat's zombie hordes were mindless automata, but it has since been found that some of the animated cadavers – about one in every ten thousand – had somehow retained fragments of their original personalities. Usually, the individual had been particularly forceful or single-minded while alive, or had died without fulfilling some important obligation. Others had been ghosts or discarnate spirits who took the opportunity to re-inhabit their former bodies. The majority of the thinking dead were destroyed when Sabbat was eliminated, but a few managed to remain, keeping themselves animated by sheer force of will. Most were hunted down after the Judgement Day, but a few still wander the Cursed Earth, pathetic creatures hated and shunned wherever they go. In the Arlington district of the Undercity, the thinking dead have established their own community, a necropolis known as the 'Deadville Suburb' in the heart of the great Arlington National Cemetery. Thinking dead stats are identical to a normal Arlington zombie except they have an Intelligence score of 6.

Combat: Thinking dead are relatively peaceful, although they are often forced to defend against intruders unable or unwilling to differentiate between them and their mindless counterparts.

Clawrentula

Large Animal

Hit Dice: 6d12 +27 (66 hp).

Initiative: -1 (-1 Dex).

Speed: 10 ft. (land), 40 ft. (water).

DV: 8.

Damage Reduction: 14 (natural armour).

Attacks: Claw +10 melee, bite +9 melee.

Damage: Claw 1d6+5/6, bite 2d4+5/8.

Face/Reach: 10 ft. by 10 ft. /10 ft.

Special Qualities: Jet, Web.

Saves: Fort +6, Ref +1, Will +2.

Abilities: Str 20, Dex 8, Con 18, Int 5, Wis 10, Cha 2.

Skills: Hide +8, Listen +4, Spot +4.

Feats: Multiattack, Weapon Focus (claw), Toughness.

Climate/Terrain: Near to salt water lakes or the Black Atlantic.

Organisation: Solitary or squad (3 to 6).

Advancement: 7 – 8 HD (Large); 9 – 15 HD (Huge).

Native to the Black Atlantic, a colony of these amphibious mutant creatures has made its home in the great salt-water bay of the Long Island Sound in New York. The terrible clawrentula is an example of a stable mutant strains produced by the radiation of the Atom War coupled with the pollution of the Black Atlantic. Each clawrentula is an unnatural combination of octopus, crab and giant spider. Ten feet wide in diameter, a clawrentula possesses huge, luminous saucer-like eyes with a large beaked mouth and eight segmented limbs tipped with razor sharp pincers. A thick chitin shell protects the bulbous body from attack and the toxic pollution. Clawrentulas are capable of surviving indefinitely on land, but are awkward and slow, forced to laboriously drag their heavy bodies along the ground. In the water, they are the undisputed masters of their environment, propelled by a powerful natural water jet system, weaving huge net-like webs to trawl for food or to trap foes.

Combat

Possessing the natural cunning of an octopus, the tenacity of a crab and the patience of a spider, clawrentulas make formidable foes. On land, clawrentulas prefer to spin webs and bury themselves in mud or loose earth, hiding in ambush for unwary opponents, emerging from the ground to strike with four claws. If attacked in the water, the creatures prefer to make use of their great manoeuvrability to out-flank foes, making lightening attacks with all eight limbs before darting off to charge again.

Jet: When in water, the clawrentula can move once per round (as a double-move action) at a speed of 280 feet in any direction.

Web: Like a spider, a clawrentula is capable of weaving a web made of strands of adhesive fibre. Webs are used either as a dragnet or anchored traditionally like a spider's web. These webs have a similar tensile strength to steel (DR 2, 30 hp, Break DC of 20). A character simply

touching the strands will become entangled among the gluey fibres. An entangled creature suffers a -2 penalty to attack rolls, a -4 penalty to Dexterity and cannot move.

Deep Troggie

Medium Humanoid

Hit Dice: 1d10 +2 (7 hp).

Initiative: 0 (+0 Dex).

Speed: 30 ft.

DV: 10.

Damage Reduction: 0.

Attacks: Club +1 melee.

Damage: Club 1d8+1/0.

Face/Reach: 5 ft. by 5 ft. / 5 ft.

Special Qualities: Blindsight 90 ft., light sensitivity.

Saves: Fort +2, Ref +0, Will +0.

Abilities: Str 13, Dex 10, Con 14, Int 4, Wis 10, Cha 4.

Skills: Hide +4, Move Silently +4.

Climate/Terrain: The Undercity, Richmond and Bronx districts of New York.

Organisation: Solitary, pair or tribe (3 – 100).

Advancement: 3 – 4 HD (medium).

As far as most citizens of Mega-City One are concerned, any resident of the dark world of the Undercity is a 'troggie' – every humanoid being from the completely human refugee to the strangest mutant monster are lumped together as a single group. However, the Undercity dwellers recognise that there are several different social and physical divisions of the stable mutant strain of troggie.

The strain known as deep troggies are native to the New York area. This subspecies were the first variation of troggie to emerge after the long night began. The descendant of the homeless and disposed vagrants who eked a miserable existence in the old New York subway system, a deep troggie is tall, averaging six-foot in height, heavily built but pot bellied with disproportionately long arms and short legs. The face is sunken, with heavy jowls, luminous pink eyes and a wide, flattened nose. The mouth is a wide, down-turned maw filled with jagged fangs. The skin is light grey or chalk white with brittle, colourless hair hanging down in long, matted tangles. Deep troggies are stupid but savage, brutally controlling their territories and respecting only superior strength. Like most Undercity

dwellers, deep troggies are carnivorous and exist mainly on a diet of rat – usually eaten alive – although they are prepared to eat almost anything, including each other if necessary. All deep troggies hate and fear bright light – visitors from the Mega-City report the creatures fleeing in terror from high-powered flashlights.

Combat

Despite their lack of intelligence, deep troggies are cunning and merciless opponents. Deep troggies rarely make use of projectile weapons, preferring primitive close combat weapons such as spears or clubs – only the leaders will be armed with the notorious cavern club or trog cutter. Deep troggies prefer to lay in ambush and take intruders by surprise.

Blindsight 90 ft.: The deep troggies sense of sight has atrophied in the dark caverns, but fortunately their senses of hearing and smell have become much more acute to compensate. Deep troggies can detect any object within



90 ft., regardless of visibility conditions, as if they could see normally. In addition, deep troggies need not make Spot or Listen checks to notice their prey.

Light Sensitivity: Even though the eyes of a deep troggie are next to useless, a lifetime spent lurking in the dark shadows of the Undercity has made the creatures terrified of bright light. Any deep troggie encountering a bright light source, such as a torch, flashlight or the sun, must make a Will save (DC 15) or immediately flee to the nearest darkness. Those that make the Will save will suffer a -2 penalty to all attack rolls and skill checks while facing the light source.

Giant Bat

Medium Animal

Hit Dice: 3d6 (10 hp).

Initiative: +2 (+2 Dex).

Speed: 10 ft. (land); 60 ft. (air).

DV: 13.

Damage Reduction: 0.

Attacks: Claw +2 melee.

Damage: Claw 1d4/0.

Face/Reach: 5ft. by 5ft. / 5ft.

Special Qualities: Blindsight 240 ft.

Saves: Fort +1, Ref +3, Will +2.

Abilities: Str 10, Dex 15, Con 11, Int 3, Wis 12, Cha 5.

Skills: Hide +6, Listen +9, Move Silently +6, Spot +9.

Climate/Terrain: The Undercity, New York and Washington.

Organisation: Solitary or flock (3 – 30).

Advancement: 4 – 6 HD (medium).

These elusive, human-sized creatures have adapted perfectly to the lightless world of the Undercity. Another example of a stable mutant strain evolving in record time, the giant bat was first spotted about fifty years ago. Some have speculated that the giant bats are the result of some strange experiment performed by rogue scientists in the Mega-City – although no one is sure what ends they could possibly have had in mind. The bats resemble huge rodents, basically humanoid with huge wings and spindly, fragile looking limbs. Unlike a natural, fur covered bat, their skin is smooth and jet-black – able to merge perfectly with the shadows. Their heads are large and bulbous, with a rat-like muzzle filled with small, sharp teeth. The

bats are completely eyeless, with low, ridged foreheads and enormous ears. A bat in motion will emit a never-ending series of rapid clicks and whistles – as well as other ultrasonic pulses that ordinary humans are incapable of perceiving – as part of a sophisticated echolocation system. Giant bats are superb fliers and can often be seen swooping and gliding in pursuit of their favourite food – insects. Visitors from the Mega-City often mistake the huge flying shapes caught in flashlight beams for bat gliders. The creatures roost hanging up side down in huge nest built from scrap and junk on the concrete sky where they are relatively safe from all but the most determined predators, although they are easy to find because of the choking, ammonia saturated guano that is the final result of their insectivore diet.

