Creeks and Crawdads!

Another Masterpiece from M. Martin Costa & Crustaceum Games

The 1st *Realistic* Post Holocaust Beer and Pretzels Role Playing Game
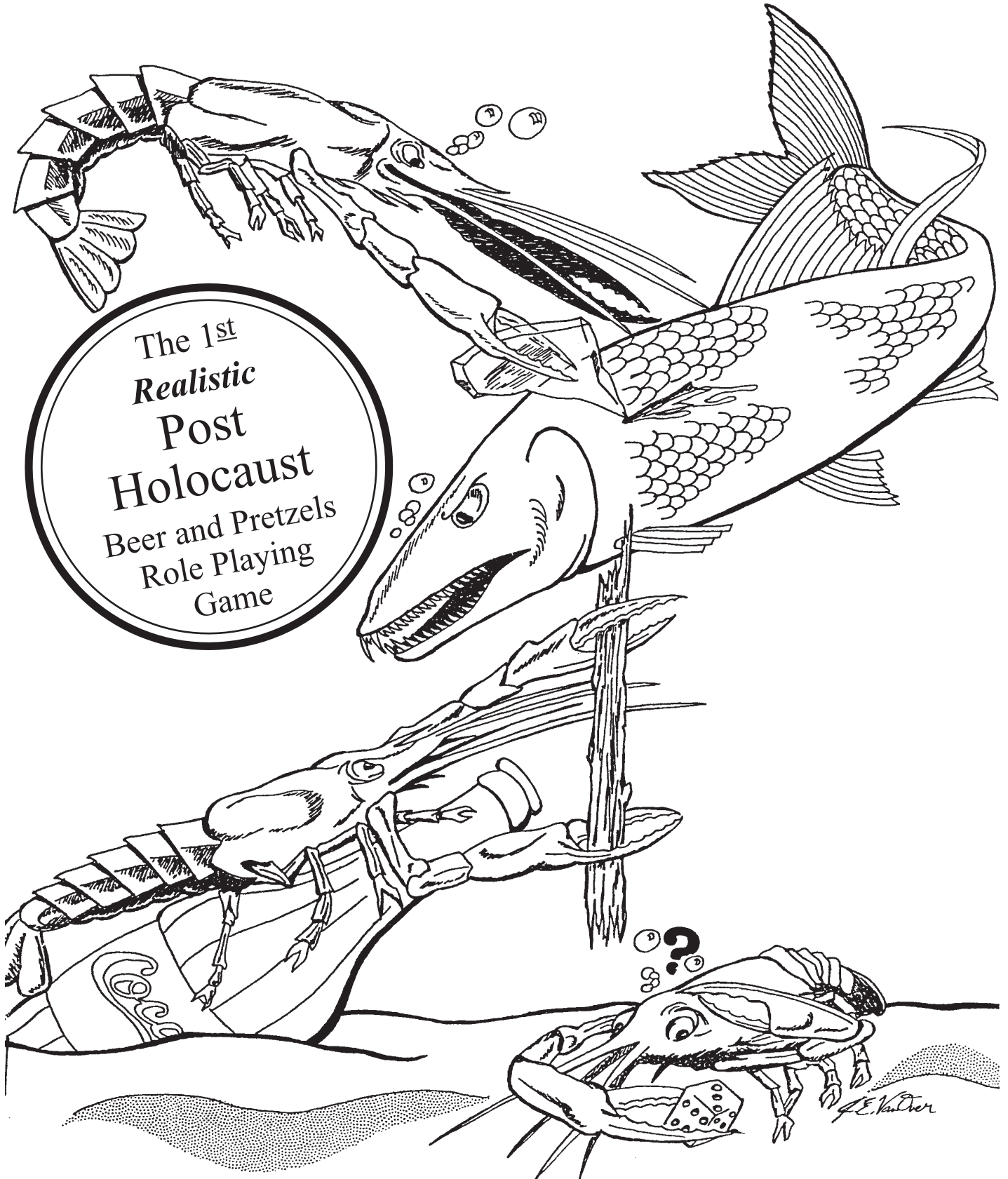
1. INTRODUCTION

Welcome to Creeks and Crawdads©, THE role playing game of the '80's. If you are familiar with role playing games (RPG's), please continue reading. If you are new to role playing games and/or the concept of role playing (believe me, the two don't always go hand in hand) STOP. Go to any other RPG in the store. Open the rules, and read the section titled "What is (a) role-playing (game)" it should be right in the front, probably in the booklet called a "Players Guide" or "Character Handbook." Once you've done that, come back, and continue reading. Now off you go. In fact, even if you do understand role playing, you may want to do it anyway. It's usually good for a laugh or two. Back to this game, in the basic game, you will be playing the role of the highest surviving life form after a major (or minor) nuclear war: the Crawdad. In case you are unfamiliar with them, a crawdad is basically a small lobster, from 3 - 6 inches long, generally living in fresh water, but pretty much amphibious in the case of *cambaris*, the species in question. However, these are not our present day crawdads, NO INDEED! This is **Cambaris sapiens** (or would be if there were any taxonomists around). For in the radioactive hell following the war, the lowly crawdad mutated into an intelligent life form, or at least sort of intelligent. As a crawdad adventurer, you set out to discover wondrous now technology, and relight the lamp of civilization - unless you get hungry and forget about it. So onward!

Enter the world of Creeks and Crawdads©!

> ## "Even a sentient crawdad isn't very smart when you get right down to it."

GENERAL STUFF ABOUT THE GAME
SCALE

1 action turn -	the amount of time it takes a crawdad to do something
1 combat turn -	the amount of time it takes to hit someone
1 movement turn -	the amount of time required for any crawdad to move its full MA.
	OR
	1 or more action turns
1 action turn -	several combat rounds
1 sleep -	one sleep/wake cycle (go to sleep, wake up, go back to sleep)
	OR
	several movement turns
several sleeps -	an inconceivable amount of time
1 movement factor -	a scientific increment used to measure of how far a crawdad can move per turn.

If these measures seem somewhat imprecise, it's because they are. These are crawdads, after all. Besides, they're hardly ever used.

OTHER CONVENTIONS

- All rolls vs. a characteristic involve rolling less than or equal to said characteristic with a variable amount of dice, determined by the CreekMaster (the CM for short).

- Rolling the maximum number possible on the dice is always a failure, and generally a catastrophic one This is true even if it is equal to or below your skill. Crawdads can ALWAYS fail.

- Only standard six sided dice are used.

- The game is usually set underwater, on the bed of a creek.

- You are getting sleepy. Your eyelids are getting very heavy. You are having trouble concentrating. Don't worry, ten more copies of this game will make you feel much better, as will telling all your friends about this WONDERFUL game. When you have done all of this, you will woke up and feel refreshed and remember nothing about this. You will however hate and despise photocopy machines that make unauthorized copies of copyrighted materials. Why ? Oh no reason. It's just the right way to feel.

II. MAKING A CRAWDAD OF YOUR VERY OWN

1. PROFESSION

The first decision that must be made in creating your crawdad is what his or her profession (specialization) will be. This is much the same as a character's class or occupation in other gaming systems. The choice is very important as crawdads are very poor at performing tasks outside of their profession. This is because even sentient crawdads are still pretty stupid when you get right down to it. They have to specialize because there simply isn't room in their tiny little crustacean brain for lots of stuff. There are three such professions from which players may choose: Fighter, Tool-User, and Thinker. There is a fourth type, only represented by non-player crawdads(NPCs): Proles. These represent the bulk of everyday crawdad-dom, and are generally NPCrawdads, because they specialize in nothing and thus do nothing well, even for a crawdad. If a player really wishes to be a prole he or she may do so, assuming the group doesn't mind having a stupid incompetent wimp along. Perhaps it will seem appropriate given the player's personality.

