



# Death Race: **FURY ROAD**



# Death Race: Fury Road

"Money won is twice as sweet as money earned."

## *The Color of Money*

What is Death Race: Fury Road? It's a post-apocalyptic gonzo competition to see who's best and who can survive. These quarterly races are organized by a collective of evil wizards who rule from the comfort of their underground base known as The Hive.

The planet is named Chog-dath Major. It has one thing going for it - humanoids from all over the galaxy come here to challenge each other and see who can make it across the finish line in one piece.

Chog-dath Major used to be a lush and pleasant world until its environment was raped by the mega-corporations nearly a century ago. Shortly after, the wizard collective took over and it's been home to the death races ever since.

Fortunes have been won and lost on "the Chog" and all manner of betting, side-betting, dirty tricks, and weird shit takes place in this nuclear fallout desert hellscape.

This product is meant to be used with either *Crimson Dragon Slayer* or *Alpha Blue*. However, the stand-alone nature of these random tables allows it to be used with virtually any roleplaying game.

**'You're swerving  
through the  
Great Canyon  
of Meenash  
when...'**

## WHY RACE?

Sometimes there's a clear reason for participating in the Death Race. Other times, it's as clear as the red mud of Chog-dath Major. The random table below will determine the motivation for individual racers.

Roll	Result
1	Someone dared you to compete
2	You are a slave and didn't have a choice
3	You desperately need the money
4	Racing will cancel your debts
5	You are a thrill-seeker
6	You are bat-shit crazy
7	It's either compete in the race or 10 years on a penal colony
8	You aren't from around here and signed up by accident
9	You are interested in death, not the race... possibly looking to settle an old score
10	You have only a short time to live and... why not?
11	You're doing it to impress a girl
12	This is some kind of initiation where you come from

## WIN, PLACE, OR SHOW

Beyond survival, winning is the goal of Death Race: Fury Road. There are actually three categories of winner. The racer who "wins" comes in first. The racer who "places" comes in second. The racer who "shows" comes in third.

Assuming a racer doesn't get killed, roll a d20 to see where he ranks. For instance, if you roll a 5, that player's racer comes in 5th.

## PLACE YOUR BETS

If a wager is made on a racer to win, the individual who placed that bet receives three times the amount wagered, assuming the racer comes in 1st. If a wager is made on a racer to place, the individual who placed that bet receives double the amount wagered, assuming the racer comes in either 1st or 2nd. If a wager is made on a racer to show, the



individual who placed that bet receives one and a half times the amount wagered, assuming the racer comes in 1st, 2nd, or 3rd.

For every other kind of wager, assume the payout is one and a half times the bet.

However, people bet on all kinds of things. Roll 1d4-1 for each participant in the race. This result determines how many bets are made upon a specific racer. The random table below determines what a Death Race spectator is betting on.

Of course, players (the racers themselves) can bet on themselves or other competitors.

### THE WAGER

Roll	Result
1	Someone is betting that you die
2	Someone is betting that you come in last place
3	Someone is betting that you don't win, place, or show
4	Someone is betting that you "show"
5	Someone is betting that you "place"
6	Someone is betting that you "win"
7	Someone is betting that you get laid
8	Someone is betting that you get at least one kill during the race
9	Someone is betting that you survive
10	Someone is betting that you won't finish the race, but that you also don't die (knocked unconscious, fell into a portal, etc.)
11	Someone is betting that you'll have the highest score of this particular race
12	Someone is betting that you'll have the lowest score of this particular race

### WHAT IS BEING WAGERED?

Roll	Result
1	Humanoid slaves
2	Gold
3	Credits
4	Magic items
5	Blue crystal
6	Gems and precious stones

### SETTING TRAPS, AMBUSHING, AND TRYING TO KILL THE COMPETITION

On their turn and after their d100 roll, death racers can attempt to waylay a competitor... and there's a random table for that!

Death racers aren't given weapons (aside from the death machines themselves), so if you pick up a weapon on the road, it gives you a +1 to the d4 table below.

Each time you're attacked by opponents carrying one or more weapons, there's a 2 in 6 chance that you're able to take it off them and use it throughout the rest of the race.

