

1

FOR OSR SYSTEMS

ARTIC WORLD



A Post-Apocalyptic Science-Fantasy Roleplaying 'Zine

By Vor the Eyeless

AFTER WORLD

A Post-Apocalyptic Science-Fantasy Roleplaying 'Zine for OSR Systems

ISSUE #1

**Written by: Vor the Eyeless
Illustrations by: Various Artists**

3. NOTES FOR DMs

4. JOURNAL ENTRY: FOUR-THOUSAND YEARS AFTER

5. AFTER WORLD MAP

7. NEW CLASSES

Pescling – The amphibious Halfling
O.R.C – The vat-grown super-soldier
Vampyre – The virus tainted Elf
Caróg – The crow-like Avian
Druid – The retribution seeking naturist
Mutant – The sullied of the Plagued Lands

15. MUTATIONS

23. TECH OF THE ANCIENTS

27. TWELVE ODD ARTIFACTS

28. TWENTY ARCANES ITEMS

30. INSPIRATIONAL MATERIAL

NOTES FOR DMS

After World was written to be compatible with most iterations of the 1981 edition of the World's Most Popular Role Playing Game, as well as its modern retroclones such as B/X Essentials, Labyrinth Lord, Swords & Wizardry and many others. Much of the content herein has been adapted from my homebrew post-apocalyptic RPG [Ruinations](#).

- If using a system with ascending armor class such as LoFP or BFRPG, use the following armor class ratings below:

Armor	Ascending AC	Descending AC
Unarmored	10	9
Leather	12	7
Chain	14	5
Plate	16	3
Shield	+1	-1

- Rødstones function no different than a standard spellbook; they are simply tangible items as opposed to arcane script. Spell preparation, memorization and casting all function as the traditional core rules dictate. For encumbrance purposes, rødstones are typically worn like jewelry and are non-encumbering.
- Clerics do not use rødstones, but instead pray each morning for their sacred gifts. These powers are bestowed from numerous gods and recorded in their personal books of scripture. These gods are limited only by the DM and may vary from true deities, to inter-dimensional entities, to rogue, sentient satellites floating above the After World.
- Radiation is a known threat in the After World, especially near the Plagued Lands. Treat radiation exposure as a save vs. Poison with variable levels of threat. After each full turn of radiation exposure (or immediately, if ingested), characters must make a successful save or suffer damage based on the Rad Level and acquire radiation sickness: an ongoing 1d6 HP damage and -1 STR per day until healed. Any character who survives and recovers from radiation sickness is subject to a 15% chance to develop a random mutation in 1d6 days.

Rad Level	Damage	Successful Saving Throw Effect
1	1d6	½ Damage, no sickness
2	2d6	½ Damage, no sickness
3	3d6	½ Damage, no sickness
4	4d6	½ Damage, no sickness
5	5d6	½ Damage, no sickness

FOUR THOUSAND YEARS AFTER

"Little by little, the world is piecing together what happened from tattered journals written in old tongues and the insane, soulless ramblings of computers buried deep in silos; rendered mad over the thousands of years of idle standby, begging to be shut down. It is a thankless task, but knowledge may help this world.

"Man fought man until the perpetual escalation laid waste to them all. But ever the resilient species, a few pockets of mankind survived deep in their vaults, caves, and spaceports. *Space*. Imagine that.

"Many did not survive the After world. The earth had turned savage and sick. Few lands remained free of the poison. And like an artist gone mad, this poison began to sculpt. Within the first centuries, mankind began to see changes in new births. First came the Elves, slender and pointed of ear. Then came the stout Dwarves and slight halflings.

As things settled, as waters cleansed and as ruined grounds began to grow green again, stranger beings began to emerge from the far lands. Crow-like men from the northeast, toting ancient rifles. Hulking, aimless giants from the southern ruins. Strange, bizarre aberrations from the Plagued Lands. Each year, new races are met. Some are eager to harmonize, some are not.

"Strangest of all were the rødstones: sanguine, gem-sized fragments of something much larger that rained over the earth during the final days. The pious clerics say an archaic God died; his body breaking into a thousand sorrowful pieces as he fell from the heavens. Men of the science cults say it came from deep space; a rogue comet destroyed over the planet. The witches of the frozen northlands say the harpy Mother herself bled upon the planet.

No one *really* knows.

"What we do know is these rare stones gift powers. Curious spells. A person gifted in the arcane can wield these stones; each bestowing various strange, world-altering magic. The use of these gifts is limited to the mind's own power, but as the wielder grows in experience and learns, so does their retention and mastery of these spells.

"This is a strange world we have inherited."

- From the wandering journals of Vor the Eyeless



POINTS OF INTEREST

FROZEN NORTH

- 02-02: Scavenger's Grave
- 05-01: **Frossenkeep**
- 09-00: Coven of the Harpy Queen
- 09-01: Virnvilk Village
- 12-01: The Wasting Chasms

NORTHEASTERN LANDS

- 14-03: Monolith
- 14-05: Village of Rohvet
- 17-01: Caróg Village
- 17-03: Saltwood Keep
- **17-06: Monolith**

WESTERN FARLANDS

- 00-10: Monolith
- 01-08: Floating Keep

CENTRAL PLAINS

- 10-10: Wizard's Tower
- 10-11: Village of Pran
- 13-06: **Settlement of Caelfall**

VIHREAN FORESTS

- 05-05: Village of Craydon
- 06-04: Druidic Monument
- 08-05: **Treetop City of Eve**
- 09-03: Ancient Machine
- 10-06: Dungeon

SPORELANDS

- 06-13: Crashed Spaceship
- 08-18: **Sporemen Tribe**

PESCLING COAST

- 02-15: Shipping Docks
- 02-16: **Goldcrest**

PLAGUED LANDS

- 17-10: Monolith
- 14-15 - 19-16: Irradiated Zones

BAIGOBI JUNGLE

- 00-17: Tribe of Xa'vaath
- 05-16: Wizard's Tower
- 07-15: **Settlement of Galsop**
- 07-17: Entrance to Inner-Earth
- 09-14: Village of Kingadi

SOUTHERN EXPANSE

- 13-18: Strange Pyramid
- 14-17: Oasis of Rin

NOW CLASSICS



NOTES ON CLASSSES

- The classes listed below are in addition to (and not replacements for) the core classes in B/X: Fighter, Magic-User, Cleric, Thief, Elf, Dwarf and Halfling. The After World is a strange place and may even include Rangers, Robots, Aliens or other Faerie Folk.
- Asterisks next to HP stats indicate any Constitution modifiers are ignored.
- If using the LotFP encumbrance system, the O.R.C. gets +5 item carrying capacity before encumbrance takes effect, much like the Dwarf. Vampyres, like pure Elves, may not be more than Heavily Encumbered to cast their spells.
- Character Skills (**Optional**): Before they set off to explore the After World, characters may have had other occupational skills that represent training or knowledge in a learned profession. These skills may have been acquired as a child growing up around the family profession, or at some other point in the character's life. These are broad skill categories, and it is up to the DM to referee situations in which these skills might be useful, and to decide on chances of success in using them or chances of knowing something relevant to a situation. Players may roll or pick from the table below, but if picking then only one skill may be chosen. The DM may require players to roll instead of choose.