In a nutshell, Fighters fight, Tool Users make tools and manipulate their environment (such as it is), and Thinkers (also known as sages) are able to remember things beyond a few minutes or days, come up with new ideas and generally be clever ... for a mutant crawdad anyway. In Crawdad society, sages are the leaders, generally because they can remember everyone's name. Proles do very little, which is just as well. Sleeping, eating, occasionally mating and performing VERY simple and repetitive tasks generally make up a prole's repertoire of skills. Even at that they have problems. So choose well, as this step will affect your characteristics. If you have to have tables, use this one to choose your character.
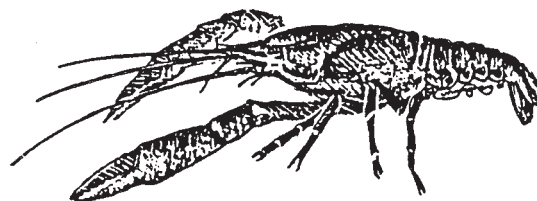
Fighter

THE PROFESSION TABLE	
Roll	Profession
1-2	Fighter
3-4	Tool User
5-6	Thinker

2. CHARACTERISTICS

The next step in generating a player-crawdad (PC for short) is determining its characteristics. There are nine of these, and they COMPLETELY and REALISTICALLY define the TOTAL parameters of a crawdad. So shut up. These characteristics are: strength (ST), dexterity (DX), fighting ability (FA), tool use (TU), Intelligence (IQ), awareness (AW), constitution (CN), armor protection (AP), and speed (SP). These are determined by the crawdad's craft in the table below. Find the desired profession across the top and roll the indicated number of six sided dice to generate the characteristics value.

THE CHARACTERISTICS TABLE

	Fighters	Tool Users	Thinkers	Proles
ST	3d6	2d6	1d6	1d6
DX	1d6	3-d6	2d6	1d6
FA	7-18*	2d6	1d6	1d6
TU	1d6	7-18*	2d6	1-4
IQ	1d6	2d6	7-18*	1d6
AW	2d6	2d6	3d6	1d6
CN	4d6	3d6	36d	2d6
AP	2d3	1d3	1d3	1d3
SP	1d3	2d3	1d3	1d3

*=rolled as (2d6)+6

What is shown is the number of dice to roll for that attribute. 3d6 is the sum of three dice; 2d6 is the sum of two; 1d6 is a single die roll; 1d3 is generated by rolling one die and dividing the result by 2. Rounding up. To generate the range for 7-18 roll and add together the sum of 2d6 then add 6 to get the characteristic. For 1-4, roll 1d6, and if die result is greater then 6 reroll until you get a number between 1-4. Now, where were we ? Oh yes . The characteristics chart.

3. EXPLANATION OF CHARACTERISTICS

ST: How strong you are.

DX: How well you can hold things, throw things, not fall over etc..

FA: How well you can hit things. Basic "to hit" roll in combat. Prime characteristic for Fighters

TU: Basic roll to use and build tools. Prime characteristic for Tool Users.

IQ: How smart you are. Basic roll to remember, invent, understand and be clever. Prime characteristic for Thinkers

AW: How well you notice new things and situations, hidden stuff. etc..

CN: Your hit points. How much damage you can take before dying.

AP: How much damage your shell stops.

SP: How fast you can move, while walking. Swimming speed is 2x this, but you move backwards (tail first).
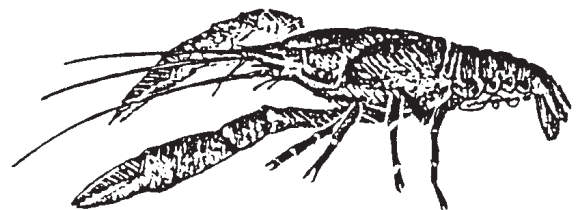
Thinker

4. CONCLUSION

The key to this game is to remember that you have a character that is much more stupid than you could ever be. *I assume.* Thus we have the key concept in playing or running the game: for all but the most basic stuff, if a player wants to do something, an IQ roll is required. You will have to do this constantly. Granted, as a player this may seem to result in your character being unable to do everything you want it to do, and being at the mercy of the dice. This is not strictly true, in most other games the point is to role play a clever character and do clever things (or violent or heroic or whatever). In C&C the idea is to play a stupid character doing stupid things. Think of the dice rolls as a vehicle by which you are given an opportunity to do very stupid things at unexpected times and have lots of fun at everyone else's expense. Or if you can't deal with that rationale, think of it as a challenge: try to play your character in spite of the dice. The important thing is that you have bought this game, which makes ME very happy. Now, let's move right on to combat since that seems to be what gaming is really all about, despite thousands of disclaimers to the press and public.
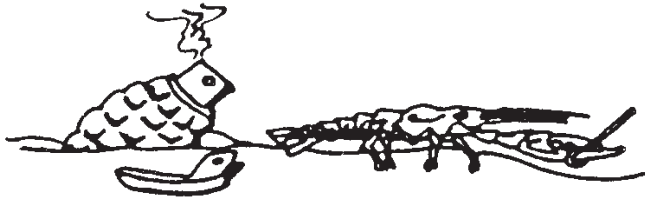
III. THE COMBAT SYSTEM

Combat is fought out as a series of Turns. Within each turn, each combatant moves and declares attacks individually: each combatant moves once, and no combatant moves twice. Then, after all movement and attack declarations. The claw to claw combat begins. C to C combat is presumed to be simultaneous for all participants. NOTE: This is a non discriminatory game. Any references in the rules to "crawdads" or characters" apply to all creatures equally.

1. MOVEMENT

A. SEQUENCE

Combat movement is a function of a characters SP rating. Movement is in order of SP with highest moving first. In case of a tie, higher DX moves first. Failing that, players should arm wrestle to break further ties. *Exception:* A Thinker may use his IQ instead of speed to determine order of movement ONLY.

After a crawdad has moved it's turn, and before the next crawdad moves, an attack may be declared on any adjacent opponent (or friend, I suppose) in the front 180° arc. A combatant may not move if an attack has been declared on him or her by a previously moving opponent, in that turn. Yes, that does mean that a faster opponent can always escape from a slower one by simply moving away NEXT TURN.

B. ESCAPE

If involved in combat as detailed above, a slower player can only fight or declare, an escape move ("Run awaaaaay!!!") or forget what he's doing. (and get mauled) The escaping character moves at swimming speed (2xSP) backwards, directly away from the opponent. A player may not make an escape move against an opponent whose SP is more than the fleeing players swimming speed. If the opponent wishes they may make an attack at +2 to FA, with no return attack allowed. You CANNOT make such a dastardly attack against an escaping opponent whose swimming SP is greater than 2x your normal speed.

C. MOVEMENT COSTS

To actually move, a player moves one inch (or hexagon, or square, or whatever) per SP factor. This may be reduced by terrain or maneuver or the whim of the CM. Turning more than one hexside per hex costs 1 extra SP factor. (or 60' per inch or whatever.)

D. FINAL NOTE

I suppose I should mention that this complicated, realistic movement system is entirely optional and really doesn't add much to the game in terms of play, although it does help its saleability to real hard-core garners. Since most of the game is purely descriptive, why not make combat that way too? As a CM, just tell the players what is happening and go from there. Thats what I do anyway. Besides, when you get to the point of needing miniatures to settle a dispute in combat, you've clearly gone beyond the mentality of a crawdad. So don't worry. Roll the dice and see what happens.

2. HOW TO HIT

A. GENERAL PROCEDURE

After all players have moved in a turn, any declared attacks are fought out. A character can generally only declare an attack against one opponent in a given turn (but see below: Claw Florentine technique). In combat, both players attempt to roll equal to or below their FA If both fail, obviously nothing happens.

If both players succeed with their combat rolls (i.e.., score equal or below their FA), compare the actual numbers rolled. The higher rolling character rolls damage upon the opposing player. The lower rolling player does not roll for damage, but rather subtracts the full value of his/her armor from the damage. Damage is explained in the next section, so don't get impatient. The remainder is then subtracted from that player's CN.

If only one player succeeds, then the successful player scores damage as above, but in this situation, the unsuccessful combatant may only subtract 1/2 of his/her armor rating from this damage, and then applies the rest to CN.

Note 1: Damage cannot be reduced to less than Zero. So no increasing your CN with a negative result!

Note 2: The armor rating always stays the same, no matter how many times it is used to reduce, damage.