### TRAP, AMBUSH, KILL

Roll	Result
1	It goes horribly awry and the person attempting to trap/ambush/kill dies
2	It goes badly and the person attempting to trap/ambush/kill has to roll a saving throw
3	No harm, no foul
4	It's successful (to some degree), target must roll a saving throw
5	The target is killed outright, no saving throw required

**'You are hit in the face by...'**









## HOW IT WORKS

Pick a player to go first. He rolls and then the person to his left rolls and then the person to his left rolls, etc. until it comes back to the original player who makes his second roll and so on.

Shorter races (with a minimum of lethality) are only three 1d100 rolls long. Medium races are usually five rolls. Longer races can go up to seven 1d100 rolls, but Kort'thal's Publishing does not advise putting beloved PCs through a gonzo meat-grinder of such length.

At the end of the race, those who are still conscious, alive, and on Fury Road roll a d20 to find out how quickly they made it to the finish line. The player who rolls a "1" is first. The player who rolls a "2" places. The player who rolls a "3" shows. Everyone else is somewhere behind those three. Those rolling a natural "20" came in dead last. If multiple players win, place, show, or came in last, they tied for that position.

## SCORING

There's more to it than crossing the finish line before everyone else. Death Race: Fury Road has several ways of earning points. Sometimes, a high score is better than a "win." It depends on the race and whatever victory conditions the patrons have determined ahead of time.

Situation	Points
Surviving an encounter where your life is not on the line:	1 point
Surviving an encounter where your life is on the line:	3 points
Being knocked unconscious:	-2 points
Having sex:	5 points
Killing a competitor:	2 points
Extra-dimensional travel:	1 point
Destroying the planet:	-10 points



## THE OTHER KIND OF SCORING

Yeah, you can get laid during the race. It's even worth a fair amount of points. Optional rule: each time you have sex, it gives you the opportunity to re-roll a single die.

Of course, a few ingredients are required before sex can happen. Obviously, girls (or guys) need to be around. They also need to be either horny or into you.

Since the Death Race: Fury Road is meant to be utilized without extraneous roleplaying, we'll turn it into a simple roll. All things considered, there's a 2 in 6 chance of making it happen. However, if an NPC is DTF (down to fuck), there's a 5 in 6 chance of sex occurring.

By the way, each time a racer has sex on Fury Road, it takes up valuable time. Racers who've gotten laid get disadvantage on their d20 roll to finish the race. That means they have to roll 2d20 and take the worst (highest) roll.

## EVENT/ENCOUNTER/HAZARD

Roll	Result
1	Your engine goes nuclear. Not only are you vaporized, but the player rolling after you must roll a Saving Throw!
2	A group of drug and rage fueled leather-clad middle aged club kids are racing behind you in a graffiti covered minivan. They're swinging melee weapons decorated with feathers and glow sticks. As they start to catch up to your vehicle you can hear them chanting over the roar of their engines, "Just one fix!" They attack. (Roll a Saving Throw)
3	As you roar passed a quiet farm in the middle of nowhere, the barn suddenly blasts open and ten chromed-out Harley Davidson bikes come charging out. The drivers look pinkish and misshapen, like their flesh was left in a microwave far too long. They're out for blood. (Roll a Saving Throw)
4	Your guidance system is wonky, sending you out in the opposite direction. (Roll again and then one additional time for this race)
5	A school bus broke down on the side of the road up ahead. There is a large group of curvy nuns dressed in cleavage-revealing habits getting all kinds of sudsy as they wash cars for cash. As you get closer some of them try to flag you down, others are flashing you. The side of the bus says "Zuul's training school for wayward girls." (Stopping for sex gives you disadvantage at the end of the race – roll 2d20 and take the worst roll as your result)
6	You follow a twisty road through a dense forest and suddenly see trees falling on one side of the road ahead. A small but very fast white sports car with a black 5 painted on the hood comes dashing out across the road, the buzz saw blades on the bumper cutting and knocking down small trees as it makes its own short cut through this forest. The buzz saw vehicle turns its attention to you. (Roll a Saving Throw)
7	Passing a shot up billboard saying "WORLD'S LARGEST BALL OF STRING, 2 MILES AHEAD" you are suddenly under fire from a large group of hillbillies with shot guns. As you look in your rear-view mirror, you can see they have captured a few of your fellow racers. They have them wearing pig masks with collars and leashes. (Every other player rolls 1d6. Those with a result of "1" have been captured and on their turn must roll another 1d6 with a result of "6" to get free)
8	The road ahead of you is filled with large holes, some 10-feet across. As you slow down to navigate through, giant gophers armed with golf clubs pop out and run towards your car. (Roll a Saving Throw)
9	A group of friendly long haul truckers let you join their convoy. The next few hours are smooth driving as the areas you pass through know better than to mess with them. (You get to ignore the next unfavorable roll)
10	The makers of Vintage Demon Laser Sleaze have just come out with a new flavor - espresso enema & banana! In fact, this new taste sensation is debuting at the races today. Unfortunately, it's giving people digestive troubles. And by "digestive troubles," I mean ebola. Fast-acting ebola that only takes 20 minutes to mature. Perhaps you shouldn't have ordered a triple right before the race. (There's only a 1 in 4 chance you survive)