Combat

Giant bats are a non-aggressive species, preferring to flee if attacked. If cornered or desperate, they will attempt to claw and rake opponents with their razor sharp talons.

Blindsight 240 ft.: Giant bats have evolved a sophisticated natural sonar system that is far superior to normal sight. By emitting sonic pulses, it is able to perceive its surroundings perfectly. Giant bats are able to locate objects and creatures within 240 ft., regardless of visibility conditions. In addition, giant bats need not make Spot or Listen checks to notice their prey. However, an ultrasonic scanner or similar system will produce a 'blind-spot' 15 ft. in diameter, which the bat will perceive as a solid object.

Grey Werewolf

One of several variations of canine shapechanger, the grey werewolf follows the more 'traditional' pattern of transformation established in horror vids and ancient literature. Unlike the creatures normally found in the Undercity (as detailed on p220 of *The Judge Dredd Roleplaying Game*), a grey werewolf has two forms. Most of the time the creature appears and acts like a normal being, but for three nights of the month – when the moon is full on the surface – he will transform into a huge, canine headed creature that hungers to kill. Psi Division researchers have speculated that the grey variation is a supernatural creature rather than a chemically induced transformation, but their findings remain unconfirmed without further study. Whatever the cause, the grey

werewolf remains a formidable creature.

'Grey werewolf' is a template that can be added to any humanoid. All the humanoid's statistics and abilities remain unchanged, except where noted below.

Grey werewolves can only be created from the bite of another grey werewolf (see below). This variation of lycanthropy is activated by the lunar cycle – on three nights of every month when the full moon rises in the sky, the victim will gradually transform into a terrible human/wolf hybrid. The werewolf does not need to actually see the moon for the transformation to take place. The transformation takes 1d3 rounds, but is extremely painful. A character is incapable of performing any other actions while changing form – in addition, any armour or clothing will be torn to shreds and rendered useless. Unlike the uncontrollable rampaging monsters produced by Cassidium, a grey werewolf is able to retain some degree of self-control. A werewolf who can pass a Will save (DC 20) is able to control their actions to a limited degree – holding back from taking some uncharacteristic action, such as turning on friends or allies. A werewolf will revert back to human form at dawn and will retain only vague impressions of their actions of the previous night. A werewolf changing form is immediately healed of all damage. The following template is applied when the transformation is in effect:

Hit Dice: Increase to d12. Another 2 Hit Dice are immediately gained.

Damage Reduction: Grey werewolves immediately gain natural fur hide armour granting them Damage Reduction 4.

Attacks: The humanoid loses all its original attacks and in stead gains a bite attack that does not provoke attacks

of opportunity. However, the grey werewolf is aware that its bite can pass on its lycanthropic curse and instead relies on its razor sharp claws – this does not provoke an attack of opportunity.

Damage: Bite 1d8/6 melee or claw 1d6/4 melee.

Special Qualities: Darkvision 60 ft.

Special Attacks: Infectious Bite.

Saves: Werewolves gain a +2 racial bonus to Fortitude and Will saves when in wolf form.

Abilities: The grey werewolf gains Strength +2, Dexterity +4 and Constitution +4, but reduces Intelligence to 5 when in their wolf form.

Skills: The grey werewolf loses all Intelligence and Charisma-based skills it originally possessed (except for Intimidate) but gains a +4 racial bonus to Listen, Search and Spot checks while in wolf form.

Feats: The grey werewolf gains Improved Initiative but loses any feats it previously had while in wolf form.

Climate/Terrain: The Undercity.

Organisation: Solitary.

Combat

Like other werewolves, grey werewolves possess an unnatural craving to attack and kill all living things, ripping and tearing their flesh in an orgy of bloodlust and destruction. They can make unsophisticated but straightforward opponents, possessing no other tactics but to cause the maximum amount of damage in the shortest amount of time. However, the grey werewolf always retains some measure of their original personality and can moderate their behaviour, although this often leads to apparently inconsistent or erratic actions.

Darkvision: Grey werewolves are capable of seeing into the infrared light spectrum, which coupled with



their superior hearing and sense of smell gives them the ability to see in darkness as if it were normal daylight, to a range of 60 ft.

Infectious Bite: Any humanoid that suffers damage from the grey werewolf's bite attack must make an immediate Fortitude save (DC 15) or be afflicted with the creature's shapechanging curse. However, most grey werewolves tend to avoid passing on their fate to others.

Grumble Toad

Small Animal

Hit Dice: 1d8 (4 hp).

Initiative: +4 (+4 Dex).

Speed: 20 ft.

DV: 14.

Damage Reduction: 0.

Attacks: Tongue lash +4 ranged.

Damage: Tongue lash 1d4/0.

Face/Reach: 3ft. by 3 ft. / 3ft.

Special Qualities: 360-degree vision, Darkvision 60 ft.

Saves: Fort +0, Ref +4, Will +1.

Abilities: Str 6, Dex 18, Con 10, Int 3, Wis 12, Cha 2.

Skills: Hide +5, Listen +4, Spot +4.

Climate/Terrain: Washington, Fairfield Park area.

Organisation: Squad (3 – 6).

Advancement: 2 – 4 HD (small), 5 – 7 HD (medium).

Descended from alien specimens thrown clear from the space survey vessel Scavenger IV that crashed through City Bottom into the Undercity over twenty years ago, these small but hostile amphibians are found in the dark swamp of Fairfield Park in Philadelphia. Each is approximately two feet long and eight inches high, with a dark blue or indigo skin that glistens in a coating of viscous, foul smelling slime. In appearance, they are almost identical to a normal toad, albeit a very large one, except each has an extra pair of eyes, one positioned in the centre of the forehead and the other on the back of the head, giving an unrivalled field of vision. Grumble toads have voracious appetites, but there are few things of Earth that they are capable of digesting properly – they gained their nickname because of their constantly rumbling stomachs due to volcanic indigestion, as well as their strange croak, used to define their territorial borders. They survive by consuming decaying wood and ultimately defecate a cheese-like residue known as grumbleweed – this is delicious and highly nourishing, but hard to obtain as it means venturing into the Fairfield Park area and risking the savage attacks of the territorial toads. Grumbleweed is regarded as a valuable commodity, but so far all attempts to keep grumble toads in captivity in order to mass-produce the substance have failed.

Combat

Grumble toads will immediately attack any intruder that ventures into its line of sight, lashing out with its



extendible, whip-like tongue. This tongue is treated as a ranged weapon with a maximum range of 15 feet and no range penalties.

360 Degree Vision: A grumble toad's four eyes allow it to see in all directions at once. It is never taken by surprise and is never caught flat-footed.

Darkvision: Grumble toads have vision that extends into the ultraviolet and infrared spectrum. This gives them the ability to see in the dark as though it were normal daylight, to a range of 60 ft.

Hawg

Large Animal

Hit Dice: 5d8 + 15 (37 hp).

Initiative: +0.

Speed: 40 ft.

DV: 13.

Damage Reduction: 2 (natural armour).

Attacks: Gore +5 melee.

Damage: Gore 1d8+3/4 melee.

Face/Reach: 5 ft. by 10 ft. / 5 ft.

Special Attacks: Ferocity.

Special Qualities: Darkvision.

Saves: Fort +6, Ref +3, Will +2.

Abilities: Str 15, Dex 10, Con 17, Int 2, Wis 13, Cha 4.

Skills: Listen +7, Spot +5.

Climate/Terrain: The Undercity.

Organisation: Herd (3 – 30).

Advancement: 6 – 7 HD (Large).

Hawgs are a breed of enormous albino boar. Huge herds of these creatures were discovered breeding wild in isolated areas of the Undercity in the early years of the entombment, the human tribes quickly began to domesticate the beasts for their own use – not only could they serve as a stable and renewable food supply, their decomposing dung produces methane, a valuable gas that could be pressed into service as a weapon or a fuel. Hardy and strong, hawgs have subverted many other beasts of burden such as horses. A typical hawg stands five foot tall at the shoulder, with a dense muscle structure but is extremely heavily built with short legs. Every hawg completely lacks skin pigmentation; all are a ghostly white

colour with small, pink eyes. Some human tribes regard their hawgs as more valuable than humans.

Combat

Hawgs are not carnivores but are very bad tempered and usually charge anyone who disturbs them, goring them with their tusks.

Darkvision: Used to living in the Undercity, hawgs have developed excellent night vision. This gives them the ability to see in the dark as though it were normal daylight, to a range of 20 ft.

Ferocity: A hawg is such a tenacious opponent that it continues to fight even if disabled or dying.

Hood Jaw

Large Animal

Hit Dice: 6d8 + 12 (33 hp).

Initiative: +2 (+2 Dex).

Speed: 60 ft. (swim).

DV: 14.

Damage Reduction: 6 (natural armour).