It is important to note that in general only one character will be damaged in a given melee round. The only exception is when both players succeed and roll the same number. In this case, both roll damage on the other but use 1/2 armor. Essentially, you are trying to roll as close to your FA as possible without exceeding it.

B. WHEN MOBS CLASH

In combats involving more than one crawdad per side, pair the crawdads up evenly, then allocate any excess, up to 3:1. The first two fight normally. Any excess crawdads simply roll vs. FA; if they succeed, they do damage against 1/2 armor. Armor subtracts from each attack, individually. Otherwise, nothing happens.

C. CLAW FLORENTINE

In melees involving more than two opposing combatants, excess combatants are not in danger of being damaged, unless the outnumbered crawdad is a fighter. This rule ONLY applies to Crawdads or other two clawed beings , despite the earlier disclaimer. In this case, the fighter may opt to fight against two opponents as if he/she were two crawdads. This is the famous art of Claw Florentine, which only fighters can comprehend and use. This involves using one claw to engage each of two opponents: This technique may only be used when outnumbered and to attack two separate opponents. When using this technique treat each claw as a separate fighter. Each claw has an effective FA equal to 3/4 of the characters actual FA. The claw is rolled for exactly as if it was a crawdad. In regular combat (roll compared to opponent to determine damage or armor use, etc.). By the way, this rule was added because in my experience every combat system has some weird idiosyncratic rules that don't add much to the system, but sound neat.

3. HOW MUCH IT HURT

The table below is used to determine how much damage is done in combat when a hit is scored. In general, a hit is determined by rolling at or below FA; this is explained in detail later. As you can see, damage done depends on the crawdad's profession and what weapons, if any, are being used. 3-9 is generated by rolling three half dice,. 1-2 by rolling one dice and dividing the result by three - for fractions, round 1/3 down, 2/3 up. Note that proles do less damage with a rock. This is not a typo ... having a weapon just confuses them. In fact, rocks (not sharp) are the only weapon they can use.

DAMAGE RESULTS TABLE

	fighters	toolusers	thinkers	proles
Claws	3-9	1-3	1-2	1-3
Rock	claw+ 1	claw+ 1*	claw+1	1-2
Pointy stick	claw+2	2-6*	claw+1	---
Sharp rock	claw+3	2-6*	claw+2	---
Glass shard	claw+4	2-6+1*	claw+2	---
Sharp metal	claw+5	2-6+1*	claw+2	---

*when using one of these weapons, a tool user uses his/her TU characteristic rather than FA

The underlined weapons are unknown to crawdads at the beginning of the game.
(oooh! Magic weapon!)

4. DAMAGE, EFFECTS OF

Damage that penetrates armor is subtracted from CN. Armor is not reduced by damage. Also, it hurts, although this doesn't usually bother fighters.

A. LIE DOWN. YOU'RE DEAD

Damage effects a character as follows: non-fighters pass out when damage exceeds 3/4 of the total CN rating; fighters never pass out because, they are far too stupid to worry about being hurt. *("stupid to the point of heroism");* both die when damage exceeds the CN rating.

B. HOW PEGLEG GOT HIS NAME *(optional)*

In addition to the above effects, whenever damage exceeds more than 1/3 of the total CN in ONE round there is a 1/6 chance that one of the victim crawdads walking legs has been seized and separated. This does no extra damage as it is done much the same way that a lizard drops its tail, and for the same reasons. However, it does look neat in a character description. This is called *chrome*, and is what the game is all about, or hadn't you noticed?

C. HIT LOCATION *(optional)*

If you really want, a hit location chart may be used. Go get a Biology 1A study sheet with a crawdad on it, the kind with lots of numbered arrows pointing to it. Use these numbers to determine where you hit. Roll damage normally; wherever you hit, whether Rostrum or Telson, it's all the same. However, you are allowed to yell *"I hit you in the (whatever) Ha Ha Ha!"*. Clearly this is a real serious combat system, because it has an advanced and scientifically correct hit location chart. Do you feel better about it now? Good.

D. HEALING

Damage heals eventually. See the section, "Advice to the Creek Master"

IV. BEING A CRAWDAD AND DOING CRAWDAD THINGS

1. OVERVIEW

Perhaps the most important thing to remember in this game is that even a sentient crawdad is pretty stupid *(the motto on this game's coat of arms)*. They have specialized because their brains are so limited that they just don't have enough room in memory to have two jobs.

This specialization is quite rigid: a crawdad will only perform well when doing a task that directly relates to its profession. The chance of success is related to the type of task, with three factors being considered: speciality, difficulty, and originality. All are explained in more detail in separate sections.

The three professions (Thinker, Tool User, Fighter) define what a character can do well. Anything not appropriate to a player's profession will be done poorly at best. Of course, this does mean that there are many things that fall into none of the professions. No one can do these well.

To be fair though, there are some things that all crawdads can do well: these, however are the most basic things possible: eating, sleeping, mating, seeing/hearing/smelling, being confused, etc. Further, all crawdads always remember how to speak, albeit with different sized vocabularies.

2. SPECIALTY AND THE UNION CRAWDAD

Speciality is simply whether or not the contemplated task is within the crawdad's profession. This should be fairly strictly enforced. Think of them as union crawdads, if you will. Remember: Tool Users manipulate the environment, Thinkers analyze it, and Fighters hit it. Profession is a major determinant of how successful an action will be.

A. INSIDE YOUR PROFESSION

For tasks that are well known (not involving any new concepts or skills), of moderate difficulty, and clearly within the area of the crawdad's profession the basic roll is 3d6 vs. the appropriate talent (FA for Fighters, TU for Tool Users, and IQ for Thinkers). Examples of this would be a Fighter trying to hit someone, a Tool User making a pointed stick, or a Thinker trying to determine if anyone in the party is missing.

B. OUTSIDE YOUR PROFESSION

This is a bad idea, generally only proposed by desperate Thinkers. Most other crawdads will not even think of the concept. "I'm a fighter, not a brick layer."

Trying to do something outside of your profession is penalized as follows. First, the basic 3d6 roll is made against the characteristic appropriate TO THE TASK IN QUESTION. In other words, the player has to roll against the same characteristic that a character of the

appropriate class would have to. However, this roll never uses less than 3d6. Take a look at the characteristics chart: it should be instantly apparent that this will be a very hard roll to make. In some cases scores will be such that it is impossible: for instance, a 3d6 roll vs. an IQ of 2 . This is as it should be. When working outside your specialization there are NO bonuses. However, all additional dice penalties for complexity or difficulty or, spite still apply. So lots of luck. No *"renaissance man"* crawdads in this world.

Some examples:

A Fighter (TU=5) trying to make a pointed stick would roll 3d6 against TU (an unlikely occurrence).

The same Fighter (IQ=2), trying to remember how many companions are in his group would roll 3d6 vs. IQ, an impossible task. The Fighter will not succeed, even with a roll of 3.

A Tool User trying to think of a new tool would roll 3d6 vs. IQ. This last example may seem contradictory, but is a good example of the high degree of specialization of the (so-called) brain of the crawdad. Tool Users MAKE and USE tools - they do not specialize in inventing them...this requires thinking, the forte of the sage. The sage would be the one who thinks of a new and wondrous piece of equipment...such as a bag (this is an important factor to remember to get into playing or running a crawdad...to most of them, thinking is a strange and unknown art...much like assembly language programming is to me, or orthodox Freudian dream analysis is to you guys).

C. TOOL USERS AND WEAPONS

There are of course exceptions to this rule. One major one is in the realm of weapons. Weapons are tools used to fight with. As such they fall into the expertise of both Fighters AND Tool Users. Fighters roll vs. FA when fighting with weapons, and Tool Users roll vs. TU. The difference is that Fighters will generally do more damage with weapons.

D. USE OF OTHER CHARACTERISTICS TO DO YOUR DUTY

Another exception is in situations where a characteristic other than the one specific to that profession must be used in a way that directly relates to that crawdad's profession. Examples of this are a Tool User trying to spot a stick to sharpen (using AW), or a Fighter trying to understand a battle order other than "charge" (using IQ).