1d100	Skill	Skill
01-03	Animal Trainer	56-59 Huntsman
04-05	Armorer	60-62 Jeweler
06-09	Astrologer	63-66 Leather Maker
10-12	Baker	67 Machinist
13	Blacksmith	68-69 Messenger
14-16	Book Scribe	70-73 Miner
17-20	Bower	74-76 Navigator
21-23	Brewer	77-78 Painter
24-26	Butcher	79-81 Potter
27-28	Carpenter	82-84 Seafarer
29-33	Dyer	85-87 Shipwright
34-35	Farmer	88-90 Stone Worker
36-46	Fisher	91-93 Tech Hunter
47-50	Forester	94-96 Woodcutter
51-54	Furrier	97-98 Vagabond
55	Glass Blower	99-00 Roll for two skills

PESCLING

Requirements: DEX 9, CON 9

Prime Requisite: DEX

Hit Dice: 1d6

To-Hit: as Halfling

Maximum Level: 8

Descended from their inland Halfling relatives, the Pescling is a small, olive-skinned creature typically weighing in at around 60 lbs. and reaching maximum heights of 3 to 4 feet. Unlike their mainland brethren, hundreds of years of genetic evolution and life on the coasts and islands have gifted the Pescling with small gills behind their ears, allowing them to swim and fish underwater for 1 turn per level.

Due to their size, Pesclings may not use large or two-handed melee weapons and must use medium sized weapons two-handed. However, this size has gifted them with great agility and they receive a +1 to their Dexterity modifier. If a Pescling is in the party, the chance of getting lost at sea is reduced to 5%.



Level	Experience	HP	Breath	Poison	Paralyze	Wands	Magic
1	0	1d6	13	8	10	9	12
2	2,000	+1d6	13	8	10	9	12
3	4,000	+1d6	13	8	10	9	12
4	6,000	+1d6	10	6	8	7	10
5	8,000	+1d6	10	6	8	7	10
6	16,000	+1d6	10	6	8	7	10
7	32,000	+1d6	7	4	6	5	8
8	64,000	+1d6	7	4	6	5	8

O.R.C

Requirements: STR 12, CON 9
 Prime Requisite: STR and CON
 Hit Dice: 1d10
 To-Hit: as Dwarf
 Maximum Level: 12

Before the ancient world ended, late governments experimented with vat-grown super-soldiers to use in their never ending wars. These experiments were never perfected before the fall, and thousands of years later, emerging from their catatonic state in the ancient underground labs, came the ferocious O.R.C: the Ordinance-Response Commando.

O.R.C's are massive, typically reaching 8 feet in height and having a weight of roughly 350 lbs. Genetically bred for survival, they receive a +1 to their Constitution modifier, while their unnaturally thick skin grants a 1-point bonus to their Armor Class. O.R.C's may use any armor or weapon they choose and can carry up to 60 lbs before any movement penalties take effect.

With little social tact or real-world knowledge to glean from, they suffer a -2 penalty on reaction rolls with all non-O.R.C characters.



Level	Experience	HP	Breath	Poison	Paralyze	Wands	Magic
1	0	1d10	13	10	8	9	12
2	2,200	+1d10	13	10	8	9	12
3	4,400	+1d10	13	10	8	9	12
4	8,800	+1d10	10	8	6	7	10
5	17,000	+1d10	10	8	6	7	10
6	35,000	+1d10	10	8	6	7	10
7	70,000	+1d10	7	6	4	5	8
8	140,000	+1d10	7	6	4	5	8
9	270,000	+1d10	7	6	4	5	8
10	400,000	+3*	4	4	2	3	6
11	530,000	+6*	4	4	2	3	6
12	660,000	+9*	4	4	2	3	6

VAMPYRE

Requirements: INT 9
 Prime Requisite: INT
 Hit Dice: 1d6
 To-Hit: as Elf
 Maximum Level: 10

When the demi-humans were born into the After World, the lithe Elves found their bodies susceptible to myriad viruses, including long dormant strains such as HVV, or the *Human Vampiric Virus*. Shunned and turned away by most communities, the Vampyre tend to form small clans amid the ancient city ruins, preying on wanderers and animals at night.

Vampyres may use any weapon or armor. They are gifted in the arcane, beginning play with a *Charm Person* rodstone and advancing in spellcasting at the same rate as a normal Elf. The Vampyre use echolocation in the dark to “see” up to 60’, have a 30% chance to *Hide in Shadows*, and like their untainted kin, are immune to *Ghoul Paralysis*.

Due to their condition, all Vampyres require a daily pint of blood (instead of rations) to stave off hunger and thirst. Lastly, while sunlight will not immediately kill a Vampyre, they suffer a -2 to all attack rolls while in sunlight and suffer 1 HP damage per hour they are exposed.



Level	Experience	HP	Breath	Poison	Paralyze	Wands	Magic
1	0	1d6	15	15	13	13	12
2	4,000	+1d6	15	15	13	13	12
3	8,000	+1d6	15	15	13	13	12
4	16,000	+1d6	13	13	11	11	10
5	32,000	+1d6	13	13	11	11	10
6	64,000	+1d6	13	13	11	11	10
7	120,000	+1d6	10	11	9	9	8
8	250,000	+1d6	10	11	9	9	8
9	400,000	+1d6	10	11	9	9	8
10	600,000	+1d6	8	9	8	7	6

CARÓC

Requirements: DEX 9
 Prime Requisite: DEX
 Hit Dice: 1d6
 To-Hit: as Halfling
 Maximum Level: 10

A race of crow-like, wingless avians that communicate through their ability to flawlessly imitate most sounds they hear. These creatures often form guilds (referred to as "flocks" in the major settlements) and quite often work as thieves, bounty hunters and assassins. With their keen eyesight, many have gravitated to the use of ancient rifles.