Attacks: 2 tentacles +10 melee, bite +9 melee.

Damage: Tentacle 1d6+3/4 melee, bite 2d4+3/12 melee.

Face/Reach: 5ft. by 10 ft. / 5 ft.

Special Attacks: Improved Grab.

Special Qualities: Blindsight 60 ft.

Saves: Fort +4, Ref +4, Will +2.

Abilities: Str 16, Dex 15, Con 14, Int 3, Wis 10, Cha 2.

Skills: Listen +9, Spot +6.

Feats: Multiattack, Weapon Focus (tentacle).

Climate/Terrain: The Undercity, the Big Smelly.

Organisation: Solitary or Squad (3 – 6).

Advancement: 7 – 8 HD (large), 9 – 12 HD (huge).

One of the few marine animals capable of living in the stagnant waters of the Big Smelly, the hood jaw is a large, mutated manta ray. Exposure to mutagenic substances and toxic waste has caused the creature to rapidly evolve in order to survive. Horrific in appearance and savage in temperament, hood jaws are greatly feared by the tribes that eke an existence scavenging along the riverbanks. The beast's thick, chemically resistant hide is semi-transparent, allowing a glimpse of squirming internal organs. The great

head is the most terrible aspect – in place of each eye is a six-foot long, squid-like tentacle that is capable of great dexterity as well as acting as a versatile natural weapon. The huge mouth is covered by a flap of skin – the ‘hood’ that gives the creature its name – and is filled with four-inch long fangs capable of biting through armour plating. Hood jaws can and do eat almost anything, although flesh is their favourite diet.

Combat

Hood jaws are viscous, single-minded predators who attack anything that ventures into their territories without thought. A hood jaw possesses a chemical resistant hide, giving **Damage Resistance 15** against any chemical attack.

Blindsight 60 ft.: A hood jaw’s tentacles double as a sense organ, giving the creature a form of extra-sensory perception that functions as well as sight, unhindered by visibility conditions. A hood jaw is able to locate all objects and creatures within a 60 ft. radius. In addition, a hood jaw does not need to make Spot or Listen checks to notice their prey.

Improved Grab: To use this ability, the hood jaw must hit with both tentacle attacks. If it gets a hold, it automatically deals bite damage each round that the hold is maintained.

Holy Fiend

A murderous bloodsucking demon of unknown origin, the original holy fiend made its home in the old St Patrick’s church on Fifth Avenue, New York, shortly after the city was buried. The demonic creature established a lair in the majestic building, murdering all who entered before it was tracked down and killed by Psi-Judge Anderson. Anderson returned to the Mega-City, but the demon’s corpse was left behind. The body was discovered by a tribe of particularly hungry wretches who wasted no time consuming the valuable flesh. Overnight, a transformation occurred – the wretches’ sprouted great birdlike wings, became muscular and handsome and their senses improved dramatically. They had become the image of the dead fiend – unfortunately, they had also inherited the monsters hunger for death and destruction.

The holy fiends set about recruiting new members. Before long, a new and powerful tribe had emerged to rule over Manhattan. Under the leadership of a former psi-judge, the fiends decided to rebuild New York, restoring many of the old buildings to their former glory under the cover of a powerful psi shield, which kept the refurbishments hidden from the other residents of the Undercity. However, their activities soon came to the notice of Justice Department. Psi-Judge Karyn and an elite squad of Exorcists were dispatched to deal with the threat. The holy fiends were ultimately destroyed in a ‘sunfire’ missile strike – a massive pulse of ultraviolet light that blasted the vampiric creatures into dust. However, a few of the creatures survived.

A typical holy fiend is approximately seven feet tall and appears to be the epitome of human perfection, coupled with an unearthly beauty. Great, eagle-like wings hang like a cloak from the creatures back, reinforcing its angelic appearance. Only the long, claw-like talons and fang filled mouth give any indication of the demonic creatures true nature. A holy fiend is a supernatural creature similar to a vampire (see p82 of *The Rookie’s Guide to Psi Talent*) that can transform its victims into creatures similar to itself. The victim must consume part of the holy fiend for the transformation to take effect – usually blood is used, although it is possible to trigger the metamorphosis by consuming part of a dead holy fiend. The victim must be humanoid and will transform in 1d6 hours, after which the following template is applied:

Hit Dice: Increase to d12.

Speed: A holy fiend gains the ability to fly at the rate of 60 ft.

Attacks: Holy fiends retain all the original attacks of the original creature. In addition, they gain two claw attacks.

Damage: Claw 1d8/6.

Special Attacks: Blood Sucker.

Special Qualities: Darkvision, Power Resistance, Psychic Entity.

Abilities: The holy fiend gains Strength +2, Dexterity +2, Constitution +4 and Charisma +6 as permanent bonuses.

Climate/Terrain: The Undercity, Manhattan area of New York.

Combat

Holy fiends are dangerous and cunning foes. They will make use of ambush techniques to surprise their opponents, hiding high on walls or clinging to ceilings out of the immediate line of sight, before swooping down on their prey. A lone holy fiend will make use of guerrilla tactics, attempting to separate targets so they can be picked off one at a time.

Blood Sucker: Any holy fiend who succeeds in a Grapple attack may automatically bite its victim and begin to drain its blood. The victim will immediately lose 1d6 points of Constitution permanently. The loss can only be reversed through *psychic surgery* (see p35 of *The Rookie's Guide to Psi Talent*). Any victim reduced to 0 Constitution will immediately die – unlike a conventional vampire, a holy fiend will not be able to raise its victims as subordinates.

Darkvision: Holy fiends are able to perceive the entire light spectrum. This allows them to see perfectly in the dark, to a range of 240 ft.

Power Resistance: Holy fiends have Power Resistance 5 + their Hit Dice.

Psychic Entity: Holy fiends are psychic entities and so are immune to mind-influencing effects, poison, paralysis, stunning and disease. They are not subject to Arrest checks, critical hits, called shots, subdual damage, ability damage, energy drain or death from massive damage. In addition, they suffer double damage from silver weapons.

Philadelphian Trog

Small Humanoid

Hit Dice: 1d8 (4 hp).

Initiative: +2 (+2 Dex).

Speed: 30 ft.

DV: 12.

Damage Reduction: 0.

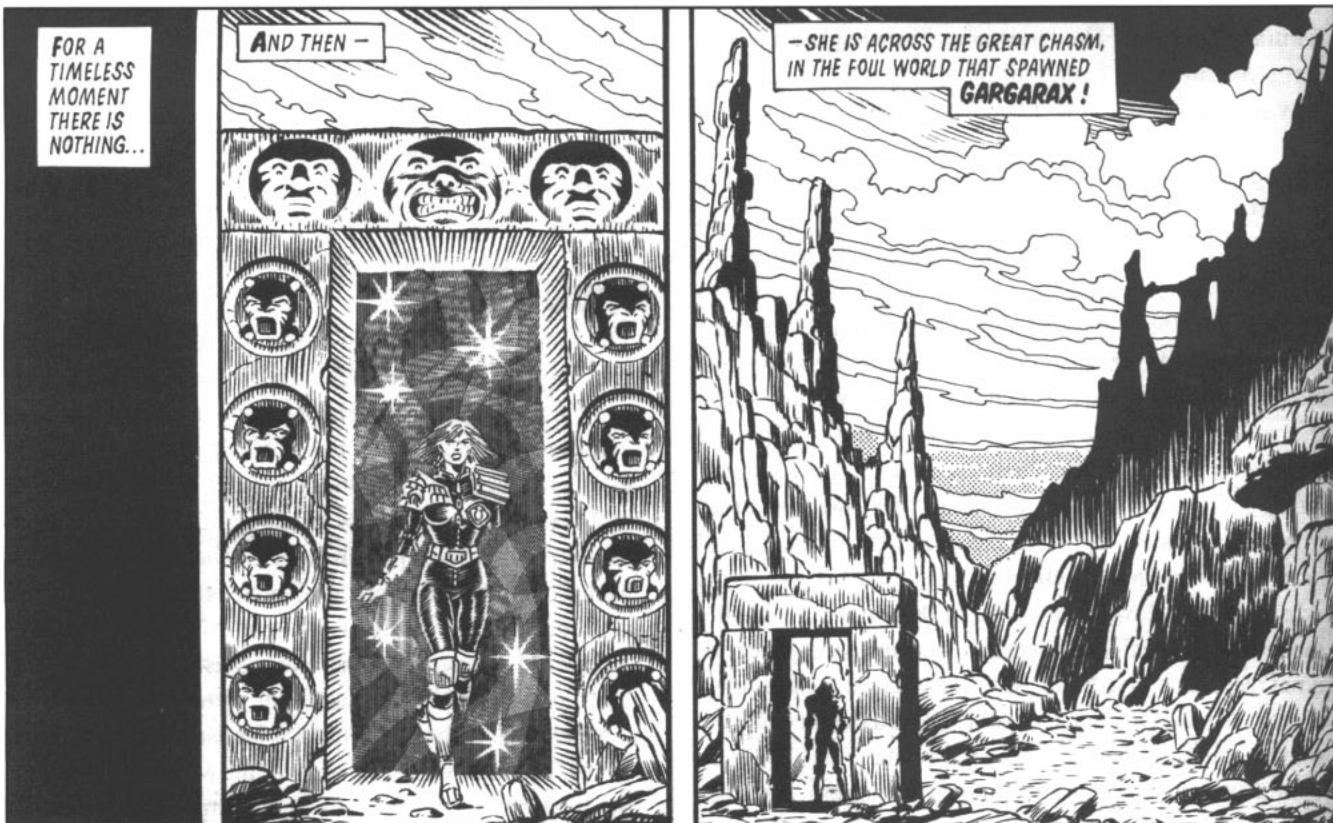
Attacks: Spear +0 melee, spear +2 ranged.