In these situations, the number of dice used to roll against the characteristic should be the same as the number of dice used to generate said characteristic.

In the previous examples, the Tool User's AW is generated by 2d6 (see characteristics chart) resulting in, say an 8. Thus, to find a likely stick, the Tool User would roll 2d6 vs. AW, 6 or less resulting in success. Similarly, the Fighter would roll 1d6 vs. its IQ. Again, to get this benefit the use MUST be directly related to the crawdad's profession and should not be something another profession would do. For instance, the Fighter in the previous example would have to roll (at least) 3d6 vs. IQ to think of the tactic by itself. This is because following orders is a major part of what being a fighter/grunt is all about; however, thinking of new and wonderful strategies is what Thinkers do. Tool Users also often need to follow the orders of Thinkers, and/or to understand descriptions of a new type of tool that the Thinker has conceived. Actually, no roll is needed to obey the orders: crawdads are usually more than happy to obey the Thinkers - what is necessary is that they understand said orders, and thus the roll vs. IQ.

3. ORIGINALITY

Originality is a measure of how similar a new task is to a well known task. This also applies to ideas, actions, concepts. etc., whether it involves thinking or seeing a familiar task in a new way, or combining several things.

A. GENERAL STUFF

In general, any change in this variable will also result in more or fewer dice being rolled vs the appropriate characteristic. In general, the progression of crawdad knowledge should be step by step; leaps of insight and innovation are for primates (and look what it got them, hmmm?) The principle of "easiest common denominator" should be used: when something can be done in a simpler, less complicated manner, that must be done first.

Originality applies to more than just inventing new tools. New patterns of thought, and new reactions to events are all affected by the monumental conservatism of a crawdad's brain. For instance: crawdads at home in their village, have probably never been beyond a short walk from a food supply. Thus, adventurers may have to roll to see if they think to take food along. They've never had to before - it may not occur to them.

Tool User

B. MEMORY DECAY

Also, don't forget that even the best Thinker in the world will forget the simplest thing if it hasn't been reinforced for a while. **Rule of thumb** *(But crawdads don't have thumbs)*: if it hasn't been done, discussed or thought of for a while, then treat it as a new idea. Thus, if the party has stopped asking where they're going and why, the leader may well forget.

Exception to the rule of thumb: what a crawdad HAS to remember is etched in stone. A Thinker never forgets how to count or what everyone's names are. A Fighter never forgets how to fight or use weapons. Tool users can always use tools that they have used most of their lives; they, can remember how to count to two. Everyone remembers how to speak, eat, obey thinkers, etc..

It's the stuff that isn't 100% vital to staying alive that slips through the cracks, though things that relate to the crawdad's profession will stay longer. Unless there is constant reinforcement over a long period of time, it goes away. Fighters on adventure may quickly forget that they ever lived in a village...when they go back they won't recognize their friends. In a new village, they will probably forget they ever have lived elsewhere. Thus "new" ideas are often highly dependent on memory span. Lower IQ means a worse memory. The axe can be invented a dozen times, and forgotten just as often if it isn't used frequently. The "you forget about it" clause is entirely at the CM's discretion.

C. WHY *CAMBARIS* STRIVES

Another rule to remember is that innovation in crawdads is invariably a response to some challenge or new situation. Thus thinkers can't just sit around at home or in a secure hidey-hole and invent useful gizmos. The bag was invented to carry food for a long journey across a desert, as the journey was begun; the layer, when some crawdads HAD to get under a big rock. Things aren't invented because they "might come in handy later" - that's far too advanced thinking for a crawdad. There has to be an immediate need.

D. FINALLY, ACTUAL GAME MECHANICS

In general, a new idea, even if it is just a simple modification on an old idea, is worth +1d6 to the roll to succeed. Unfortunately, after this point there are no hard and fast rules. The more original, the more dice.

Look for combined familiar concepts and changes in usage or old concepts/tools (whatever) when rating a new idea - a stone headed club (a mace) is a new idea, involves - combining two familiar objects (rock and stick). If the stick in question has been used as a weapon (a "pointy stick") it involves using a familiar

thing in an unfamiliar manner (you poke with a stick - you swing with a club). Each of these should be worth +1d6, for a total of a 6d6 roll vs. whatever - this would apply to the thinker conceiving the idea, and the Tool User making it. It also may cause the Fighter using it problems at first. Thus changing familiar tools may be actually harder than using something original.

Another example: making or inventing a "long pointy stick"(spear). This is fairly simple, it's a slight modification of an old tool, and involves no change in function : +1d6 total.

4. DIFFICULTY AS IT AFFECTS DOING STUFF

This is easy. If it's harder, you have to roll more dice. If it's easy, roll one less. Only in the most pig-ignorantly simple cases should a bonus of two be given, and this should be rare. The rationale behind this admittedly unfair system is that almost everything is difficult to at least some degree for a crawdad. That's it for difficulty. Wasn't that easy? None of that long winded dry lecture about originality, here. But then, what do you expect from a psychology student anyway ?

> # "If the party has stopped asking where they're going and why, the leader may well forget."

A. WHEN THINGS GET EASIER

On the subject of tools and Tool Users, in general, it should be somewhat easier for a Tool User to re-create a tool, if it has invented or seen built. If it hasn't been too long, and/or an example is around (and recognize as such). Perhaps give them a -1 to their roll for each time its been made recently, or for an example around. This bonus shouldn't be more than -4, under any circumstances. This concept can also apply to thinkers and frequently used ideas, like setting a guard during sleep time. In fact, it could even be used for Fighters, for understanding frequently given orders, I suppose.

In any case, the important point is that whatever is being given the bonus should have been recently enforced how long this is depends on the crawdad. Longer for thinkers (perhaps two or three sleeps, or even more if very important), less for tool-users, least for Fighters (until hungry again).

B. USE OF OTHER CHARACTERISTICS TO DO OTHER THINGS

Essentially, when characters have to do something, have them roll against the appropriate characteristic. To push over a rock, roll vs. ST. To avoid the falling rock roll vs. DX. To figure out that pushing on the same side of the rock as everyone else is a good idea, roll vs. IQ.

If a situation arises that doesn't seem to fit any of the characteristics, fake it. Anyway, this shouldn't happen, as these rules are totally perfect, and will never need a supplement, unless it becomes a best-seller. Then you'll see five supplements, four editions, a basic set, an Advanced set, the signed designers edition, an advanced second edition collectors copy for experts only, and the gold leaf limited edition sealed into a space capsule and sent to the nearest life bearing world; and if those rotten aliens make unauthorized photocopies, I'll sue them and garnish their ecosystem. So just imagine what'll happen to a lowly Earthling gamer who tries it.

I seem to 'have wandered off the subject, somewhat. To continue:

5. IDIOSYNCRASIES OF THE VARIOUS PROFESSIONS

Fighters should tend to be played as rather dull-witted sorts. Counting is beyond them. As befits grunts, though, they will always follow orders from their Thinker, or whoever-is-in-charge. This does not necessarily mean that they will understand the orders Also, they tend to be very literal about what they have been told to do. This combination of unswerving loyalty and abysmal stupidity can lead to some amazingly amusing situations. After Proles, Fighters are the most common type of Crawdad.

Tool-users are sort of the mad scientists of the crawdad world. They are brighter than the rank and file, and utterly fascinated with tools. They can generally count to two, and are also fairly loyal. They are however easily distracted. They have been known to stop in the middle of a fight to check out a neat looking rock, and never quite remember that it would be a very good idea to hit the bad guy with it. Tool-users are the least numerous of all the types, even rarer than Thinkers.

Thinkers. Hmmm...how to say it? The main problem Thinkers have is that they are in charge and can think. To understand this, read any of the examples, and try to imagine yourself as the poor fool in charge of the situation. Also, Thinkers aren't as smart as they think they are. Don't be mislead by the name: just because they can think doesn't mean that they can do it well.

Oh yes, Thinkers can count to seven, one for each leg (yes, I know that they have eight legs, they need one to point at the other ones with). This can cause problems if they've lost a few legs, and don't remember this fact. For further details, see "Travels with Peg-leg and Why We Almost Starved to Death" soon to be in-print in your favorite crawdad bookstore.