Like Halflings, the Caróg is a small creature, typically reaching no larger than 5' in height and 75 lbs. Due to their size, Caróg cannot use large or two-handed melee weapons, and must use medium sized weapons two-handed. As well, their hollow bones cannot hold the weight of any armor above basic chainmail. Caróg are quick and nimble, so add +1 to their Dexterity modifier and begin play with a 30% chance to pickpocket. This skill increases 5% per level.

In the After World, Caróg have an uncanny ability to stay hidden and have a 90% chance to hide during nightfall.



Level	Experience	HP	Breath	Poison	Paralyze	Wands	Magic
1	0	1d6	8	13	12	9	10
2	2,000	+1d6	8	13	12	9	10
3	4,000	+1d6	8	13	12	9	10
4	6,000	+1d6	6	10	10	7	8
5	8,000	+1d6	6	10	10	7	8
6	16,000	+1d6	6	10	10	7	8
7	32,000	+1d6	4	7	8	5	6
8	64,000	+1d6	4	7	8	5	6
9	120,000	+1d6	4	7	8	5	6
10	250,000	+1d6	3	6	6	3	4

DRUID

Requirements: WIS 9
 Prime Requisite: WIS
 Hit Dice: 1d6
 To-Hit: as Cleric
 Maximum Level: None

When the earth nearly died, Gaea spoke. Few men and women heard her cries for retribution. Even fewer answered. Druids are humans blessed with arcane powers from the planet itself, and share a common goal to eradicate that which they see as evil: the ancient technologies that wrought destruction and the irradiated, unnatural aberrations of the wastes.

Druids may use any archaic-to-low tech weapons and armor. Under no circumstance will they use high or advanced tech, lest Gaea abandon them and deny her gifts. When spellcasting, they must grasp their Gaeian symbol of choice, and advance in spellcasting at the same rate as a Cleric.



[DRUID SPELLS]

Level	Experience	HP	Breath	Poison	Paralyze	Wands	Magic
1	0	1d6	16	11	14	12	15
2	1,500	+1d6	16	11	14	12	15
3	3,000	+1d6	16	11	14	12	15
4	6,000	+1d6	16	11	14	12	15
5	12,000	+1d6	14	9	12	10	12
6	25,000	+1d6	14	9	12	10	12
7	50,000	+1d6	14	9	12	10	12
8	100,000	+1d6	14	9	12	10	12
9	200,000	+1d6	12	7	8	8	9
10	300,000	+2	12	7	8	8	9
11	400,000	+2	12	7	8	8	9
12	500,000	+2	12	7	8	8	9
13	600,000	+2	8	3	6	4	6
14	700,000	+2	8	3	6	4	6
15	850,000	+2	8	3	6	4	6
16+	1,000,000	+2/1v*	7	2	5	3	5

MUTANT

Requirements: None
 Prime Requisite: None
 Hit Dice: 1d6
 To-Hit: As Cleric
 Maximum Level: None

Emerging from the irradiated ruins of the Plagued Lands, Mutants come in many different shapes, sizes and forms. Some resemble pure-blood humans until their bizarre abilities are revealed, while others have wings, tentacles, extra limbs or resemble anthropomorphic plants and animals.

There are no base limitations on what armor or weapons a Mutant may use unless a mutation deems otherwise. All Mutants receive a +2 to saving throws against radiation-based threats. At level-1, a Mutant receives 1d4+1 mutations.



Level	Experience	HP	Breath	Poison	Paralyze	Wands	Magic
1	0	1d6	16	11	14	12	15
2	1,750	+1d6	16	11	14	12	15
3	3,500	+1d6	16	11	14	12	15
4	7,000	+1d6	16	11	14	12	15
5	14,000	+1d6	14	9	12	10	12
6	28,000	+1d6	14	9	12	10	12
7	56,000	+1d6	14	9	12	10	12
8	112,000	+1d6	14	9	12	10	12
9	224,000	+1d6	12	7	8	8	9
10	336,000	+2	12	7	8	8	9
11	448,000	+2	12	7	8	8	9
12	560,000	+2	12	7	8	8	9
13	672,000	+2	8	3	6	4	6
14	784,000	+2	8	3	6	4	6
15	896,000	+2	8	3	6	4	6
16*	1,008,000	+2/lv*	7	2	5	3	5

MUTATIONS

Roll 1d100 to determine the mutation and it's effect on the character.

Note: All numerical adjustments are to the Mutant's current stats, unless noted. Mutations that adjust ability modifiers may exceed the traditional -3/+3 range cap.

BENEFICIAL MUTATIONS

1-2. Adhesive Touch: The character has lizard-like suckers or hooks on its hands and feet and receives a 90% chance to climb sheer surfaces.

3. Adrenal Control: Once per day, the mutant may instantly channel a berserker-like rush for a +1d4 bonus to all melee attack and damage rolls. This effect lasts 4 rounds. After this rush wears off, the mutant receives a -1 melee damage penalty from exhaustion until they have taken a long rest.

4-5. Anaerobic: The character does not require oxygen and breathes neither air or water.

6-7. Anomalous Form: Roll 1d4 to determine what body part is oversized.

(1.) Head [+1 to Intelligence modifier]

(2.) Arms [+1 to Strength modifier]

(3.) Legs [2x movement rate]

(4.) Torso [+1 to Constitution modifier]

8-9. Banshee Shriek: An instant paralyzing attack, usable once per level a day. Enemies must make a successful save vs. Paralyze or be stunned and incapacitated for 1d4 rounds.

10. Blob Form: At will, the character can morph their body into a boneless, blob-like form. While in this form, they have the movement rate of a heavily encumbered character, but can slip through cracks as small as 2 inches. This change takes 1 full round

11. Chameleon Skin: Can be used at will and grants a 90% chance to hide in plain sight. Anyone watching you disappear will still know your general position, but suffer a -4 penalty to all attacks.

12-13. Disintegration: With this powerful mutation, the character can completely destroy matter on a molecular level upon touch. Doing so requires so much energy expenditure, however, that the character is instantly rendered unconscious, with 1 HP left. The total weight that may be disintegrated is Intelligence x 10 lbs.

14-15. Echolocation: The ability to 'see' in darkness up to 90'. Using this ability creates an audible clicking sound and may reveal their location to enemies.

16. Electrical Travel: This character can transform into electricity and travel along any functional electrical currents.