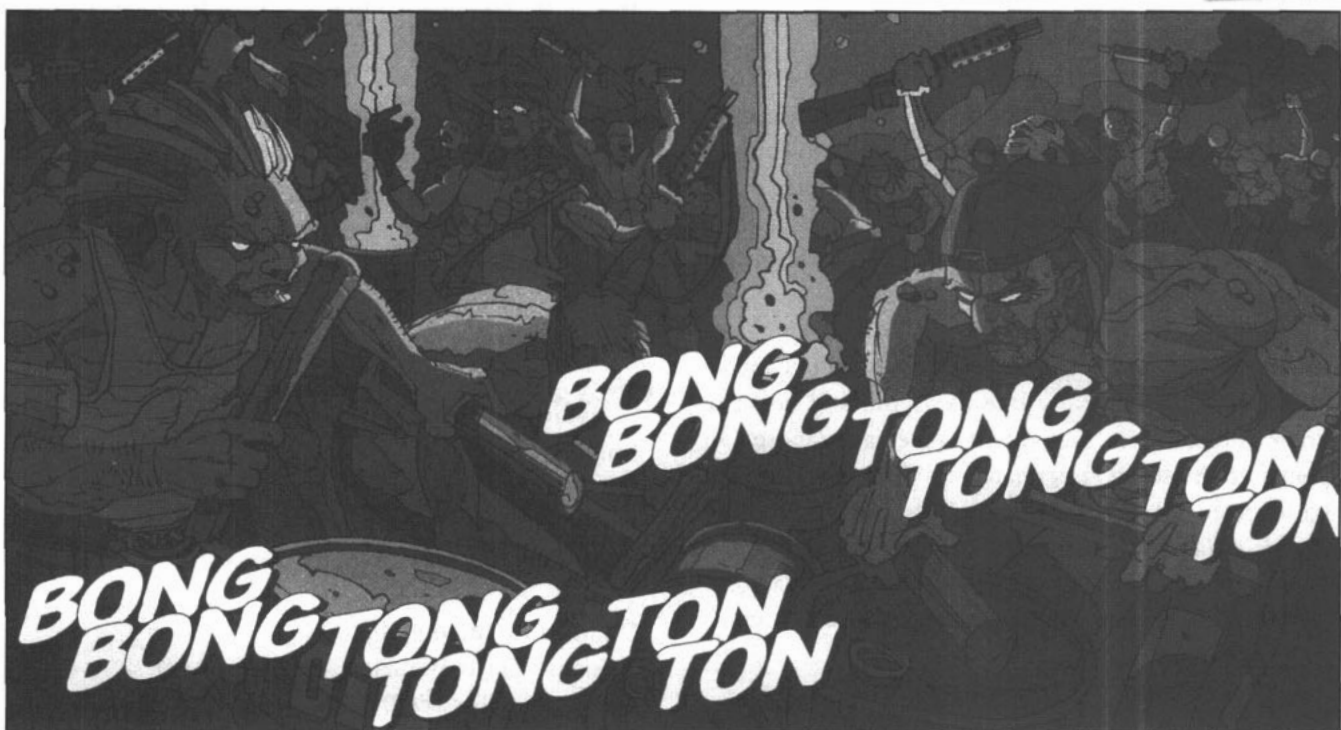
Damage: Spear 1d6/0 melee, spear 1d6/0 ranged.

Face/Reach: 5 ft. by 5 ft. / 5 ft.

Special Qualities: Darkvision 60 ft.

Saves: Fort +0, Ref +2, Will +1.





Abilities: Str 10, Dex 14, Con 10, Int 9, Wis 12, Cha 12.

Skills: Balance +2, Climb +2, Hide +4, Spot +4.

Climate/Terrain: The Undercity, Philadelphia tunnels.

Organisation: Solitary, pair or tribe (3 – 30).

Advancement: 2 – 4 HD (small).

Like all troggie sub-species, the Philadelphia trog is a stable mutant strain that has developed to survive in a specific environment. The low, narrow tunnels of Philadelphia are radically different to the huge caverns of New York and Washington. Philadelphia troggs are considerably shorter than their cousins the deep troggies, averaging about three foot in height, although they retain the same basic body shape of long, spindly arms and dense muscle structure. Their faces seem more human, lacking the wide fanged mouth and flat nose of other troggies, but they still have the grey, fish-like skin and large, pointed ears. Their eyes are enormous, luminous orbs that have developed to see in the darkness. Unlike most troggie species, Philadelphia troggs are a peaceful, quiet race, content to build primitive villages in the tunnels and caverns and operate a straightforward hunter-gatherer society. It has been known for Philadelphia troggs to volunteer their services as guides to visitors from the Mega-City.

Combat

Philadelphian troggs are a non-aggressive species, although they will fight to defend their homes or families if attacked. They prefer to attack in swarms, striking with their short but lethal spears.

Darkvision 60 ft.: A Philadelphian trog's bulbous eyes have adapted to see into the infrared part of the light spectrum. This allows them to see in the dark to a range of 60 ft.

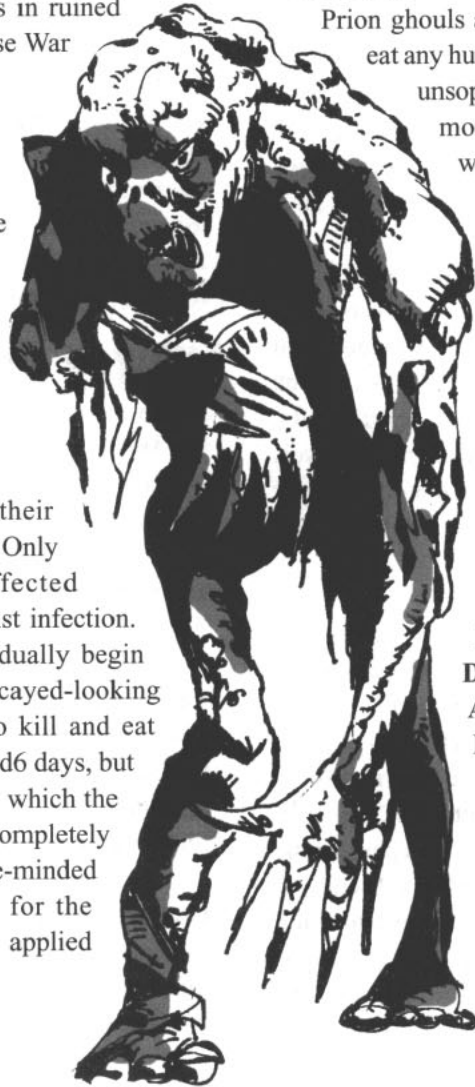
Prion Ghoul

The tragic prion ghouls first came into being during the dark days of the Necropolis. Under the influence of the Dark Judges and the Sisters of Death, a supernatural pall engulfed the Mega-City, dense black clouds descended to create a never-ending night. The City and everything in it began to decay, and before long food supplies began to run out. However, there was no shortage of corpses. Many citizens were forced to break the ultimate taboo and consume the flesh of the dead in order to survive. Afterwards, most of the cannibals became wracked with guilt at their terrible actions, but some discovered that they had a taste for the forbidden foodstuff and 'Cannibal Clubs' began to spring up all over the Mega-City, despite the Justice Department's efforts to stamp out the revolting

practice. However, a minority suffered an even worse fate. A mutating prion disease, a contagion normally only passed on through consuming infected brain matter, began to spread. Prion diseases are not normally very contagious, but under the corrupting influence of the Sisters of Death it began to spread rapidly, infecting hundreds of victims before the Sisters were banished back to Dead World and the Dark Judges apprehended.