A. GENERAL TENDENCIES FOR ALL CRAWDADS

Also, on the subject of starving, a major motivational factor is hunger. Trying to do anything while hungry is harder and should add dice. Crawdads will be less attentive and useful when hungry. Loyalty tends to suffer as hunger gets worse. I have yet to have a party start eating its members, but given time and crawdads, almost anything can happen. Fighters are especially bad about this.

However, crawdads will eat almost anything, being scavengers. Thus any combat kills that aren't friends tend to become lunch. The crawdad feeding cycle is to wake up and eat wait until hungry, eat and fall asleep. Again, Fighters are especially bad about this.

B. MATING

Mating is actually not that major a drive among crawdads. Read how they do it in a biology book: you'll understand why it's no big thrill for them.
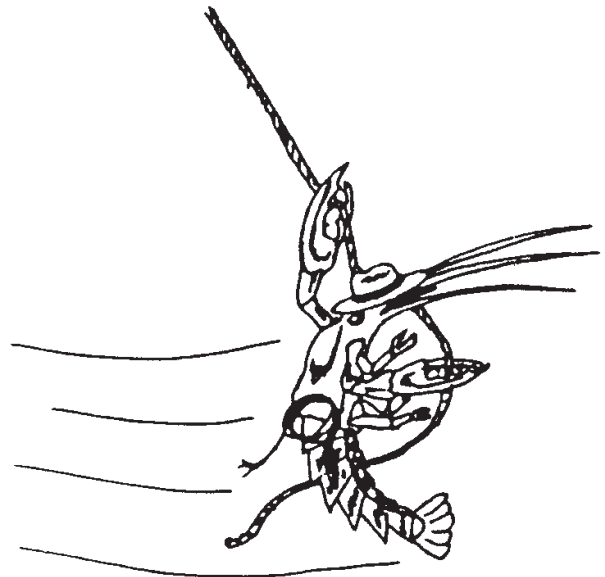
6. EXAMPLES AND EXPLANATION

I feel that at this point it should be pointed out that this is not as complicated as it seems and can be lots of fun too. As a creekmaster NEVER laboriously compute dice - go with your first impulse in most cases. If you find yourself getting confused. You're working too hard. Don't worry about it. If you screw up and they get

something too complicated or advanced, then it's just more likely that they'll forget how to use it, and next time, make them roll more dice, or invent more steps.
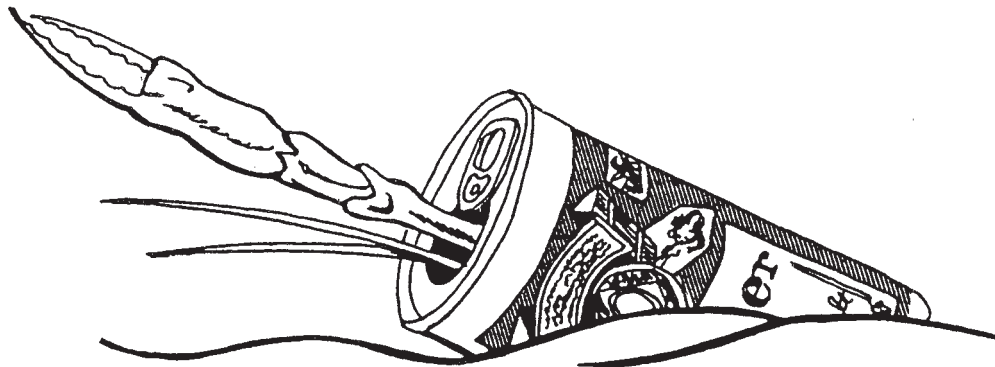
> CM: "You wake up...roll three dice.   Hmmm. There's a strange thing lying next to you. It looks like two rocks and a stick mating"

> Player: "Does it look edible?"

> CM: "No"

> Player: "The hell with it...what's for breakfast?"

And so on.

A. HUGE ALL-INCLUSIVE EXAMPLE

Now for a complicated example that explains everything , involving three crawdads trying to cooperate to achieve a goal. A Thinker (named "The Sage"): IQ 12, FA 3. AW 9; a Tool User (named "K'krtch"): TU. 13, AW 7, IQ 7 ; and a Fighter (named "Brown") FA 13, IQ 5, OX 3, AW 4. Not all characteristics are shown.

The sage, trying to figure out how to kill a huge lobster-ogre, thinks that a sharp rock would penetrate its shell, especially from below. He must think of the rock (in this campaign, a known, if uncommon item): 3d6 vs. IQ: rolling a 10, a success. Then the tactic of attacking from below must be thought of (New tactic, rules the creekmaster, +1d6) 4d6 vs. IQ, roll=13, success. Sage then tries to remember that Brown already has a sharp rock: (simple memory, nothing new, common task) 3d6 vs. IQ: roll=14, failure. The merciful creekmaster allows him a roll to see if he happens to see the rock in the Fighter's claw (basic test, not in profession) 3d6 vs. AW: roll=10, failure. "Well," he thinks "it's a shame we don't have any sharp rocks around...hmmm....perhaps the Tool User can do something about this." (thinking to have a Tool User make a tool is a very common and simple concept thus getting a 1d6 bonus) 2d6 vs IQ, roll=10, success. Thus sage tells K'krtch to get a sharp rock for the Fighter (normally, for common instructions, such as making a pointed stick or finding a rock, a very common Tool User task, no understanding roll is required). K'krtch then proceeds to look for a sharp rock.

The creekmaster rules that sharp rocks are found rather than made and so this is indeed a fairly common task, using awareness within profession: normally 2d6 vs. AW, but the CM rules that the area is mostly sand, thus making it a hard task. + 1d6) 3d6 vs. AW, roll=17, failure. Since searching Fighters for tools is NOT a standard Tool User task, K'krtch doesn't bother to look for the sharp rock Brown is carrying.

Faced with this problem, Sage thinks that perhaps a sharp rock could be MADE, (new idea, +1d6), 4d6 vs. IQ, roll=12, success. Sage explains his idea for making a sharp rock to K'krtch, who must now understand the idea. As said earlier sharp rocks are found, not made, thus an understanding roll is necessary (basic attempt to understand a new but not radically new idea...sharp rocks are already known about...no more dice added, having to make the roll itself is the penalty, using IQ in pursuit of profession) 2d6 vs. IQ, roll=5, no problem.

"Wow, neat idea", says K'krtch, who then attempts to procure a sharp rock. First he must find ANY sort of rock, (not as difficult as finding a sharp rock in the sand, only a +1 to his roll) roll 2d6 vs. AW, roll= 7, +1 =8, still a success. Now he must make it sharp (new task. +1d6) 4d6 vs. TU, roll=16, oops.

K'krtch has probably managed to smash the rock into a thousand useless pieces. "Oh well, it's impossible, rocks are too fragile."

He reports to the sage who grows desperate and cries "Does anyone else see a sharp rock?"

K'krtch doesn't roll, as he has already failed at that task, but Sage and Brown can. Sage must roll a basic 3d6 test vs. AW since looking for tools isn't a Thinker kind of task, + 1 d6 for the local conditions = roll 4d6 vs. AW. Poll = 16, failure.