11	Miskatonic malfunction: The warp-drive of your vehicle overheats, melting the safety valve. It blows the warp beyond the fourth dimension, providing an opportunity for a slimy, tentacled entity to slip into this reality. (Roll on the Saving Throw table)
12	You are engulfed in black smoke as your rubber melts. (The player rolling after you has a 2 in 6 chance of wiping out – he must roll on the Saving Throw table)
13	White Knuckle Paradise: The gods of combustion reward you. Your demolished vehicle demands blood. You must commit a homicide immediately or be consumed in flame as you are raised up to Valhalla.
14	Black Sunshine: Your desire for performance is pure death (I've no idea what that means but it sounds cool). You automatically succeed at your next maneuver.
15	Jesus Built my Hotrod: You have jammed the throttle from here to eternity and your breaks have failed. Only a collision or wipe out will stop this machine. Your speed increases incrementally until you reach the Forbidden Zone. (1 in 4 chance of not drowning/burning in a lake of fire)
16	Foreboding in the Vast Landscape: Ambushed! Cannibal mutants demand your flesh. (2 in 6 chance of being captured and eaten)
17	You didn't realize how much lube was still on your hands when you took the wheel. Your hands are sliding all around. (3 in 4 chance of wiping out. If you wipe out, roll a Saving Throw)
18	Spiked wheel comes off, slowing you down vehicle but with a chance of the tire hitting and damaging a second vehicle. (Everyone, including the current racer, roll 1d6. If the result is a "1," you have to roll a Saving Throw)
19	Making a deep run into the ultra zone, you come face to face with a vagina whale sand worm. It attempts to swallow you whole. (Roll on the Saving Throw table)
20	Listen to the Sirens: Burning slagheap ahead. There's a man waving a flag, directing you to a diversion through the forbidden zone. (1 in 4 chance of global thermonuclear war. In such an outcome, everybody dies!)
21	You came down hard, shattering the plexiglass ceiling on one of those domed cities. (Roll a Saving Throw)
22	As you rounded Dead Mutant Pass, a lizardman cyber-scorpion takes a pot-shot at you. (Roll a Saving Throw)
23	Incendiary caltrops! You swerve to avoid them, but it's too late... (2 in 6 chance your vehicle blows up and you have to walk to the electro-fence to greet your 1d4 fans)
24	You come to a fork in the road. The left path jumps over a pool of molten lava (2 in 6 chance of falling into it and immediately dying). The right path looks like it could be an ambush (3 in 4 chance of being waylaid by kangaroo turtle mutants carrying machine guns – roll a Saving Throw).
25	You're swerving through the Great Canyon of Meenosh when... falling rocks! A boulder the size of the broken moon comes crashing down. (Roll a Saving Throw)
26	An assassin droid named Eighty-G's is hiding behind some desert brush with its ion cannon set to "annihilate." Just as you clear Devil's Ridge, it aims and fires. (3 in 4 chance of death)
27	Fans like to watch the action from a vid-screen; however, some like to get up close and personal. Several girls flash their tits as you descend into the infamous Red Kraytor Gulch. (These fans are DTF)
28	Debris from a meteor shower cracks your windshield, slowing you down. (Roll an additional event/encounter/hazard)
29	Inside the glove box you find a loaded Walther PPK handgun, 10 bullets are in the clip.
30	Your favorite heavy metal song comes on the radio, and it gets you all fired up. (You get to ignore the next non-favorable roll)