The ghouls remained after the City had returned to normal. Most were quickly discovered by the judges, who found that the disease was impossible to analyse, let alone cure. Others were kept hidden by relatives and friends, hoping against hope that the twisted monsters that their loved ones had become would eventually recover, or simply in denial that there was anything wrong. Some left the Mega-City altogether, making their homes in ruined Sectors left over from the Apocalypse War or finding their way into the Cursed Earth. A few made their way into the Undercity, where they soon established themselves as a new tribe. Cannibalism was almost a way of life for many of the tribes anyway, and the prion disease began to spread at a frightening rate. Today, vast areas of what had once been the state of New England are infested with the corrupted creatures.

Prion ghouls are able to pass on their contagion by biting their victims. Only humanoid creatures will be affected – a Fortitude save (DC 20) will resist infection. Once infected, the victim will gradually begin to transform into a cadaverous, decayed-looking creature that constantly hungers to kill and eat humans. The transformation takes 1d6 days, but is a slow and painful process during which the humanoid's original personality is completely destroyed, to be replaced by a single-minded hunger. There is no known cure for the disease. The following template is applied to a victim:



Hit Dice: Increase to d8.

Attacks: The humanoid loses all of its original attacks and instead gains a bite attack that does not provoke an attack of opportunity.

Damage: Bite 1d6/4.

Special Attacks: Infectious Bite.

Abilities: A prion ghoul gains a permanent +4 racial bonus to Constitution but Intelligence is permanently reduced to 2.

Skills: A prion ghoul loses all skills and feats that it previously possessed.

Climate/Terrain: Ruined areas of the Mega-City, The Undercity, the Cursed Earth.

Organisation: Solitary or mob (3 – 30).

Combat

Prion ghouls are compelled to attack and attempt to eat any humanoid they encounter. Their tactics are unsophisticated and usually consist of nothing more than charging towards opponents, wailing and moaning incoherently.

Infectious Bite: Any humanoid that suffers damage from a prion ghoul's bite attack must make a Fortitude save (DC 20) or be transformed into a prion ghoul itself within 1d6 days.

Rad Roach

Small Animal

Hit Dice: 4d8 + 8 (28 hp).

Initiative: +0.

Speed: 30 ft.

DV: 14.

Damage Reduction: 12.

Attacks: Bite +4 melee.

Damage: Bite 1d8/2.

Face/Reach: 3 ft. by 3 ft. / 3 ft.

Special Qualities: Radioactive, Radiation Dependent, Radiation Resistance, Scent.

Saves: Fort +4, Ref +2, Will +2.

Abilities: Str 10, Dex 10, Con 15, Int 3, Wis 12, Cha 2.

Skills: Climb +8, Hide +4, Spot +4.

Climate/Terrain: The Undercity, southern rad caves.

Organisation: Hive (6 – 36).

Advancement: 5 – 6 HD (small), 7 – 8 HD (medium), 9 HD (large), 10 HD (huge). A huge rad roach is unable to move.

The entire south of Mega-City One was annihilated in a saturation bombardment during the Apocalypse War of 2104, leaving nothing but smoking, radioactive craters and blasted ruins. However, buried beneath the destroyed Sectors many of the colossal caverns that form the Undercity remained relatively intact, albeit saturated with enough radiation to immediately fry any visitor. All animal life was either killed or left the area as quickly as possible. However, one form of life began to thrive in the searing radiation – the humble cockroach. The entire Undercity is infested with the tiny vermin, some of which can reach up to a foot long, but the mutated insects of the southern rad caves are something else entirely. The rad roach is at least three feet long, although much larger specimens have been spotted. Each rad roach has become so infused with radiation that it glows with an eerie green light. Isolated in their remote caverns, rad roaches have established a sophisticated hive society, adapting human buildings and technology into their own organic-looking structures. A visitor to the southern rad caves can easily believe that they have strayed into some strange, alien world. Rad roaches occasionally make forays into the Cursed Earth or the southern extremes of the Undercity, but fortunately they have become dependant on high levels of radiation and can only survive for a few days out of their own environment.

Combat

Rad roaches have a bee-like society – each cavern is a ‘hive’ ruled over by an enormous, egg-producing queen (10 HD). Their complex society is divided into non-combatant drones (4 – 5 HD), which will only fight to defend themselves, and ultra aggressive warriors (6 – 9 HD) that will automatically attack any intruders they spot. Every member of a hive will be marked with a pheromone that allows the creatures to distinguish between friend and foe. Rad roaches prefer to swarm and attempt to bring down foes by sheer weight of numbers.

Radioactive: Rad roaches have become so infused with radiation that their mere presence can cause severe burns

and illness. Any character coming within 30 feet of a rad roach must make an immediate Fortitude save (DC 18) or suffer the effects of radiation sickness (see p196 of *The Judge Dredd Roleplaying Game*).

Radiation Dependent: Rad roaches cannot survive for long without radiation. For every day spent outside of their rad caves, roaches must make a Fortitude save (DC 15) or immediately lose 1d6 Constitution permanently. If exposed to a radiation source, Constitution regenerates at the rate of one point a week.

Radiation Resistance: Rad roaches are practically invulnerable to the effects of radiation. Rad roaches have Radiation Resistance 30.

Scent: A rad roach can detect enemies by their scent alone. It automatically detects all enemies within 30 feet by their scent, increasing to a 60 feet range if they are downwind, or decreasing to 15 feet if they are upwind. By taking a partial action, the roach will be able to pinpoint an enemy by his scent to within 5 feet. It will then be able to track an enemy by scent, as if it had the Track feat. The DC to track an enemy in this way is 10, increasing by 2 for every hour that the trail is cold.

Subway Troggie

Medium Humanoid

Hit Dice: 1d8 +1 (5 hp).

Initiative: +1 (+1 Dex).

Speed: 30 ft.

DV: 13 (+3 Reflex).

Damage Reduction: 0.

Attacks: Knife +0 melee.

Damage: Knife 1d6/2.

Face/Reach: 5 ft. by 5 ft. / 5 ft.

Special Qualities: Darkvision 60 ft., Light Sensitivity.

Saves: Fort +2, Ref +3, Will +0.

Abilities: Str 10, Dex 12, Con 12, Int 9, Wis 10, Cha 8.

Skills: Hide +3, Move Silently +3.

Climate/Terrain: The Undercity (New York subway system) and the Mega-City maintenance level.

Organisation: Solitary, pair or tribe (3 – 30).

Advancement: 3 – 4 HD (medium).

The descendants of bitter isolationists who refused to leave New York when the Undercity was first created; subway troggies are a cult preoccupied with bringing about the destruction of the Mega-City. These miserable creatures have a truly bizarre appearance. Generally tall and emaciated, a typical subway troggie appears to be an intermediate stage between a true human and a deep troggie – still humanoid in body shape, but with grey, fish-like skin, wide mouths filled with broken, yellow teeth and huge, luminous eyes. Rather than the non-descript rags or simple loincloths worn by other breeds of troggie, subway troggies take great pride in their appearance, slavishly following fashions popular over a century or more before. Once upon a time, the subway troggies were led by the insane but charismatic Slick Willy, who was determined to bring the whole Mega-City crashing down. His plan of planting explosives in the old subway system would probably have had little or no effect on the Mega-City, but he and his followers had abducted hundreds of citizens to act as slaves – including Judge Dredd. Dredd put an end to the insane scheme and apprehended Willy, but some of his followers escaped and still plot the downfall of the hated city above them, even if it means their own destruction. Subway troggies are regarded as the most eloquent of the troggie races, although their speech is peppered with so much archaic slang that normal citizens find them almost incomprehensible.

Combat

Subway troggies usually employ mob tactics, attempting to rush foes and overwhelm them with sheer force of numbers. Unlike most troggies, a subway troggie prefers to make use of the best technology it can obtain – many

still possess antique revolvers or shotguns, although they lack the skill to manufacture their own ammunition so precious bullets or shells will only be used as a last resort. Firearms will generally be used for intimidation, or, if all else fails, a club. Subway troggies tend to favour knives, although they have been known to employ stolen electric whips in the past.

Darkvision 60 ft.: A subway troggies enormous eyes have adapted to see perfectly in the darkness. They can see in darkness as if it were normal daylight, to a range of 60 ft.

Light Sensitivity: Used to the shadows of the Undercity, a subway troggies eyes cannot cope with bright light. If exposed to any light source brighter than a torch, the subway troggie becomes dazzled, suffering a –1 penalty to all attack rolls and skill checks. If suddenly exposed to very bright light (such as that produced by a high-powered flashlight, a sunray rig or daylight) the subway troggie must immediately take a Fortitude save (DC 15) or it will be stunned for the next 1d3 rounds.

Underdog

Small Animal

Hit Dice: 1d8 (4 hp).

Initiative: +2 (+2 Dex).

Speed: 40 ft.