Now for brown . While a sharp rock is a weapon, finding one isn't a Fighter task thus it is a 3d6 test vs. AW. However, there is a sharp rock around, the one in
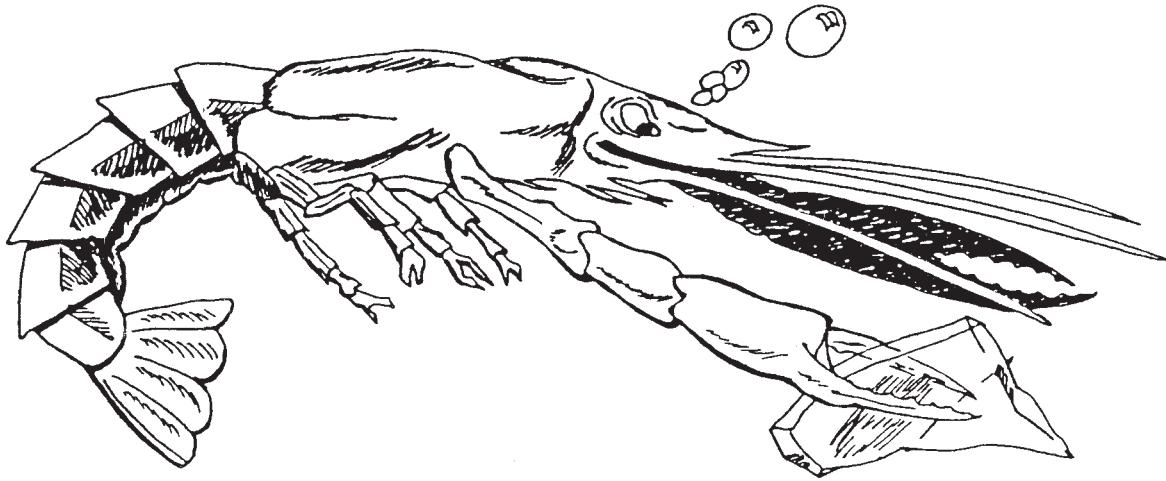
Brown's claw, remember? This negates the +1d6 penalty for the sandy bottom, and also makes the task absurdly easy for the fighter, thus giving a rare -2d6 bonus. Roll 1d6 vs,. AW. Roll=2, success.

"How bout this one boss ?"

"Good, yes, perfect!!!" replies Sage.

"What now?' asks Brown.

At this point with all the delays, distractions and general dismay, the CM rules that Sage must roll to remember his original idea (new idea, +1d6, recent memory -1d6) 3d6 vs. 10: roll=16, failure. "Um...keep hold of it.'

"Yes boss, can we eat yet?"

And so our intrepid crawdads wander off into the distance looking for lunch, the evil lobster-ogre forgotten, for now.

B. FINAL THOUGHTS

You might want to note how many dice you decided were needed for a roll so that you can be consistent later when an object has to be reinvented (and it will). On the other hand, never let consistency get in the way of the flow of the game.

For the player it can be a lot of fun failing rolls. In a situation where you have to roll to connect cause with effect, the most idiotic conclusions can be reached via a failed roll. One party found another crawdad village, and the fighters, getting separated, failed to grasp the concept of 'other village'. They promptly decided they were home, even though they didn't recognize anyone, and everyone had a funny accent. These facts puzzled them, but then again, fighters are used to being puzzled. Needless to say this caused extreme trouble. Getting out of town can be a major adventure in this universe.

New sage: Halt, bitte! Vere are you two from ?

Player 1: Umm...here.

New sage: No youre nott! Und who sent you here hmm?

Player 2: I remember... it was our...uh...

Player 1: Our sage!

Player 2: Right ! Our sage sent us here.

Player 1: But he's gone, so we came here.

New sage: I see! Und vhere are you vrom?

Player 1: Home.

New sage: Und vhere iss home?

Player 2: Here.

New sage: Vhat? Who are you?

Player 1: Who are you?

New sage I'm ze sage zat iss who! What are you do-ink here?

Player 2: If you're the sage, then you sent us here.

Player 1: Yea-what he said.

New sage: You're not vrom here!

Player 2: But if you're our sage we must, be from here

New sage: Vun more time, vhy are you here?

Player 2: YOU sent us.

Player 1: Jeese! They call US stupid?

New sage: I didn't zend you ANYVERE !!!

Player 1: Hey! That must be why we're back home !

Player 2: Wow! Way to go! I wondered about that. What's to eat around here?

*etc*

C. MORE RULES OF THUMB

1. If you think of an idea which seems clever, you'll have to roll to do it. Tell the CM.

2. Conversely, if an idea seems stupidly obvious. roll anyway.

3. When faced with an opportunity to do something sensible, roll the dice. If you fail, do somthing stupid. It's more fun in the long run.

4. Things shouldn't matter much since you'll probably forget them anyway. This applies to almost anything.

5. Whenever you fail a roll, consider invoking Murphy's Law, especially if it'll get a laugh.

6. Never, ever argue with the CM or other players. Do you think this is a real game or something? Go play "advanced, big FRP. expert set, collectors edition".

The exception to this occurs when you make a spectacularly successful role against that characteristic. This is at the CM's discretion, although a unanimous vote of the players should carry SOME weight. When a roll is designated to be sufficiently spectacular, put a check mark by that characteristic. When you have 3-5 such marks, (CM discretion, again) you may immediately increase that characteristic by one, even if it has been raised previously and some or all of the others haven't.

Experience may only increase a given score to the maximum for that characteristic in a character's profession: Thus a Fighter may not raise his IQ above 6.

C. ADVENTURE TO ADVENTURE

Very little will be remembered from adventure to adventure. So don't worry about it.
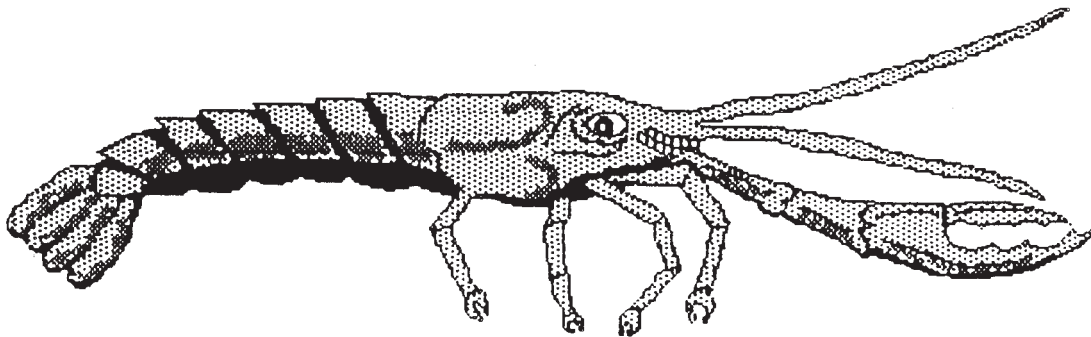
VI. CONTINUING CHARACTERS

A. NAMES AND PERSONALITIES

Real crawdad names are generally things like "Big Head", or "Brown", or "Stump Claw" or "K'Krtch" or "B'rrack". They also are pretty changeable depending an whether you've done something of note recently. Then there are the player generated names like "Capt. Nemo", "Cray-1". "Buttertail", or "Scarlett O'Crawdad", to name a few. Whatever turns you on. Also, it can be amusing to go into a campaign with no name and wait for the rest of the party to decide what to call you. That ALWAYS gets interesting results.

B. EXPERIENCE

This is simple. After each game, add one to one of your characteristics. However, you can't add to that characteristic again until all others have had one added to them.

D. DEATH AND A NEW CHARACTER

Don't worry too much. Just roll up a new one. It only takes a minute. Pretend it's the old one if you wish - after a few sleeps, who'll remember, anyway?

VII. ADVICE TO THE CREEKMASTER

Perhaps the first and most important thing that I can say is that ANY of the rules are subject to change at your discretion. One of the big advantages of this system is that unlike most games, consistency is optional. Characters can't map their progress, have only the vaguest concept of how much time has passed, where they have been or even where they are. Given this, it is no problem to get characters into any scenario you want. Just say..."You've been walking around for a while, suddenly ..."

Want to let a new character into an ongoing adventure? No problem:

CM: *(to the new player)* You were out hunting, made a big kill, gorged yourself, fell asleep, and unknown to you, were washed down river and landed in the middle of the group. Make an IQ roll. *(the player fails)* You don't notice that you've moved anywhere. You are a little curious as to why the members of your hunting party look different.

CM: *(to the group)* You wake up. Make a 5d6 IQ roll.

(they do this)

CM: Hmmm. Okay, the fighters don't notice anything different, the tool user realizes there's more people around, but gets hungry and forgets it. The thinker sees the new crawdad who wasn't there yesterday. What do you do?

Thinker: Hey, who are you?

Fighter: I'm K'nan - why are you asking me, sage? you know.

Thinker: Not you, you fool! The new guy!

New PC: Me ?