31	This tricky terrain has a lot of winding maze-like roads. Fans in the first row, behind the electro-fence, flash their tits (2 in 6 chance of a wipe out, taking an automatic #3 on the Saving Throw table. However, these girls are also DTF)
32	Underneath the driver's seat, you find a sawed-off shotgun loaded with two shotgun shells.
33	You take a detour through a series of subterranean tunnels, discovering an old train station. The mosaic tiles spell out Queensboro Plaza. My God, this is Earth!?!)
34	An enormous stone head flies overhead, mouth open, asking why you aren't wearing the red bandolier mankini it bought for you last Christmas.
35	Bounty hunters have finally caught up to you on Chog-dath Major. They're lying in wait, hoping to ambush you over Dead Man's Pass. (Roll a Saving Throw)
36	You cruise through a violet cloud of radiation and mutate. (Roll on the mutation table in <i>Alpha Blue</i> , page 15)
37	A humanoid mutant with an elongated head jumps down on your vehicle. He's wielding a spiked laser chain! (Roll a Saving Throw)
38	Before the race even started, the wizard Kal-tech decided to influence the race with his magic. Everyone in the race must roll 1d6, those with a result of "1" suddenly vanish into a mysterious jade mist.
39	A gargantuan thing living beneath the desert sands stretches its tentacles out to grab food which is slowly digested over the course of a thousand years. (Roll a Saving Throw)
40	A Tyrannosaurus Rex tramples the puny trees as it wanders around the Lost City, looking for either food or amusement. The sound of your engine alerts the dinosaur to your presence. Its tiny arms waving hysterically distract you as the T-Rex's unearthly maw opens wide. (Roll a Saving Throw)
41	The after burn of your vehicle is going super nova. Unless you can cool it down, the core will implode – taking you with it. You dive into a nearby body of water – where a giant squid with the face of a man attacks! (Roll a Saving Throw)
42	Around the next bend in the road, you see a nun and mutant with red, boil-covered skin. They are wearing gas masks. Is the air safe to breathe around here? Probably not. (Roll a d4... if you roll a "1," your lungs instantaneously corrode and you die. If you roll a "2" or "3," you start coughing up blood and get extremely dizzy – the next time you roll a Saving Throw, count the result as one lower than what you rolled. If you roll a "4," you got lucky – no adverse effects)
43	Twisted metal everywhere! You swerve past the wreckage of previous races. Looks like a dozen or so vehicles piled up, along with a school bus, murder van, and 18-wheeler semi.
44	A bunch of townies are scraping the tastiest looking roadkill and grilling it on the hood of a stainless-steel vehicle. A small sign reads, "Best BBQ on Chog-dath Major."
45	One of the local biker gangs has taken an interest in you. This group calls themselves Satan's Little Helpers and they're trying to run you off the road. (Roll a Saving Throw)
46	Your peripheral vision catches robed mutants with translucent skin praying to their golden god, some sort of rocket with Alpha and Omega glyphs on one of the wings. (1 in 6 chance the mutants feel antagonized enough to blow up the entire world... everyone dies)
47	Snipers wearing hazmat suits are shooting at you from the cliffs above. (Roll a Saving Throw)
48	A dozen small, thin robots run out of a cave just before an explosion comes from the interior. These robots are angry and fight to the death! (Roll a Saving Throw)
49	A massive floating purple ooze blocks out the 1d4 suns, darkening the sky. Its tentacles grab helpless victims and pop them into one of its many waiting mouths. (This encounter affects everyone in the race. Roll 1d4... on a result of "1," they're gobbled by the Purple Putrescence)