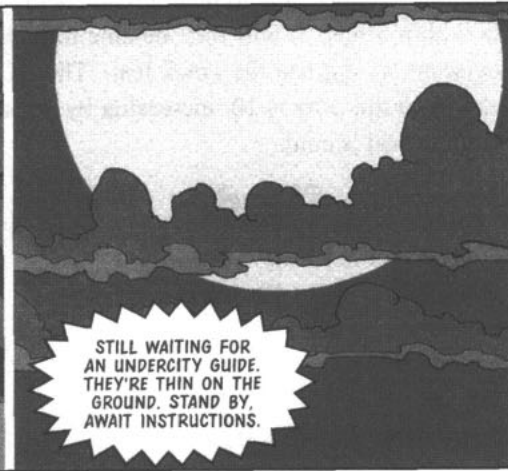
DV: 13 (+3 Reflex).

Damage Reduction: 0

Attacks: Bite +2 melee.

Damage: Bite 1d6/0 melee.

Face/Reach: 3 ft. by 3 ft. / 3 ft.



Special Qualities: Scent.

Saves: Fort +0, Ref +3, Will +0.

Abilities: Str 14, Dex 15, Con 10, Int 3, Wis 10, Cha 7.

Climate/Terrain: The Undercity.

Organisation: Pack (3 – 30).

Advancement: 2 – 4 HD (Small).

Underdogs are the warped descendants of domestic animals left behind when the cities were buried. Like all long-term residents of the Undercity, underdogs have gradually developed into a stable mutant strain capable of surviving in the dark world. All underdogs are blind, with empty white or pale pink eyes and white or pale grey pelts, but are otherwise identical to a large Alsatian or pit bull-like domestic dog. Packs of underdogs roam freely in most areas of the Undercity, and a few tribes of troggies or humans have succeeded in domesticating the creatures for their own use. They are often set to act as guards or sentries, but it is not unknown for them to serve as a food source when other forms of nourishment are in short supply.

Combat

Underdogs attack in packs, attempting to overwhelm foes with sheer force of numbers. A lone underdog will attempt to avoid combat unless it is cornered.

Scent: Though blind, underdogs sense of smell has increased dramatically to compensate. An underdog can detect enemies by their scent alone. It automatically detects all enemies within 30 feet by their scent, increasing to a 60 feet range if they are downwind, or decreasing to 15 feet if they are upwind. By taking a partial action, the underdog will be able to pinpoint an enemy by his scent to within 5 feet. It will then be able to track an enemy by scent, as if it had the Track feat. The DC to track an enemy in this way is 10, increasing by 2 for every hour that the trail is cold.

Vampire Cloud

Huge Psychic Entity

Hit Dice: 20d10 +40 (150 hp).

Initiative: +0.

Speed: 40 ft.

DV: 6.

Damage Reduction: 0.

Attacks: Energy Siphon +6 melee.

Damage: Energy Siphon (see below).

Face/Reach: 40 ft. by 40 ft. / 40 ft.

Special Attacks: Energy Siphon.

Special Qualities: Consume Energy.

Saves: Fort +0, Ref +0, Will +0.

Abilities: Str 10, Dex 11, Con 19, Int –, Wis 10, Cha 3.

Climate/Terrain: The Undercity, Deep Space.

Organisation: Solitary (unique in Undercity).

Advancement: See below.

Despite being one of the most notorious entities to emerge from the Undercity, the terrible vampire cloud that threatened the whole Mega-City during 2102 had a much more distant origin. The deep space exploration vessel Scavenger IV had safely scoured twelve star systems in its one-year mission, but it was almost home when tragedy occurred. The ship suffered a severe malfunction on its final approach to Kennedy Space Port, its retro motors fired at the wrong time and the huge vessel was blasted right through City Bottom. Nearly everything aboard was killed, but a few of the alien specimens survived the impact. Most died in the unfamiliar environment, but an embryo energy creature proved much harder to kill. A tiny, shapeless form emerged from its shattered specimen jar. A native of deep space, the entity normally eked a meagre existence by siphoning energy from distant stars. It soon discovered that its new environment was far richer in precious heat and power and wasted no time in draining the residents of life, leaving nothing but wasted husks in its wake. Before long, the native troggies began to tunnel their way into the Mega-City rather than risk facing the creature. Concerned by this uncharacteristic behaviour, the judges investigated. They discovered that the creature had become engorged on the life force of the Undercity dwellers and had grown to enormous proportions – a huge sparkling shape confronted them, pulsating with stolen energy. The judges soon found that their weapons were useless against the monstrosity – in fact, it could absorb any energy used against it in order to become stronger! Only cold seemed to affect the vampire, but even a freezing lake of liquid xenon was not enough to completely render it dormant. The creature was ultimately destroyed when it attempted to consume the warp engine of a K-class freighter – entering a feeding frenzy; the beast sucked all the energy out of the cooling systems of the craft's

main reactor. The anti-matter powered engine went into meltdown, releasing more energy than even the vampire could cope with. The vampire cloud was vaporised, but no one has ever properly investigated the wreckage of Scavenger IV – who knows what else could be waiting in a long forgotten stasis sealed vault...?

Combat

The vampire cloud was apparently mindless – it was concerned only with consuming energy, particularly the life force of living beings. It would always head towards the most powerful energy source to drain it dry, stopping for nothing.

Consume Energy: The vampire cloud was capable of absorbing any energy directed against it – this included energy weapons, firearms and explosions – even the kinetic energy of a close combat hit. In effect, attacking it made it stronger – for every ten points of damage that the attack should have caused, the vampire cloud *gains* one hit point permanently. For every ten hit points gained in this way, one Hit Dice is permanently added to the creatures total. The cloud can only be stopped by a nuclear blast – although Tek Division scientists believe that even that would have been enough if the creature had been allowed to grow much larger. Exposure to extreme cold – at least -50 degrees Centigrade – caused the creature to shrink at the rate of 1 Hit Die per minute.

Energy Siphon: The vampire cloud existed by draining the energy from living creatures, leaving behind a husk that resembled a faded negative image of the victim. Each successful hit in close combat will cause two negative

levels to the target. For every negative level that a victim suffers, the following penalties are imposed: -1 to all skill and ability checks, -1 to all attack rolls and saving throws, -5 hit points and -1 effective level. A victim reduced to 0 level or below is killed instantly. The damage can only be recovered by *psychic surgery*. For every ten levels drained, the vampire cloud gains one Hit Dice permanently. For every ten Hit Dice gained, the creature increases in one size category.

Wretches

Medium Humanoid

Hit Dice: 1d6 (3 hp).

Initiative: -1 (-1 Dex).

Speed: 15 ft.

DV: 10.

Damage Reduction: 0.

Attacks: Slam -2 melee.

Damage: Slam 1d3-2/0 melee.

Face/Reach: 5 ft. by 5ft. / 5ft.

Special Qualities: Blind.

Saves: Fort +0, Ref -1, Will -1.

Abilities: Str 7, Dex 8, Con 10, Int 7, Wis 8, Cha 4.

Skills: Intimidate +1, Listen +4.

Climate/Terrain: The Undercity.

Organisation: Solitary or mob (3 – 30).

Advancement: 2 – 3 HD (medium).

The pathetic sub-human creatures known as wretches are probably the most commonly seen residents of the Undercity. Unlike the human tribes or the troggies, the wretches are humans that have failed to adapt to life in the dark underworld. Essentially evolutionary throwbacks, wretches are scrawny, albino humans. Instead of developing superior senses to compensate



for the lack of light, wretches have instead become blind, shambling creatures groping their way around the lightless world. The eyes of a wretch are nothing but empty white orbs. The many tribes of wretches are forced to survive by eating moss scraped from broken walls or insects grubbed up from beneath stones – although they are happy to eat carrion when they can get it, even the corpses of human tribesmen or troggies. Wretches speak a pidgin form of Megaspeak and will attempt to intimidate any creature that comes near – shouting abuse or threats in an attempt to obtain food or warm clothes, although the effect is more comical than frightening.

Combat

Even though they will threaten violence to any visitor, a wretch is unsuited to combat. A wretch's reaction to any potential threat is to run away as fast as possible – usually a gunshot or simply a loud shout is enough to scare them away.

Blind: Over the years living without light, wretches have become sightless, but unlike most creatures that inhabit the Undercity their other senses have not become more acute to compensate for their disability. Wretches suffer a 50% miss chance in combat (all opponents have full concealment), grant a +2 bonus to attackers' attack rolls, and suffers a -4 penalty on Search checks and most Strength- and Dexterity-based checks.

Wurdolak

Medium Psychic Entity

Hit Dice: 8d12 + 28 (80 hp).

Initiative: +2 (+2 Dex).

Speed: 30 ft.

DV: 18.

Damage Reduction: 8 (natural armour).

Attacks: Slam +10/+4 melee.

Damage: Slam 2d6 + 2/4 melee.