Thinker: Yes, you, new guy. What's your name?

NewPC: *(concentrating on the wrong part of the question)* I'm not new...I've been here a while.

Thinker: Notnu? Glad to meet you Notnu. I'm Sage.

NewPC: I'm not "Notnu!"

Thinker: "Notnotnu"? That's kind of weird. We'll call you "Notnu" for short.

K'nan: Hi. So you're Notnu ?

NewPC: Right. I'm Not New. I've been here a while.

K'nan: *(ponders)* Then I guess I've known you for a long time.

Thinker: Right! If K'nan knows you, Notnu, that's good enough for me.

New PC: *(becoming confused)* But if I know you, why do you all look different?

Thinker: We don't look different. You look different, Notnu.

Notnu: Oh. I guess that explains it...you are a thinker and should know.

And so it goes.

In the previous example, I've omitted all dice rolls to try and show the flow of a very typical encounter. In fact, in the actual situation, the players were either rolling the dice themselves, or being intentionally stupid. This raises two important points: first, no roll is required to be stupid or to reach the wrong conclusion. That's right, it encourages non-linear thinking. That's what this is all about. You can play someone clever in any other system on the market; how many allow you to forget what your mission was because you're hungry?

The second point is that the game goes much faster when, the players start taking the initiative to roll the dice for themselves. In other words, when they force THEMSELVES to make an IQ roll, and do something bizarre because they didn't roll to do the sensible thing: It also makes it a lot more fun for the players. When they've gotten to this point, you know that they've made a conceptual breakthrough and are truly thinking like crawdads. The CM still has final say, and should feel free to override players when necessary, but player participation of this kind should be encouraged.

SETTING THE CAMPAIGN UP

This is actually fairly easy. First, decide what tools the crawdads have already invented, and might have access to. These should be fairly limited.

In my campaign, the crawdads used rocks and could manufacture pointy sticks. Sharp rocks were used but were found, not made. They lived in a village that consisted of a jumble of burrows (did I mention that crawdads lived in burrows? They do, you know) arranged around the "God Rock" which was worshipped because it was the biggest rock they had ever seen. Actually the rock was a ceramic bust of Abraham Lincoln, which caused a

rather bizarre twist when an old penny was found and the Thinker made an extraordinary roll and recognized the profile...but I digress.

Next, determine how much of their environment the crawdads are aware of. Have they EVER been out of the water? (Probably not) What creatures do they know about? How far have they explored? etc...etc.

Get all this written down and leave it at that. What isn't listed, isn't known. The less they start with the better. Never give any new knowledge away or free - make them roll to identify or understand anything new

For the actual terrain, I strongly advise against making maps of any detail at all. ***This game should really be played out of your head without miniatures and/or maps.*** I've written that big because it's important. So pay attention, there! In this game props and ploy aids just get in the way: they encourage you and the players to take this game seriously, which is a deadly mistake.

Remember: the characters won't, remember. If terrain changes from visit to visit, it's because they forgot, not because you are being inconsistent. The players may well remember, but so what? If they're playing with the right attitude, they won't worry about it.

I have stressed that the CM is very unrestrained in terms of what can be done. I don't want to give the impression that CM'ing is being a despot. The CM is not out to destroy the players, or to "get' them. If you want that kind of power, we all know what game YOU should go out and buy. But no free plugs, here, no sir. Remember: the players should be able to confuse themselves well enough that you won't have to go out of your way to force it. Okay, enough of the sermon.

ORGANIZING THE PARTY

Always have a keg, even if it's BYOB. No, wait...

The first rule is that a group has to have AT LEAST three characters, one of each profession. This is purely for practical reasons. Lone crawdads are VERY boring adventurers and also very unlikely to accomplish anything.

The second rule is that there should be more than two players. Player interaction is a major part of this game. In addition, the more players, the more likely it is to get them confused. Again this is where at least half of the fun of this game is.

The third rule is that for a party of up to six characters, there should only be ONE Thinker, and no more than two Tool Users. The point here is that the game

isn't much fun if things become too easy or too obvious. With more than six players a party should never have more than two Thinkers. Okay, three at the outside. But that's it: too many Thinkers, especially, gives the crawdads access to far too much information and knowledge. A crawdad, even a Thinker, spends most of its life in a fog. Simulate this.

Finally, no player should start the game with a score in their professional characteristic above 14, or below 9. The ideal is 10-12. High scores make it all too easy. Conversely, a player has to have SOME skill or they'd just be a prole. Also, these ARE beginning players, after all.

> ## " A Crawdad, even a Thinker, spends most of its life in a fog. Simulate this."

RUNNING THE CAMPAIGN

Keep it pretty abstract. Keep measures of time very vogue ("It's been a while. You're hungry again.") Never map for the players, nor let them map. Are you kidding? When its necessary, draw out what they can see in the immediate vicinity. But wherever possible, rely on description over concrete example. The compass directions should be appropriately limited. I use "Hard to swim", "Easy to swim", "To the side", and eventually, "Up", and "Out". The last was for ANY direction above the water. Crawdads have NO sense of direction out of the water, and must navigate by sight and other senses.

Damage heals, "eventually". Faster for Fighters, slower for Thinkers.

One other note. Remember that this is theoretically underwater, and is a three dimensional environment even though Crawdads mainly walk on the bottom. Also, the environment is in motion.

TAKING THE GAME SERIOUSLY

Don't.

VIII. List O' Monsters

The number of creatures encountered is entirely at the discretion of the CM.

All characteristics are either assigned a constant number, or a dice range. An entry such as 2d6 means "roll two six sided dice, and add them together. Unless otherwise specified in the individual description, creatures will flee/fight as follows: IQ 0 Creatures will never flee. IQ 1 creatures will flee if CN is reduced to 1 (not if it started at 1). IQ 2-7 will flee if CN is reduced to 1/2, and they are not obviously winning. They will always flee if CN is reduced to 1. If a creature has a MA of 0 or is Unable to retreat, it will never flee. Feel free to ignore all of this.

TOOTH WORMS *(Nematode Dentate)*

ST:0 DX:6 FA:9 IQ:1 AW:5 CN:6d6 AP:0 SP:8
DAMAGE: 1d6

Basically a worm with a mediocre bite on it. Any single attack, doing over 1/3 of the worms CN value in one phase has cut it in half. The teeth are hollow and conical, and make useful daggers (claw+2) or spear heads for pointy sticks (additional +1 damage). Either idea is a new concept. They live primarily underground.

LEECHES

ST: 4 DX: 8 FA: 10 IQ: 0 AW: 5 CN: 1d3+1 AP: 0 SP: 14
DAMAGE:special

When leech scores a hit, it does no damage the first round. However, it is now attached, and will automatically hit each round thereafter, ignoring armor, and doing 1 pt of damage (draining the victims blood).

This will continue until it is killed or has drained twice its CN rating, at which point it will fall off, sated.

WATER SPIDERS:
THE SMALL, THE LARGE AND THE UGLY
SMALL

ST: 1 ea. DX: 10 FA: 9 IQ: special AW:Special
CN:Special AP:0 SP: 3

DAMAGE: special

These are a particularly unusual mutation. Singularly they are non sentient and harmless. However, when in close proximity to each other, and in large enough numbers, they form a highly intelligent group mind. For every three such spiders within one hex(or whatever) the mind has 1 IQ point. In combat, each spider has a 3 in 6 chance of doing 1 pt of damage, with the victims armor only counting on the first turn. Any hit destroys 1d3 spiders. When in mass they can only drift on the surface. However this apparent helpless-

ness tends to draw their prey to them. In short they look like a big lump of food. If they are scattered (perhaps by a thrown rock), they must take 1d3 turns to reform and are harmless until then.

LARGE

ST:3 DX:14 FA:10 IQ:1 AW:14 CN:2d6 AP:0 SP:7
DAMAGE: 1 d6

These only attack on the surface of the water, or on dry land. The only exception is a species that builds an underwater nest out of a bubble and webbing, and commutes to the surface, to eat and add air to the nest. There is a 2 in 6 chance that any spiders of this size will be poisonous. If so, any hit the spider scores AND that penetrates armor will do an additional 1 d3 worth of damage on each succeeding turn for 1-6 more turns. Naturally armor doesn't protect against this. And yes, multiple hits are cumulative. So watch it.