17-18. Elemental Energy Ray: Every 6 rounds, this mutation grants the ability to emit a blast of elemental energy from the mutant's hands for 2d6 damage. Enemies may save vs. Magic for half-damage. Roll 1d6 to determine the element type:

(1-2.) Heat

(3-4.) Cold

(5-6.) Electrical

19. Energy Retaining Cell Structure: Once a day, the character's stored body energy can emit an electrical blast in a 20' radius for 3d6 damage. Save vs. Magic for half-damage.

20-21. Epidermal Photosynthesis: Heal 1d4 HP per level for every 8 hours spent in natural sunlight.

22-23. Epidermal Poison: Upon contact with the mutant's skin, enemies must save vs. Poison or suffer 1d8 damage.

24. Force Field: This mutation allows the character to create an invisible field of energy that is difficult to penetrate. The force screen is close to the character's body, extending only a few inches from the skin. It is capable of taking 2d6 + character level damage before it collapses. This power may be used once per day.

25-26. Frog Tongue: The character has a sticky tongue, which it can extend out of its mouth roughly twice its own height, and wrap around objects or drag them into its mouth.

27-28. Genetic Hybrid: The character is half human, half other! Roll 1d6 to determine:

(1.) Plant: Heal 1d4 HP per level per 8 hours spent in sunlight. -2 to saves against fire-based attacks.

(2.) Mammal: Natural 1d6 claw or bite attacks. +1 to attack rolls when another hybrid-mutant is in the party.

(3.) Bird: Flightless. +1 to Dexterity bonus and am unarmed 1d4 talon attack.

(4.) Insect: Venom attack, once per day, dealing 2d8 damage. Enemies of lesser HD must save vs. Poison or die.

(5.) Reptile: Heal 1d4 HP per level per day (8 hours) in sunlight. Unarmored AC of 7[12] and a 1d4 bite attack.

(6.) Fish: Can breathe underwater. -1 HP per day not immersed in water for at least 1 turn.

29. Gigantism: Roll 1d4 to determine height and melee damage modifier. Characters have a -4 to attack a creature 4' or smaller and their base movement rate is that of a heavily encumbered human. Note that this may limit areas the mutant can enter or move around in!

(1.) 9' [+1 melee damage]

(2.) 12' [+2 melee damage]

(3.) 18' [+3 melee damage]

(4.) 24' [+4 melee damage]

30-31. Heightened Sense: One or more senses is very acute, allowing the character to sense things others may not. Roll 1d4 to determine:

(1.) Vision: Allows the mutant to see objects as far as a mile away. +2 to all ranged attacks.

(2) Hearing: May distinguish even the quietest sounds at a range of 180' and permits automatic success when listening at doors. This also allows the mutant to pick out sounds from a jumble of noises. Grants a reduced 1-in-6 chance of surprise.

(3) Smell: A character with this mutation can pick up scents at 180' and tell the difference between various smells even if some seem overwhelming to others. Creatures upwind can never successfully surprise the player.

(4) Touch: This increased sense grants a 50% chance to pick locks and disarm traps.

32. Hopping Legs: The character has kangaroo or grasshopper-like legs that allow them to jump a height of 30', or long-jump a distance of 90'.

33-34. Increased Balance: +1 to Dexterity modifier and a +2 to all ability checks and saving throws involving balancing.

35. Increased Physical Attribute: Roll 1d6 to determine:

(1-2.) STR: +2 to Strength modifier.

(3-4.) DEX: +2 to Dexterity modifier.

(5-6.) CON: +2 to Constitution modifier.

36-37. Intellectual Affinity: Thanks to advanced thinking capabilities, the character gains one of the following abilities (roll 1d6):

(1-2.) Martial Affinity: Additional +1 melee attack bonus and +1d4 melee damage.

(3-4.) Tech Affinity: Grants a 20% bonus to Technology Comprehension rolls.

(5-6.) Social Affinity: +2 Charisma modifier to all Barter, Reaction and Retainer rolls.

38. Killing Sphere: Once a day, this powerful mutation allows an uninterrupted character to generate a 30' radius sphere of deadly mental energy centered on themselves. Within this sphere of energy, all creatures except the mutant (friend or foe) have their HP reduced to 1 point, and must save vs. Paralyze or be knocked unconscious for 1d8+1 rounds. This power takes effect on the following round and can be interrupted by attacks. After using this mutation, the mutant is exhausted from the force of the mental exertion and falls unconscious for 1d6 hours.

39-40. Light Aura: The mutant constantly emits a glowing aura from it's body capable of illuminating a 30' radius.

41. Mental Phantasm: With this power, the mutant is capable of creating a realistic, illusory environment in the mind of another conscious creature, akin to a vivid dream. These visions are realistic to all senses but touch: Once the target tries to make physical contact with any element of the phantasm it dissolves into reality. Enemies may save vs. Magic to avoid these effects.

42-43. Metamorphosis: Choose another creature from a chosen bestiary that the character can transform into. They don't gain any abilities of the creature, just the physical appearance and natural abilities (such as claws or sharp teeth). This change (in either direction) takes 2 full rounds before it is complete.

44-45. Natural Armor: The character is covered in a thick hide, scale, shell or other form of natural protection. Unarmored AC of 5[14].

46. Neural Telekinesis: With this mutation, the character can lift or move Intelligence x 10 lbs. using only the power of their mind. This ability does not extend to lifting themselves. Using this power requires uninterrupted concentration, thus takes effect the following round. This ability has a range of 50' and can only be used to hold things for roughly 30 seconds (5 rounds) before the character becomes tired and must set the object down. The character must rest for 6 rounds before using the power again. Any use of this mutation on another creature can be avoided with a save vs. Impairment.

47-48. Night Vision: Ability to see 120' in pitch black darkness.

49-50. Optic Emissions: Roll 1d4 to determine which form this takes:

(1-2.) Project a flash of very bright light from the eyes, blinding an opponent within 30' for 1d4 rounds. Save vs. Paralyze. This blindness causes the enemy a penalty of -6 to attack. Can be used once a day per level.

(3-4.) Once a day, you can discharge a burst of radiation from the eyes up to 30' for 2d6 damage. Save vs. Poison for half damage.

51. Pockets: You have a marsupial pouch on your body. Doubles the first item capacity maximum before light encumbrance takes effect.

52-53. Prehensile Tail: The character has a monkey-like tail. Receive a +1 to Dexterity modifier and the ability to hold simple items (torches, flashlights, etc.) or hang from places free-handed.

54. Psionic Flight: The character may fly through the air with a height of up to Intelligence x 10' at double movement rates. Any encumbrance will hinder the movement as usual.