Face/Reach: 5ft. by 5ft. / 5ft.

Special Attacks: Improved Possession.

Special Qualities: Power Resistance 6, Psychic Entity, Shapeshifter.

Saves: Fort +9, Ref +7, Will +8.

Abilities: Str 16, Dex 13, Con 17, Int 10, Wis 14, Cha 20.

Skills: Climb +4, Hide +5, Jump +5, Listen +4, Move Silently +4, Search +4, Spot +4.

Climate/Terrain: The Undercity, East European Enclaves.

Organisation: Solitary (Unique in the Undercity).

Advancement: —.

A recent immigrant to the Undercity, the Wurdolak is an ancient demonic entity that has fed on the soul of humanity for ten thousand years. A creature of death, the Wurdolak consumes the negative emotions provoked by human conflict and has been responsible for many of Earth's most bloody wars during its long existence. The Wurdolak is a formless, invisible spirit that requires a human body to survive, but unlike most possessing demons, it will completely subvert its host, pushing out the soul and effectively 'killing' the original personality. Growing bored with the feeble sustenance it obtained from the superstitious peasants of its home in Transylvania, the monster decided to move to more fruitful pastures. Stealing the body of a young girl, the Wurdolak arrived in Mega-City One among a group of asylum seekers.



Unfortunately, the 'superstitious peasants' that the creature held in such contempt had ways of recognising their ancient enemy and knew of its weaknesses – fire and silver. The Wurdolak adopted its terrifying demonic form but was still forced to flee, seeking a weak-willed human whose body it could take for its own. Unfortunately for the Wurdolak, the first person it met was Judge Dredd, whose will was stronger than iron. With the assistance of Psi-judge Karyn, the formidable demon was defeated and its body was destroyed, but its spirit form managed to survive. With its last ebbs of power, it found its way into the Undercity and possessed the body of a deep troggie, where it remains, recovering its power reserves until the day it emerges back into the light.

Combat

The Wurdolak has lived among humanity for millennia and is a highly skilled tactician. It is highly persuasive and manipulative, able to persuade whole armies to fight on its behalf without ever revealing its true self.

Improved Possession: The Wurdolak has an incredibly strong will and specialises in possessing the weak willed. Any creature attempting to resist the Wurdolak possessing them suffers a -4 penalty to their Will save. Additionally, any individual possessed by the Wurdolak is effectively killed – even a successful exorcism will leave nothing but a mindless vegetable. Demonic possession is detailed in *The Rookie's Guide to Psi Talent*.

Psychic Entity: The Wurdolak is a psychic entity and so is immune to mind-influencing effects, poison, paralysis, stunning and disease. It is not subject to Arrest checks, critical hits, called shots, subdual damage, ability damage, energy drain or death from massive damage. In addition, it suffers double damage from fire and silver weapons.

Shapeshifter: A human body possessed by the Wurdolak is capable of assuming two forms – a normal human, and a terrifying demonic creature. The human form retains the original appearance and statistics of the host creature, including any weapons and attacks the original character possessed, whereas the demonic form uses the above template. The wurdolak's true form is a shapeless, ectoplasmic shadow. This form is invulnerable to all

attacks but cannot survive without a host for longer than half an hour.

Xenomorph

Large Creature

Hit Dice: 10d12 + 40 (105 hp).

Initiative: +8 (+4 Dex, +4 Improved Initiative).

Speed: 40 ft.

DV: 24 (+14 Reflex).

Damage Reduction: 16 (exoskeleton).

Attacks: 2 Claws +16/+11 melee, bite +15/+10 melee, tail lash +15/+10 melee.

Damage: Claw 1d10+7/8, bite 2d4+5/12, tail lash 2d6/4.

Face/Reach: 8ft. by 8 ft./8ft.

Special Qualities: Acidic blood, blindsight 360 ft.

Saves: Fort +11, Ref +14, Will +7.

Abilities: Str 20, Dex 24, Con 18, Int 4, Wis 10, Cha 2.

Skills: Balance +12, Climb +16, Jump +10.

Feats: Improved Initiative, Multiattack, Weapon Focus (claw), Weapon Specialisation (claw).

Climate/Terrain: The Undercity, deep space

Organisation: Solitary or Swarm (5 – 50).

Advancement: 11 – 12 HD (large), 13 – 15 HD (huge).

A species of vicious alien monsters introduced into the Undercity by Mister Bones early in 2125, the xenomorphs are lethal predators that are a major danger to all life that they encounter. Smuggled in as eggs, the xenomorphs were intended to form part of an unstoppable attack on the Grand Hall of Justice. If the assault had been successful, the heart would have been torn from the Justice Department and chaos would have ruled on the streets of Mega-City One, but fortunately Bones was forced to launch his attack earlier than he had planned. The judges, led by Judge Dredd and aided by a squad of Mechanismo robots, successfully managed to eradicate the xenomorph colony (although a volcano was unleashed in the process!), but the xenomorphs proved very difficult to kill. There is always the danger that the creatures will re-emerge in the future to threaten both the Undercity and the Mega-City.



Xenomorphs are so alien that they do not fit into any normal category – they have characteristics similar to insects, reptiles, mammals and even fish, although they physically resemble a combination of insect and crustacean. The creatures possess a unique parasitic birthing process. Small, spider-like creatures, known as incubi, hatch from eggs and impregnate the nearest creature, dying shortly afterwards. The impregnated creature carries the embryo for several hours, before a snake-like creature (an ophidious) literally bursts from their body. This creature matures into an adult within a few hours. Standing approximately nine-foot tall, the adult xenomorph is a biped that has a huge, elongated head that lacks any features apart from a massive maw. A thick, segmented metallic-looking exoskeleton provides a massive degree of protection against all but the heaviest weapons. The creature possesses a formidable collection of natural weapons, but fortunately has no capacity for attacking at a distance.

Combat

Xenomorphs are cunning and merciless opponents. The creature is unconcerned with its own welfare and will continue to fight until either it or its opponent is destroyed. It attacks ferociously, concentrating on causing the maximum amount of damage in the shortest amount of time.

Acidic Blood: An extremely powerful corrosive fluid runs through the xenomorphs veins. This forms the creature's last line of defence – if wounded, the 'blood'

splashes out, causing massive damage to the attacker and burning through the surrounding terrain. One xenomorph, thrown from a zoom train, landed on City Bottom and the resultant acid splash melted a 20-foot radius hole right into the Undercity. Any damaging attack on a xenomorph will unleash a spray of acid, which automatically hits any character in the vicinity unless they make a successful *Reflex* save (DC 15) to avoid the spray. Acid damage causes 2d8 points of damage in the first round and continues to react for 2d6 rounds, causing a further 2d8 damage every round unless it is somehow nullified. The acid also chews through armour, rendering it useless – for every round the acid is in effect the victim permanently loses one point from their Damage Resistance. Xenomorphs are not affected by their own acidic blood, and have DR 25 against other chemical attacks.

Blindsight: A xenomorph does not appear to possess conventional senses as humans understand them, instead relying on a form of extra-sensory perception. This is unhindered by visibility conditions. A xenomorph is able to locate all objects and creatures within a 360 ft. radius. In addition, a xenomorph does not need to make Spot or Listen checks to notice their prey.

Undercity Characters

Grubby Smells - Undercity Guide

Citizen 3

Hit Dice: 3d6 + 3 (13hp).

Initiative: +2.

Speed: 30 ft.

DV: 13 (Reflex +3).

Damage Reduction: 2 (dredge cloak).

Attacks: +2 harpoon melee, or +5 harpoon ranged.

Damage: 1d6-1/3 harpoon.

Face/Reach: 5 ft. by 5 ft. / 5 ft.

Special Attacks: n/a.

Special Qualities: Prior-Life: Undercity Dweller (dredger); Darkvision 30ft., Light Sensitive.

Saves: Fort +2, Ref +3, Will +2.

Abilities: Str 8, Dex 15, Con 12, Int 7, Wis 13, Cha 5.

Skills: Climb +2, Hide +8, Jump +2, Knowledge (undercity) +6, Listen +5, Move Silently +7, Search +3, Spot +5, Wilderness Lore +9.

Feats: Alertness, Skill Focus (Knowledge - undercity), Skill Focus (Wilderness Lore), Weapon Focus (harpoon).

Climate/Terrain: Big Smelly, Philadelphian Tunnels or City Bottom.

Equipment: Dredge cloak (DR 2, Electrical Resistance 4, Chemical Resistance 8), harpoon, roughly 30 creds spread around his foetid body.

Grubby Smells is exactly how he sounds – dirty, disgusting and generally foul. He's also the best guide for the Undercity you'll ever find, and he can be found scraping around City Bottom if you care to look. People are often surprised to find that Grubby is actually human, even though he grew up in a dredger tribe on the banks of the Big Smelly.