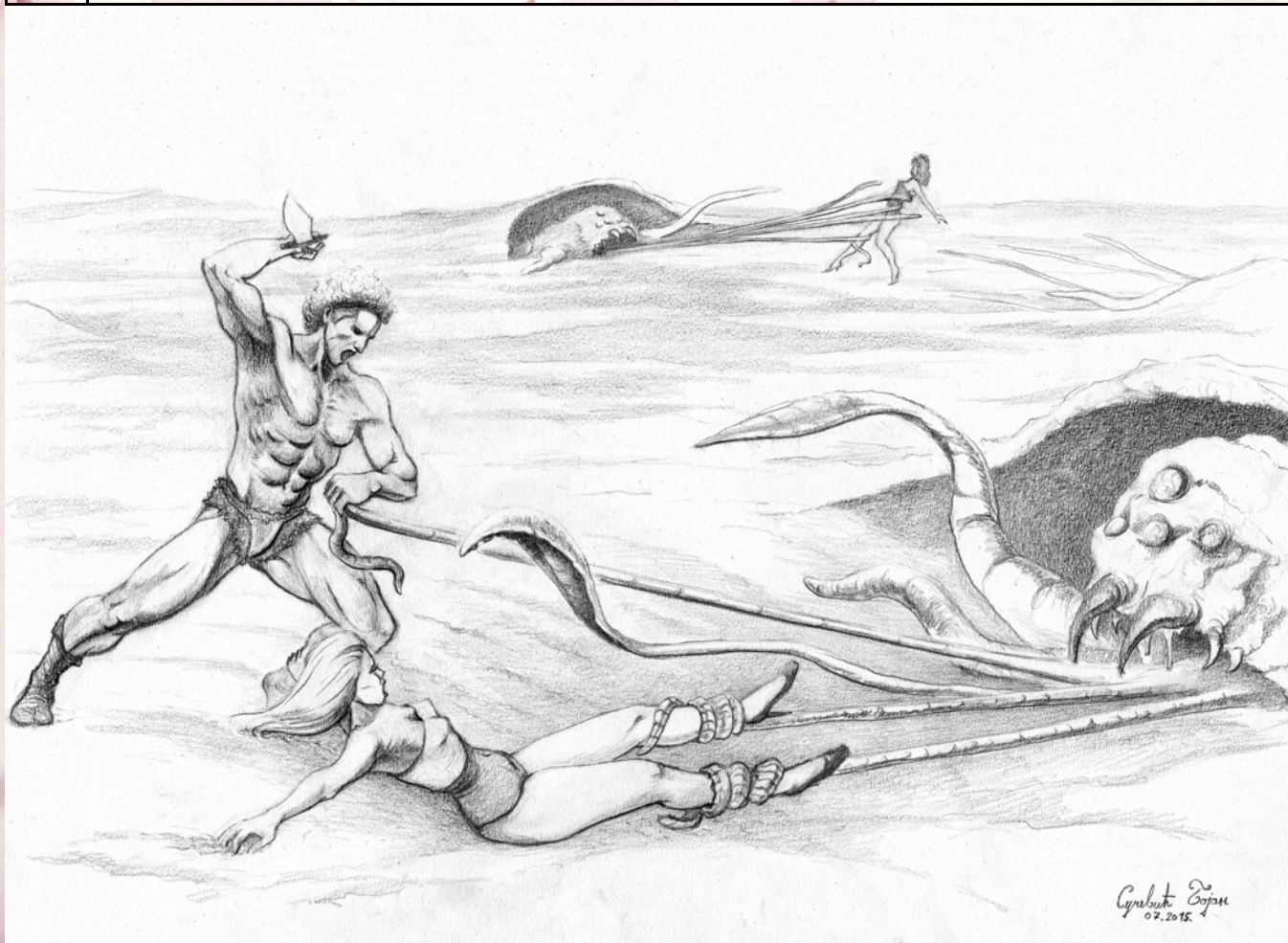
50	Several cultists are about to sacrifice a beautiful, naked woman upon a basalt altar encrusted with jewels. (Racer can either try to save her and get laid (she's very grateful and DTF) and roll a Saving Throw to fight off the enraged cultists... or pass on by without incident)
51	An ancient wizard rises from the grave to take his revenge! He died in a Death Race thirteen years ago. The wizard opens a portal to some hellish dimension surrounded by dead stars. (2 in 6 chance of being sucked through the gateway)
52	A giant mutated praying mantis is in the middle of the road, gnawing upon some poor racer as his flipped-over vehicle's wheels helplessly spin. (1 in 6 chance that an eye pops out and into your mouth. You puke all over yourself! No woman is DTF after seeing/smelling you)
53	A three-headed dragon with crimson scales quickly descends, breathing icy blue flame over the entire landscape. (2 in 6 chance of being frozen solid)
54	Your vehicle is leaking the high-octane spinal fluid you just poured into the tank before the race began. (2 in 6 chance of repairing the leak or else you're walking)
55	Crashing through several barricades, you find yourself rip-roaring on the set of The Bachelor. 25 young women in form-fitting cocktail dresses are shocked and amazed to see a death racer. 1d4 girls have been popping blue dreamers and are DTF.
56	Alien abduction! Flying saucers hover in the blue sky, beaming up humanoids for rigorous probing, one assumes. (2 in 6 chance of being zapped onto an alien ship)
57	Skull-faced, green-skinned aliens are filtering out of a flying saucer, blasting everyone with lasers! (Roll a Saving Throw)
58	Kalthalax, the demon slayer, appears as a mirage just above the asphalt – its black blade covered with infernal red runes that speak of demon resurrection! (1 in 4 chance of becoming possessed by the evil dead. 1 in 6 chance of being able to wield Kalthalax for the rest of this race)
59	Redneck zombies shamble onto Fury Road, seemingly daring death racers to hit them with their vehicles of destruction. (1 in 6 chance of becoming infected with zombie virus as they splatter and bite oncoming racers)
60	Night approaches and the masked raiders of N'kai wander near the Raven Turnpike. They're cannibals with energy swords. (2 in 6 chance of being sliced, diced, and eaten)
61	You've stumbled into a warzone between anthropomorphic fruit and candy. (1 in 4 chance of being killed with either a pineapple grenade or gummy worm detonator)
62	You discover that Fury Road seems to run straight through an Aztec temple filled with reptilian vampires. It's not quite dawn. (If you wait, you'll be in last place. If you forge ahead, there's a 2 in 6 chance of having all your blood drained from your corpse)
63	Slime from the stars drips down the pallid sky, polluting reality itself with streams of nightmarish bluish-green black. The slime from the stars oozes towards you, opening up like an amorphous flower of darkness. (2 in 6 chance of being absorbed and your consciousness annihilated)
64	You pass by a Pizza Pit and just can't help yourself – 4 slices of pepperoni and a large Mountain Dew (with free refill) later, you climb back on your death machine and ride for the finish line. (Disadvantage on your finishing the race d20 roll)
65	You fall through a crack in the planet's crust, realizing that this world is hollow and all manner of weird flora and fauna exist down below. (Disadvantage on your finishing the race d20 roll. 1 in 4 chance of encountering a gigantic, carnivorous lizard – roll on the Saving Throw table)
66	You come to a strange cavern with a stream. There's a yellow raft that will take you down the rapids. (If you take the raft, there will be a waterfall opening into a dimensional mist, taking you to a bizarre universe of unexpected, psychedelic delights. There's a 2 in 6 chance that you can find your way back. If you ignore the raft and rapids, roll on this d100 table again)