55. Quickness: +3 to initiative rolls and double normal movement rates.

56. Redundant Organs: +1 to Constitution modifier. +4 to saves vs. Poison.

57-58. Reflective Epidermis: The character's skin has manifested full damage resistance to certain effects. Roll 1d6 to determine:

(1-2.) Heat/Fire

(3-4.) Cold/Ice

(5.) Electricity

(6.) Radiation

59. Regenerative Capability: Heal 1d4 HP per level every 8 hours.

60-61. Skill Boost: Once per day the character is capable of concentrating their mental energy to such a degree that either their Intelligence or Wisdom is pushed to 18 for 1d10 consecutive rounds, or they gain +1 to attack rolls for 1d10 rounds. The player may choose either of these options each time the mutation is used.

62. Sound Mimicry: The character can closely mimic any sound it hears.

63-64. Spiny Growths: The mutant is covered in spines, granting an unarmored AC of 6[13] and a natural 1d6 unarmed melee attack.

65. Stunning Blast: This character may emit a psychic blast that stuns all sentient creatures within 90'. Enemies must save vs. Paralyze or be stunned for 1d6 rounds.

66. Teleportation: This ability allows the character to disappear from one location and appear in a location up to 1 mile per level distant without physically crossing the intervening space. If the character has never been to the location they are teleporting to, or are only vaguely familiar with it, they have a 25% chance of suffering 10d6 damage upon arrival as they teleport into a space occupied by another object, or misjudge some aspect of the location. If they are intimately familiar with the destination, or have spent 2d4 hours conjuring an image of the location in their mind, they can teleport safely. Likewise, a character teleporting with another living creature has a 50% chance of crossing cell structure in the process and becoming conjoined.

67-68. Thermal Vision: Ability to see heat sources (warm blooded creatures, boiling water, etc.) up to 60' away. Reduced 1-in-6 chance to be surprised.

69-70. Two-Headed: Grants a reduced 1-in-6 chance to be surprised and a +1 to their Intelligence modifier.

71. Vampiric Field: This mutation grants the ability to absorb the HP from all creatures, friend or foe, within a radius equal to 30' + Intelligence. This power instantly absorbs 1d4 HP per uninterrupted round from all creatures in the radius, and these absorbed points go into a temporary HP 'reserve'. All damage is taken from these reserved points until they are gone; after this point their regular HP begins to be affected. Temporary HP disappears after a day.

72. Wing Growth: Ability to fly a maximum height of 30' for a duration of 1 turn per level at regular movement rates. Any encumbrance will hinder the movement as per usual. Roll 1d4 to determine their appearance:

- (1.) Insect
- (2.) Bat
- (3.) Bird
- (4.) Pterosaur

DETRIMENTAL MUTATIONS

73. Albinism: The mutant suffers a -2 to attack rolls while in sunlight.

74-75. Bizarre Appearance: The mutant has an abnormality in their appearance, such as unnatural skin and hair color, scales, epidural slime, or other cosmetic oddities. -2 to all Retainer and Reaction rolls with all non-Mutant NPCs (per GM discretion).

76. Congenital Analgesia: The character cannot feel nor comprehend the severity of damage that ails them and are ignorant to their HP status (The GM keeps an ongoing tab).

77. Deaf: The character is fully unable to hear and can only communicate via hand gestures.

78. Emotionless: This character does not feel extremes of emotion such as anger, despair, fear, nor joy.

79-80. Epidermal Susceptibility: Your flesh is translucent and paper thin. All elemental effects such as heat, cold or electricity do +1d6 more damage, whether immediate or ongoing.

81. Foetid Smell: Your body emits a powerful odor, completely destroying any ability to sneak around any creature with olfactory senses.

82. Headless: The character has no head. Its face is located on its chest or some other part of its body. Roll 1d6 to determine:

1-3: Chest

4. Back

5. Hand

6. Knee

83. Hemophiliac: If injured at all, the mutant excessively bleeds. They lose -1 HP per hour unless properly healed.

84-85. Homunculus: The mutant is 1d3+1 feet tall and has a -1 penalty to all melee damage rolls.

86. Increased Caloric Need: The character's appetite is ceaseless and requires more food than most to remain sated and healthy. Requires double the amount of rations needed to stave off starvation. Any starvation effects are doubled.

87. Irrational Phobia: The character has a fear of something. Whenever they come face to face with the object of their fear, they flee immediately, throwing anything in hand at it in an effort to distract or harm. They will flee in the opposite direction at full movement for 1d4 rounds. Roll 1d4 to determine, and flesh out details:

(1.) Working tech (robots, computers, lasers, etc).

(2.) Ancient vehicles.

(3.) Magic and magic-items (if identified).

(4.) A natural element such as fire, rain, snow or lightning.

88. Morbid Obesity: Their body is fat; grotesquely so. The mutant suffers -4 to initiative rolls and has the base movement rate of a heavily encumbered person.

89-90. Pain Sensitivity: If injured in combat, the character is stunned the following round as their body violently reacts to the damage. Save vs. Paralyze to avoid.

91-92. Physical Frailty: If unarmored or clad only in leathers, any attack against the character rolls an additional +1d3 damage

93. Prey Scent: A pheromone the mutant naturally emits attracts predators. Double the rate of random encounters.

94. Radioactive: This mutant is immune to radiation, however it's own flesh and organs are naturally radioactive to most other creatures. Once per day, all party members must save vs. Poison or take 1d4 HP damage.