He maintains a precarious existence between the two world of the Undercity and Mega-City One. Not very strong or very bright, Grubby has nevertheless acted as guide to several troggies rising to City Bottom, perps

escaping to the Undercity and judges chasing the perps (sometimes all three in the same day). In other words, he is as trustworthy as a snake – but Undercity guides are few and far between, so Grubby always ends up scraping a living somehow.

Judge Prager - Grey Werewolf

Street Judge 12/Undercity Long Walk Judge 8

Hit Dice: 22d12 + 72 (215 hp, or 259 in wolf form).

Initiative: +6 (Improved Initiative), or +8 in wolf form.

Speed: 30 ft.

DV: 29 (Reflex +19).

Damage Reduction: 5 (torn uniform), or 4 (natural armour in wolf form).

Attacks: +21/+16/+11/+6 melee, or 22/+17/+12/+7 ranged (or melee in wolf form).

Damage: 1d6+1/0 daystick or Lawgiver when humanoid, 1d8/6 bite or 1d6/4 claw in wolf form.

Face/Reach: 5 ft. by 5 ft. / 5 ft.

Special Attacks: Infectious Bite.

Special Qualities: Darkvision 60 ft, Light Sensitive.

Saves*: Fort +20 (+22), Ref +19, Will +19 (+21).

Abilities*: Str 13 (15), Dex 14 (18), Con 16 (20), Int 13 (5), Wis 13, Cha 6.

Skills*: Balance +9 (+11), Bluff +0 (n/a), Climb +9 (+10), Computer Use +3 (n/a), Concentration +13 (+11), Drive +4 (n/a), Hide +6 (+8), Intimidate +10, Jump +9 (+10), Knowledge (law) +7 (n/a), Knowledge (undercity) +11 (n/a), Listen +15 (+17), Medical +8 (n/a), Move Silently +8 (+10), Pilot +6 (n/a), Ride +4 (n/a), Search +11 (+13), Sense Motive +6, Spot +11 (+13), Streetwise +9, Swim +6 (+7), Technical +4 (n/a), Wilderness Lore +12.

Feats:** Alertness, Blind-Fight, Combat Reflexes, Dodge, Endurance, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Recovery, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Mobility, Nerves of Steel, Point Blank Shot, Quick Draw, Sixth Sense, Skill Focus (Wilderness Lore), Toughness x2, Track.

Climate/Terrain: The Undercity.

Equipment: High-powered flashlight, Lawgiver (silenced), 2 Lawgiver magazines, judge bodysuit uniform (tattered) – DR 5, Electrical Resistance 3, boot knife, daystick, medipack, pollution meter, antique shotgun, 36 crud shotgun rounds.

* Numbers in parentheses are for Prager's wolf form.

** Prager loses the use of all feats except Improved Initiative when in wolf form.

Judge Prager descended into the Undercity over 20 years ago, given an honourable send-off by his fellow judges as he took the Long Walk – and the great Undercity Gates were locked behind him. After a foray with Judge Dredd some years later (during which he saved Dredd, who had become infected with lycanthropy) Prager returned once again to his new home. Over the last few decades memories of Prager gradually faded; all assumed the highly capable judge had died down in the noisome depths. Even Judge Dredd, who held Prager in high esteem, thought he had perished.

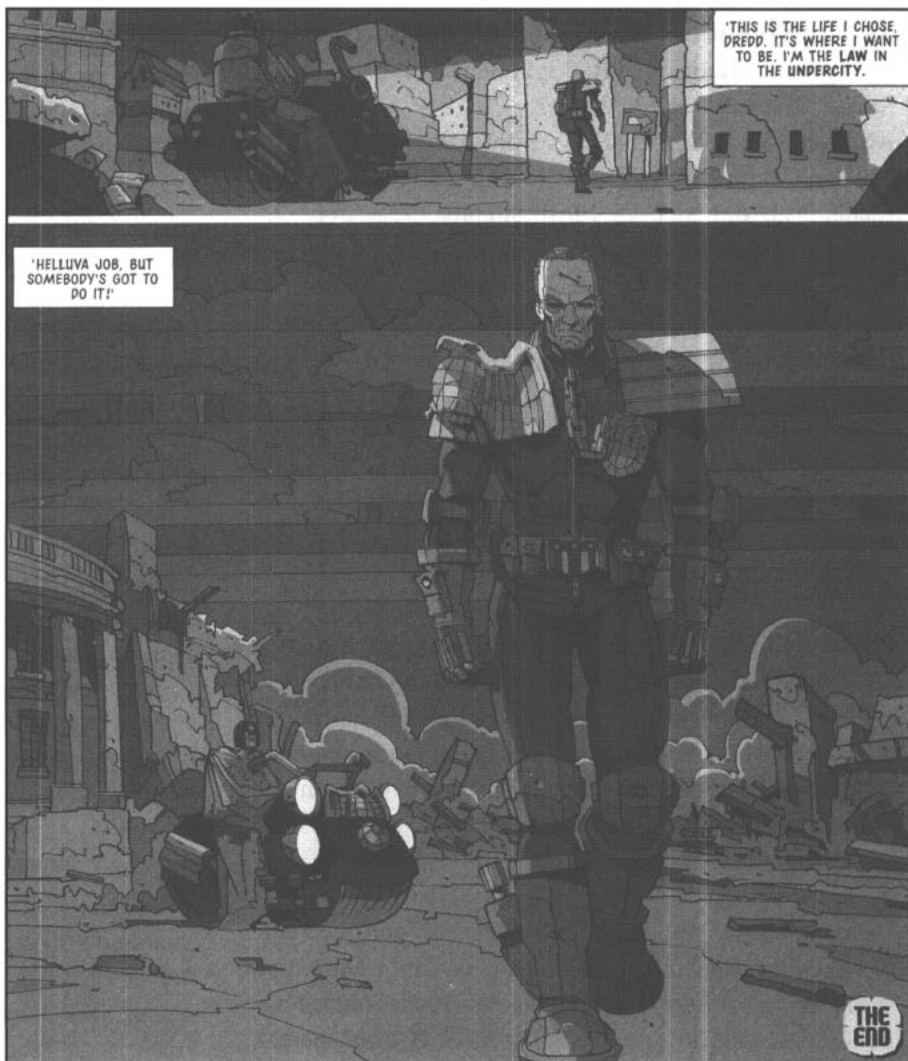
They were wrong.

Prager returned bloody, beaten and aged, demanding fresh ammunition to continue his long mission down below – bringing the Law to the Lawless! Despite being offered special dispensation to remain, he insisted on returning to the Undercity. Prager had contracted a form of lycanthropy and could barely restrain himself from murder whilst above ground. Having discovered the plots of Mister Bones in the White House, Prager returned to deal with his threat, Dredd once again aiding him in quashing an incited troggie uprising. Once again, Dredd offered to take him home, but Prager insisted that the

Undercity was now his home – and his mission remained the same as ever.

Prager continues to patrol the Undercity, and can be encountered anywhere in down below. Prager has iron self-control and will probably not attack judges or apparently innocent citizens even when in wolf form. He can be an invaluable aid for anyone lost in the Undercity, as he is still mostly human – even if he is now a werewolf during full moon.

He will also not generally ask others to help him as he is far tougher and stronger than nearly all Undercity denizens. All dwellers in the dark give a wide berth to the werewolf if they can manage it, though the Gridiron would love to get their hands on the wily old judge, in order to harvest his blood to create their own werewolf shock troops...





THE UNDERCITY

The average citizen of Mega-City One regards the subterranean Undercity as an urban myth. Every juve who attends the MegaSchools knows that Mega-City One was built on top of the east coast of the former United States of America, engulfing old cities with strange and exotic names such as 'Washington DC' or 'New York City'. Eld-shelter residents may retain vague memories of these semi-mythical places. Only a few citizens know that the landscapes of pre-war America continue to stand in the cold darkness beneath City Bottom, a subterranean mausoleum preserving these archaic structures for all time.

In the constant darkness of the buried cities a new civilisation has developed. Almost completely cut off from human progress and sunlight, mankind has been forced to rapidly adapt to life in the shadows. A mutant strain has developed, producing squat, twisted creatures capable of seeing in absolute darkness - troggies. Vicious criminals fleeing from the judges locate cracks in City Bottom and make a bid for freedom down below. Cursed Earth mutants avoid their harsh environment by chipping at Mega-City One's foundations until they can enter the Undercity.

Inside You Will Find:

History: From the semi-mythical beginnings of the Undercity in New York, to the swallowing of Philadelphia and Washington DC, to the grim reality of today. Discover all the catastrophes and developments that have been inflicted upon the Undercity by the surface world - and also the terrible revenges they enacted in return...

Ecology: All the flora and fauna that can be found far below Mega-City One's pavement, from essential glowmoss to the unstable currency piggy-gas.

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