67	The race continues on the outskirts of a graveyard. Monsters languidly creep out of a nearby mausoleum, trying to kill you. The creatures consist of the wolfman, Frankenstein's monster, the mummy, and Count Dracula! (2 in 6 chance of being killed)
68	Barreling down the road, you notice a blue light teleporting humanoids off-world. Those people who haven't yet been beamed away are excitedly whooping and hollering, eager to get back to Alpha Blue, the space station brothel. (If a racer decides to spend some time on Alpha Blue, he will get laid. However, he'll also come in last place... assuming he comes back at all)
69	In front of you is a shimmering distortion in the air and a shiny demon appears! He demands you rock his shiny socks off or be destroyed. (2 in 6 chance that you're metal enough to accept his challenge and triumph)
70	The hard drive of your death machine is taken over by cyber-men. They force you to crash into the ruins of a demolished city. (2 in 6 chance of some horrible mutated thing slithering out of the irradiated shadows to dissolve your flesh with its mind)
71	The Flesh Sentinels appear before you, offering the cube of yearning. If you accept it, roll 1d4... (1) a pale female with her eyes removed is offered (DTF), (2) a male with tongue removed is offered (DTF), (3) you are taken to another dimension of pain and pleasure, (4) the Flesh Sentinels demand your genitals (Roll a Saving Throw)
72	Bastards! Up ahead a steel gantry spans the roadway. You can see people milling about on top of it, but it's too late to stop and they hurl stuff off as you pass under it. You are hit in the face by... 1) a brick (Roll a Saving Throw), 2) a mammoth-sized, rubber dildo (Roll a Saving Throw and give yourself one result higher than whatever you rolled), 3-4) lace underwear (soiled) - a waft of pheromone so powerful you stop immediately and go looking for action. (Only a 1 in 4 chance of finding any and you get disadvantage on your finishing the race roll)
73	Crashing through a Purple Prizm advertisement board on the side of the road, you see a dwarf on an armor-clad death machine. He wears a black leather thong (with his fiery orange beard tucked into the top), Kaiser-style spiked helmet and aviator shades. He bellows "Wooooooooo hooooooooo!" as the speakers on the front of his bike belt out the Dukes of Hazzard horn sound. He slips you the finger and farts the most noxious smell you have ever had the misfortune of nasally-tasting. (1 in 4 chance of passing out, crashing, and having the laser-vultures pick at your meager bones)
74	Disco fever! You crash into a nightclub from the 1970s. There's a lit-up, rainbow checkerboard floor filled with drunk and drugged-out dancers wearing revealing clothing as glittering mirrored balls float in the air above. Syncopated electronic drums and synthesized bass blare unmercifully. They seem oblivious to everything but dancing.
75	Rift in the time-space continuum! An alternate version of you appears on the race track. It is an exact copy of you and your vehicle, but with one or two slight differences, due to taking an alternative decision in the past. However, there can be only one! (2 in 6 chance that your doppelganger kills you)
76	Some big bastard wearing black leather ass-less chaps, feathers, and a towering pink mohawk leaps from his vehicle onto yours. He wields a vibro morning-star. (Roll a Saving Throw)
77	You black out and have a vision of tentacles reaching down from above. The tentacles pick up something that you can't quite make out. You hear screams as the tentacles crush the object. When you regain your vision, a crumpled vehicle of one of the other racers falls in front of you. (Randomly roll to determine who died)
78	Speeding past the Canyon of Doom, you come across the entrance to a dungeon. (If the dungeon is explored, racer gets disadvantage on his finishing the race d20. However, he also acquires 1d4 x 1,000 gold pieces)
79	A diabolic super-computer attempts to hack the Death Race with its quantum annihilator. (Every death racer must roll a d6. If the result is a "1," he is wiped from existence.