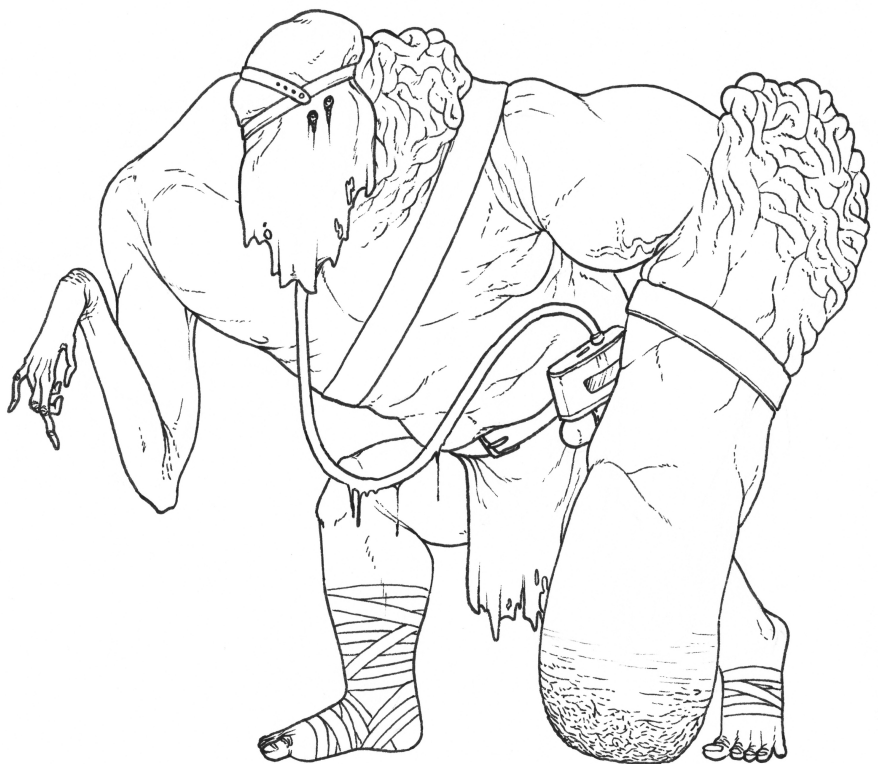
95-96. Reverse Pedalism: If the character is normally bipedal, it becomes a quadruped. If the mutant is normally quadrupedal, it becomes a biped. Neither result affects the mutant's movement rate, but human-fitted clothing and armor no longer fit.

97. Severe Ocular Impairment: This condition makes it nearly impossible for the character to discern objects more than 60' away. Objects within this range are visible, but terribly blurred. Characters with this mutation receive a -1 to all attack rolls and may only find secret doors on a 1-in-12 chance.

98. Slow: The mutant moves at a sloth-like speed: all movement rates are halved.

99. Susceptibility: Poisons, toxins, and disease affect the character unnaturally quick. All failed saves vs. Poison result in immediate death, regardless of the toxin's original effect.

100. Weak Minded: The mutant's Intelligence is reduced to 3 and can neither read, write, nor speak beyond simple words and phrases.



TECH OF THE ANCIENTS

Ancient mankind left behind numerous, strange artifacts. After thousands of years, many have been reduced to rust and scraps of nothing. But often, deep in the vaults, catacombs, shelters and ruins of the Old World, there are wonderful treasures to be found.

Upon discovering an unknown artifact, the GM may require players to make a Technology Comprehension check to figure out how the object works or to what function it serves. Should an artifact require ammunition or an energy-cell to properly use, there is a 50% chance it will contain 1d10x10 percent of it's maximum capacity, rounded up.

TECH LEVELS

Level	Description	Penalty	Time
Archaic	Premodern Weapons and Tools: Swords, Bows, Flint & Steel, etc.	No Roll Necessary	0 hrs
Low	Modern Weapons and Tools: Firearms, Frag Grenades, Lighters, etc.	0%	1 hr
High	Near-Future Weapons and Tools: Laser, Plasma and Energy weapons, etc.	-10%	2 hrs
Advanced	Far-Future Weapons and Tools: Holocloaks, Hoverboots, Glow Orbs, etc.	-20%	4 hrs

Intelligence	Tech Comprehension
3	20%
4-5	30%
6-7	35%
8-9	40%
10-12	50%
13-14	70%
15-16	75%
17	85%
18	90%



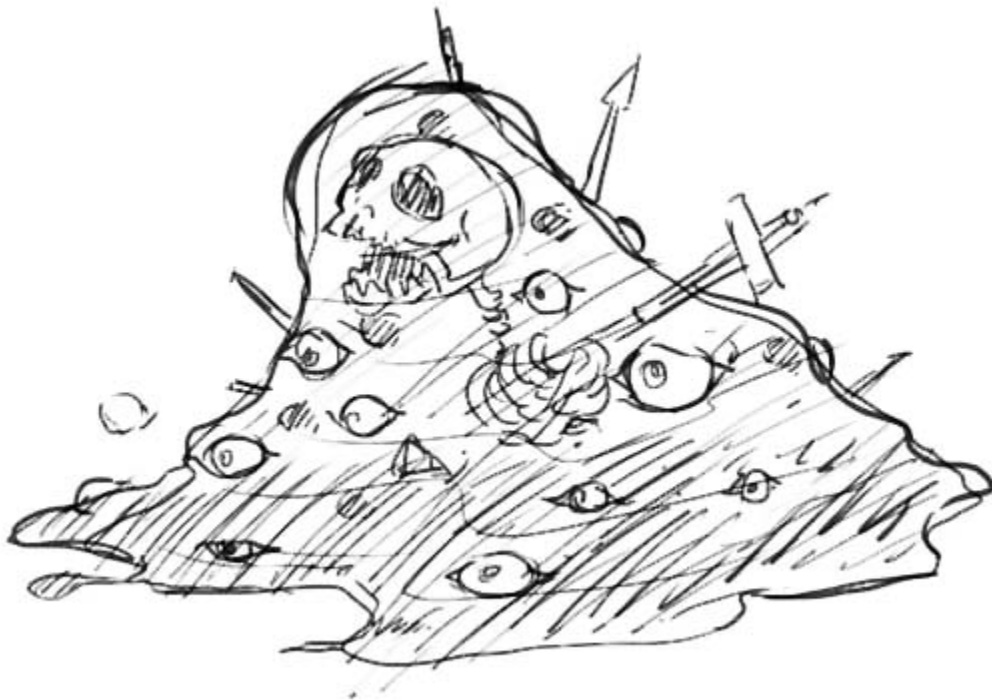
FAILED CHECKS

Optional Rule: Failed checks with weapons can be disastrous. Roll 2d6 on the following table when a player fails their technology check on a weapon. Adjust the result by the character's INT modifier:

2d6	Effect
2 or less	Weapon is broken irreparably, not understood, and inflicts maximum damage.
3-5	Weapon is broken, not understood, and inflicts 1d4 damage.
6-8	Weapon is broken and not understood.
9-11	Weapon is not understood.
12 or more	Weapon is only partially understood. -4 to attacks if any use is attempted.

Players may roll again an unlimited number of times if their initial comprehension roll fails, and the amount of game time passes again for this additional examination. Another character may lend assistance, adding $\frac{1}{2}$ of their technology comprehension (round up) to the die roll. This does not shorten the time necessary for the examination of artifacts.

When a character is familiar with a specific kind of artifact, they do not need to roll again when they encounter the exact same artifact. They do roll again for similar artifacts, with a bonus of +20%.