80	You accidentally awoke a grizzly-snake. Its green, serpentine length wraps around your death machine as its bear-maw attempts to clamp down on your face. (Roll on the Saving Throw table)
81	You find yourself in Chinatown. Oriental wizards call down emerald lightning and fire with their Chinese black magic. (2 in 6 chance of being electrocuted and burned in the carnage)
82	In your rearview mirror, you see that a starship has crash landed in the wasteland. The ship is half-buried in the sand. Something green and glowing slithers out of it. (Racers investigating have a 1 in 4 chance of being offered mega-thrusters. Hook those up to your death machine and you reach the finish line in seconds. You're the official winner!)
83	Up ahead, you see dream police fighting the dream warriors in a pitched, no-holds barred battle to the death! Then you wake up... must have dozed off for a second there.
84	Two scanners (or are they monks from the purple islands?) are dueling it out in a burned-out factory that used to manufacture series 800 Terminators. (Racers have a 1 in 6 chance of getting their head exploded in the psionic crossfire)
85	Death-pods rain acid down from the sky! (Roll a d4... 1) your death machine melts, 2) you melt, 3) you find shelter, 4) your death machine is acid-proof)
86	Your vehicle begins to accelerate exponentially. Before there is a chance to collide with anything, you lose your corporeal form, becoming an entity consisting of pure consciousness. You look back to discover that you have out run reality itself. Soon, you leave this plane of existence for an even greater adventure in another universe.
87	Your vehicle runs out of fuel. (You have a 2 in 6 chance of hijacking another death machine – your chances go up to 4 in 6 if you've acquired a weapon)