LOW TECH WEAPONS

Weapon Type	Ammo*	RoF**	Damage	Range†	Cost
Gatling gun	350	(a)	d12	120/240/360	1500
Grenade	-	-	2d10	10/30/50	200
Machine gun	100	(a)	d10	120/240/360	1200
Pistol, compact	2	1	d6	40/80/120	150
Pistol, revolver	6	1	d8	60/120/180	200
Pistol, semi-auto	10	2	d6	60/120/180	300
Rifle, assault	30	(a)	d8	100/200/300	1000
Rifle, bolt/lever	1	1	d10	120/240/360	400
Shotgun	2	1	d10	50/100/150	300
Shotgun, combat	10	2	d10	50/100/150	600
Sniper Rifle±	10	1	d12	300/600/900	2000
Submachine gun	30	(a)	d6	60/120/180	500

* Ammo indicates the maximum amount of ammunition a firearm can hold before needing to reload.

** Rate of Fire (RoF) indicates the maximum number of shots fired per attack-roll, with each additional shot adding an extra damage die. Automatics, noted with an (a), will do three dice of damage and expend 10 rounds of ammunition on each attack. Any automatic weapon can be set to single fire, dealing one die of damage.

† Ranges are Short/Medium/Long and are measured in feet. Short ranged attacks apply a +2 bonus to hit. Long ranged attacks impart a -4 penalty to hit.

± Sniper rifles suffer no ranged penalties. A critical hit with a sniper rifle deals instant death to enemies of equal HD or lower.

Rifles and shotguns can be used as an emergency melee weapon for 1d4 damage. Smaller guns may pistol-whip for 1d3 damage. There is a 10% chance after a successful attack that this destroys the weapon.

Reloading a single firearm takes a full, uninterrupted round.

Aiming for a full round provides a +4 attack bonus to attack.

HIGH TECH WEAPONS

Weapon Type	Charges*	RoF	Damage	Range	Cost
Cryo-Rifle	3	1	d6	40/80/120	5000
Dazer Pistol	6	1	-	60/120/280	1500
Disintegration Rifle	1	1	2d10	40/80/120	9000
Electrobaton	8	-	d4+1	-	1000
Electroblade	6	-	d8+1	-	1000
EMP grenade	-	1	2d10	10/30/50	400
Laser, pistol	3	1	d6	60/120/280	3000
Laser, rifle	10	1	d8	120/240/360	9000
Plasma, pistol	8	1	d8	40/80/120	2500
Plasma, rifle	20	1	d10	100/200/300	8000

* Charges indicate the maximum number of shots an advanced weapon's energy-cell can hold before needing to be replaced/recharged.

Cryo-Rifle: These cold-based weapons are capable of paralyzing an opponent for 1d6 rounds as well as inflicting frost damage. On a successful attack, save vs. Paralyze to avoid freezing and take half damage.

Dazer Pistol: Capable of stunning an opponent for 1d4 rounds unless a successful save vs. Paralyze is made.

Disintegration Rifle: On a successful attack, enemies must save vs. Death or have their bodies disintegrate at a molecular level. Successful saves lose a random limb (roll 1d4): (1) left arm; (2) right arm; (3) left leg; (4) right leg

Electro-Weapons: These melee weapons contain an active, electrical current. Save vs. Wands for half damage.

EMP Grenade: These grenades take effect the following round and have a 50' radius. Organic creatures suffer no physical damage.

Laser: These weapons have exploding damage: When maximum damage is rolled, roll the damage dice again. This may continue indefinitely.

Plasma: These weapons shoot searing balls of green plasma. Enemies must save vs. Wands or suffer an additional 1d6 heat damage.

Otrix the Unhinged

"BLASTER WIZARD"



TWELVE ODD ARTIFACTS

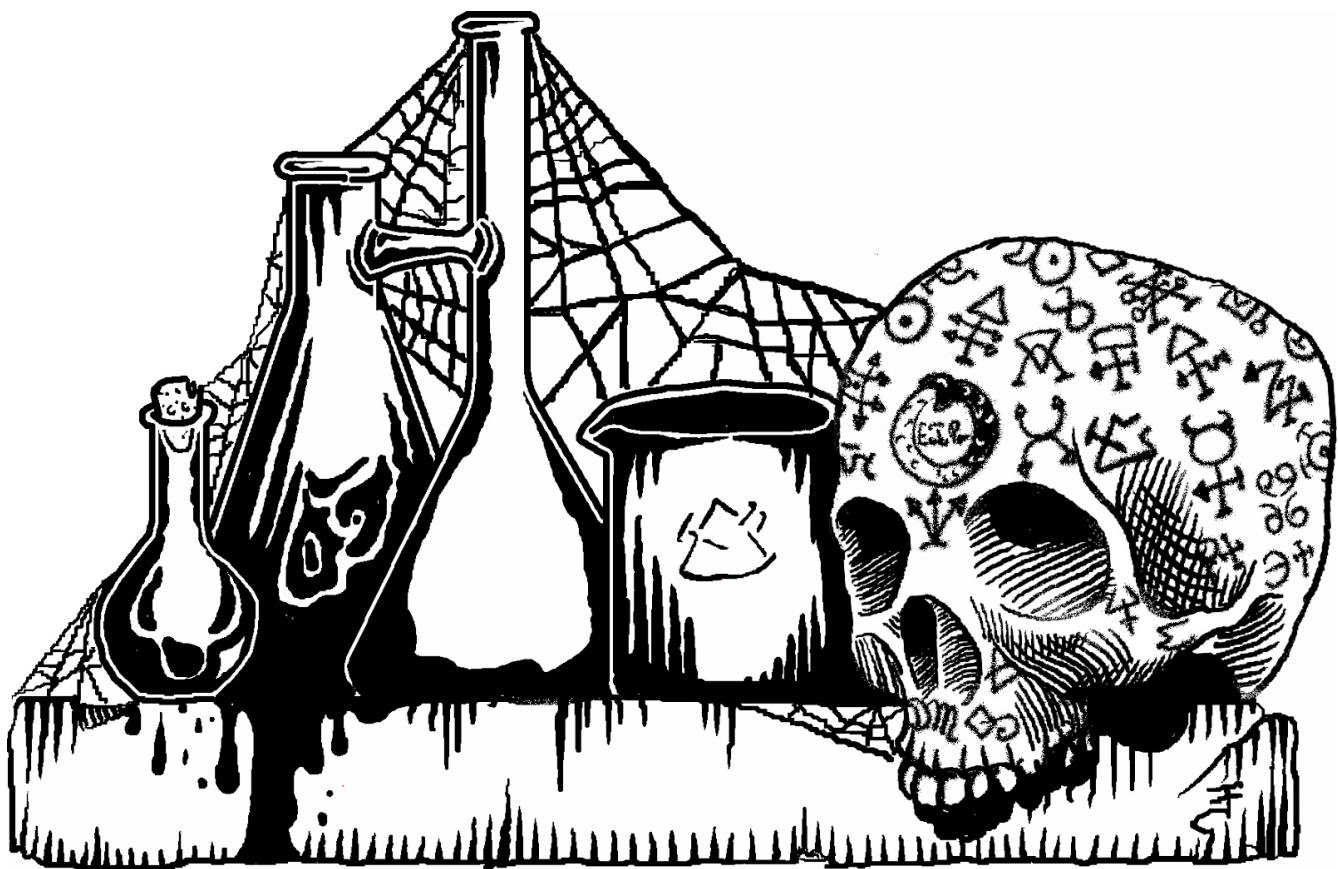
1d12	Name	Description*
1	Babel Receiver	Can successfully translate any spoken language after a full day of linguistic immersion. If used in haste, there is a 15% chance it is already programmed with the language in question.
2	Carbon Eroder	A small tube containing a carbon destroying paste. Can create a hole up to 1' in circumference, 1' deep. Perfect for destroying locks. Contains enough paste for 1d4 uses
3	Cerebral Band	Emits a mental forcefield granting a +4 to all magic-based mental saving throws.
4	CPU Scrambler	Emits a single small-scale electromagnetic pulse capable of shutting down robots, androids and other CPU-based threats. Has power for 6 uses.
5	Genetic Reconfigurator	A one-use syringe that permanently swaps two of the character's ability scores. Roll 1d6 twice to determine: (1) STR, (2) DEX, (3) CON, (4) INT, (5) WIS, (6) CHA
6	Glow Orb	A hovering orb that illuminates a 30' circumference. Will automatically follow it's owner within 5'.
7	HoloCloak	When worn, this cloak emulates it's environment to create a camouflage visibly similar to a heatwave granting a 90% chance to hide in plain sight. Anyone watching you disappear will still know your general position, but suffer a -4 penalty to all attacks.
8	Hypo-Stim	A one-use syringe repairing 2d6 HP and immediately curing any broken bone, poison, disease or radiation effects.
9	Molecular Reconfigurator	Changes a 1' x 1' chunk of matter into an edible, organic jelly. Can be used once per day and creates up to 1d4+1 rations.
10	Oxygen Coagulator	Changes surrounding air in a 30' radius into a thick, gel-like miasma for 4 rounds. Reduces all character movement rates by half. Can be used once per day.
11	Positioning Recoiler	Uses ancient satellite GPS communication to transport it's user at a molecular level to one prior-visited, predefined location. Can be used once per week.
12	Time Cube	Freezes time for 2d4 rounds. Takes 1 full round to activate. May be used once per week.