88	Aquatic spider-humanoid mutants charge out of a bunker half-submerged in a lake of toxic sludge. They're firing automatic weapons and hate death racers! (Roll a Saving Throw)
89	Some post-apocalyptic cultist in crimson and gold robes carrying a staff adorned with shrunken heads is about to fade a beautiful and voluptuous woman with a pulse rifle. (Sticking around to fight the cult leader will get you the weapon and girl (she's DTF), but there's a 1 in 4 chance you won't survive the fight)
90	A spectral woman appears out of thin air and starts preforming fellatio (or cunnilingus) on you. (There's a 1 in 4 chance you wipe out – roll a Saving Throw. However, you can keep rolling a "3" result on the Saving Throw table for the rest of the race)
91	Some college boy got his science project from an old "area 51" military base. The device can bend space and time with electromagnetic waves of purple energy. (The racer who rolls after you gets attacked by dinosaurs as he's dealing with whatever encounter he rolled. He has a 1 in 4 chance being eaten by the dinosaur)
92	A pale, blonde woman with white eyes is walking her dog in the desert. Giant spiders tear a hole in reality, crawl up to her, and start eating her flesh. The spiders are looking for desert – you. (Roll a Saving Throw)
93	You see a bunch of Renaissance Faire youths hitchhiking. There's Eric the cavalier, Hank the ranger, Bobby the barbarian, Sheila the thief, Diana the acrobat, and Presto the magic-user. They're looking for a ride to someplace called Venger's mauve-veined, cyclopean tower of phallic wonder!
94	Several hooded figures have congregated in a circle of standing stones. You see them summon an unnameable thing from outside time and space. Its many tentacles search for victims. (Roll a Saving Throw)
95	Another death machine attempts to run you off the road. (Roll on the Saving Throw table)
96	Barrel drums full of toxic waste have fallen off the back of a truck. The impact causes a few of them to burst, spilling a glowing yellow-green liquid all over the desert. (You mutate – roll on the mutation table in <i>Alpha Blue</i> , page 15)
97	A red-headed biker chick is leaning against her death machine. She watches your approach. (Those who stop to get action have a 1 in 4 chance of being ambushed. Otherwise, she's DTF)
98	You see a man in ripped clothing and covered in dirt stumbling through the desert. Behind him is a portal of swirling orange light. (He's a time traveler and has brought one of the following with him... 1) dinosaurs, 2) mutants armed with lasers, 3) machine gun toting criminals from the 20th century, 4) giant crab-squids with acidic tentacles. In each case, roll a Saving Throw)
99	There's some kind of pool party with over a dozen hot girls walking around in bikinis. (2 in 6 chance of it being an illusion created by some hideous beast – roll a Saving Throw)
100	Nexus! Your death machine has accidentally ventured into a crossroads of time and space. Temporal distortion and alien worlds collide. Some kind of gargantuan beast, faceless with slimy black flesh, rises up from a nearby chasm. It moves like an insect on thousands of little legs, hastily eating a few humanoids. The beast senses you and unleashes a torrent of acid upon your death machine! (Roll a Saving Throw)

**‘The sound of the engine alerts the dinosaur to your presence.’**



## SAVING THROW

Instead of a traditional saving throw chart, table, or apparatus, I've decided to go with this here random table. Whenever a result asks you to roll a saving throw, you're going to roll on the table below. It will decide your fate.

### THIS SUXXX!

Roll	Result
1	Ok, I've got good news and bad news. Which do you want to hear first? Let's start with the good news – at least you went out in a blaze of glory!
2	You were thrown off your vehicle and barely survived with several cuts, bruises, cracked ribs and probably a broken arm or leg. You're also out cold and at zero Health. No more racing for you today.
3	Ouch! You lose half your Health, but keep going. If you get this result again, keep rolling until you get a result of either "1" or "2."
4	You lucked out, managing to escape relatively unscathed.

## CREDITS

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**‘Cannibal mutants  
demand your flesh.’**