* For the sake of Technology Comprehension checks, all items listed on this table are rated **Advanced**.

TWENTY ARCANIC ITEMS

1d20	Name	Description
1	Acrobat's Staff	1d4+1 damage. In combat, the wielder has a 20% chance to tumble and avoid any successful physical attack. Grants a +2 to any Dexterity checks for balancing acts.
2	Banshee's Wail Potion	For a full day, the user's voice acts as a ranged weapon that deals 1d6 damage. Normal speech is impossible.
3	Berserker's Blood-Axe	+1 weapon with 1d10 damage. When used, increases the attacker's critical hit range to natural rolls of 19-20.
4	Boots of Calcitration	Increases the wearer's Open Stuck Doors roll by +1. If this reaches a 6-in-6 chance, failure only occurs on a 2d6 roll of double-6's.
5	Cleansing Ladle	Will purify any irradiated, toxic or diseased water. If used with already pure waters, once a day it will restore 1d6 HP.
6	Flint of Surety	An arcane flint that will light any tinder to start a fire in any circumstance; even underwater.
7	Garrett's Eye	A green, glass eye that projects what it faces into the owner's mind.
8	Gloves of Resistance	Duration on all negative effects (magical or physical) endured by the wearer are reduced by 1 round/turn/day.
9	Hekstre Mask	Provides a random effect when worn. Bind's to user and cannot be removed for the day. Roll 1d4: (1) 60' Infravision; (2) +2 to saving throws; (3) 2 point bonus to AC; (4) User may save vs. Magic to reflect magical attacks back at caster.
10	Imitative Rope	50' of somewhat sentient, hempen rope that can be controlled by simple hand gestures from its owner.
11	Life-Drinker's Amulet	Landing the killing blow on an enemy restores 1d6 HP to the wearer.
12	Lightning Pearls	Ten raw pearls. When thrown, a lightning bolt will erupt from the pearl, hitting the closest object for 2d6 damage.
13	Lucky Coin	A single gold coin with an unknown woman's face engraved on it. When kept on the character's person, it allows for a single re-roll, once per day. This second roll must be kept.
14	Penna's Cloak of Grace	Allows the user to cast <i>Feather Fall</i> once per day. Seems to lightly billow constantly, even in windless conditions.
15	Plague Sack	A filthy leather bag containing an endless supply of adult rats. Can attack for 1 HP damage with a 15% chance of dealing disease.

16	Shadowless Salve	User's shadow disappears for 1d4 days. Grants a +1 (10% for thieves) bonus to sneaking or hiding attempts when applicable.
17	Shifting Arrow	A single arrow with a blue, glowing tip. Deals half damage, but on a successful hit, the shooter and the injured swap places.
18	Skeleton Key	A small key made of dead thief's finger bone. Will fit into any keyhole and open any one lock, but afterwards will be reduced to a simple, non-magical key.
19	Tools of Truth	Thieves tools that provide a +15% bonus when a secret is told during lockpicking. The same secret cannot be used twice.
20	Wanderer's Cloak	An oiled, waterproof cloak that reduces the chance of getting lost in uncharted wilderness to 1%. Twice per day, a small pouch of trail rations can be pulled from its lone inner pocket.



INSPIRATIONAL MATERIAL

Books

- The Dying Earth (series)
- The Genesis of Shannara (series)
- The Jerusalem Man (series)

Comics

- The Mourning Star
- The Realm
- Wasteland

Film & Television

- Shannara
- Thundarr the Barbarian
- Wizards

Role Playing Games

- Anomalous Subsurface Environment
- Gamma World w/ AD&D
- Labyrinth Lord w/ Mutant Future
- Operation Unfathomable
- The American Survival Guide (DCC)

Video Games

- Caves of Qud
- Elex