B-MOVIE SIZE

ST:16 DX:8 FA:9 IQ:2 AW:5 CN:8d6 AP:1 SP:4
DAMAGE: 4d6

Big hairy Tarantulas that live under water and so can grow to REALLY immense sizes (1-2 feet across). They are never poisonous, but can still bite the heck out of you. They can also be encountered on dry land. These are smaller (CN:6d6) but still do 3d6 damage, and are usually (5 in 6) poisonous to boot. So REALLY watch it. As with all B-movie insects these have a voice, either a dull roaring, or an obnoxious high-pitched chittering.
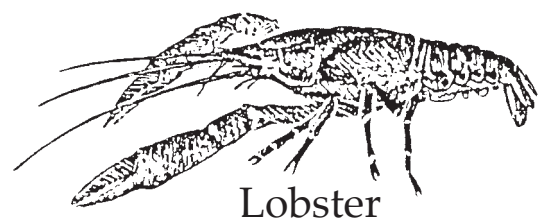
LOBSTERS

ST:35 DX:7 FA:9 IQ:2 AW:10 CN:10d6 AP:8
SP:(1 - 3)*

DAMAGE: 3d6, or 2d6 per claw if each used separately.

Generally passive, freshwater lobsters will fight if attacked. Having few natural enemies, they tend to be friendly, if dull witted. Two to four times as large as a fighter crawdad, they are sometimes used as war or riding animals by highly advanced crawdad tribes. In Crawdad terms, lobsters are about on the same intellectual level as a dumb fighter. They can talk, but don't have much to say.

Lobster

SNAILS
ST:5 DX:1 FA:5 IQ:0 AW:9 CN:1d6 AP:8* SP:1

DAMAGE:0

*AP= 0 on the first round, if surprised.

Stupid, slow and passive, snails are generally harmless and are frequently hunted for their delicious meat. A snail, if not surprised when attacked, will withdraw into its shell. To flip one over, is a 6d6 roll vs ST. Up to two crawdads may add ST score to make, this roll. When inside its shell and right side up, a snail is automatically hit by any attack, but always uses its full armor value.

PIRANHA SNAILS
ST:2 DX:2 FA:12 IQ:1 AW:2d6 CN:2d3 AP:10 SP:5

DAMAGE:3d3

*When out of the shell end fighting, total AP is at -4.

These nasty mutants are absolutely indistinguishable from their harmless cousins until it's too late. Essentially a buzzsaw in a shell. Also known as "Killer Escargot". If their CN is reduced below 1/2 they will either flee or seal up' (as with snails above)

CLAMS
MUTANT AND OTHERWISE NORMAL
ST: 1 DX:1 FA: 10 IQ:0 AW:1 CN:3 AP:13 SP:0

DAMAGE:2d6

A normal clam is basically an armored mouth. It is only dangerous as a trap. If the character doesn't make an AW roll and steps on it, the clam gets a free attack.

MUTANT
ST:6 DX:12 FA:9 IQ:7 TU:14 AW:7 CN:1d3 AP:7 SP:4

DAMAGE: 1d3 or as a tool user with the appropriate weapon.

These are clams that have somehow evolved arms and legs. They are natural tool users and make and use many advanced tools. They are not very inventive, but learn quickly and don't forget much where tools are concerned. They are very greedy and have a rudimentary barter economy, largely to rip off customers. Luckily they're not as smart as they think they are. They live in either underground warrens or mud 'castles'.

WOLF SHRIMP
ST: 1 ea. DX:n/a FA:8 IQ:0 AW:7 CN:1 ea. AP:0 SP:4
DAMAGE: 1 ea.

Travelling in packs, these mutated freshwater shrimps act much like terrestrial wolves or tropical piranhas, though on a smaller scale. All the Wolf shrimp that hit a single character in one turn add their damage together and armor is applied once to this total.

MUTANT KILLER TROUT
ST:15 DX:12 FA:13 IQ:3 AW:12 CN:8d6 AP:1 SP:13

DAMAGE:2d6

Killer trout are the most feared of all encounters. Fast, agile and viscous, trout attack mindlessly, and fight until dead. Naturally they are quite hard to kill.

JOE FISH
ST:up to 6 d6 DX:3d6 FA:7 -10 IQ:2 AW: 8- 13 CN:up to 12d6 AP:0 SP: up to 18 DAMAGE: 1 d6

This represents the generic normal fresh water fish that will be encountered, in other words, the ones that aren't psychotic killer trout. Actual slats are determined by the CM. They generally will only attack a crawdad if very hungry (or if attacked, naturally).

CRABS, NORMAL AND MUTANT
NORMAL
ST:7 DX:2 FA:9 IQ:4 AW:10 CN:2d6 AP: 5* SP:3

DAMAGE:3d3

Normal crabs are highly territorial, and will attack viscously as long as an intruder is within their territory. They are totally passive to anything outside of this area. May use Claw Florentine technique.
*always used at full value

MUTANT
ST:17 DX:7 FA:11 IQ:2 AW:6 CN:8d6 AP:9 SP:1d3

DAMAGE:2d6 per claw

These are non-territorial, big stupid viscous brutes. They are able to attack separately with each of two claws even against a single opponent. Luckily, like most ogres, they are easily fooled, even by crawdads.

HUGE HAWAIIAN SNAILS
ST:66 DX:1 FA:8 IQ:1 AW:4 CN:7 AP:11* SP:1

DAMAGE:1d6-1

*When out of the shell and fighting, total AP is at - 4.

This is a bigger, more aggressive version of the normal snail. However, if it hits an opponent (regardless of damage) its next attack will be a 'crushing' attack (i.e. crawling up on top of the character). This attack is at +4 to FA and does 2d6 damage. If this attack is successful, the opponent is helpless and will automatically take 2d6 damage each round unless a 3d6 ST roll is made. If a character escapes or if the initial crushing' attack is unsuccessful, that opponent is still liable to another initial 'crush" each turn, until the character disengages for a round, or the snail attacks another character.
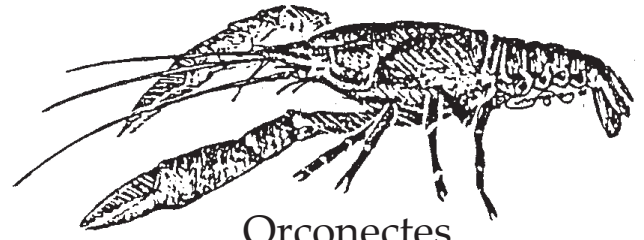
OTHER CRAWDADS

ST:4d6 DX:1d6 FA:3d6+1 IQ:2d3 AW:1d6 CN:5d6 AP:3d3 SP:1d3

DAMAGE:4d3

These are big nasty barbarian crawdads of Genus "Orconectes". Guess what they're called for short. No prizes given for the correct answer. They have no tool users or thinkers and only rarely use weapons. Basic bad guys.

Orconectes

GIANT MUTANT AQUATIC SOW BUGS
(WATER DEMONS)

ST: 1 d6 DX:2d6 FA: 2d6* IQ:1 AW:1d6 CN:2d6 AP:1d3 SP:1

DAMAGE:special

This atrocity is one of the worst encounters, especially if the victim is alone, Water Demons lair on the bottom, or in caves. Attacking by surprise (roll 3d6 vs 1/2 awareness to spot and then 3d6 vs IQ to figure out that avoiding it is a good ideas). It grabs the prey with its huge front pincers (a successful roll vs FA indicates this has happened), and anchors itself with a small pair in the rear. The initial "grab" does 1d3 damage. On each round thereafter, the victim automatically takes damage as follows (Armor counts): 1d6 on the second round. 2d6 the third, 4d6 the fifth, etc, until one of you dies. The only escape is to kill it. or to break loose: to do this is a 3d6 roll vs. ST on the first round, 4d6 the second, 5d6 the third, etc. Upon initial inspection, the body is usually hidden from view, and the legs and mandibles appear to be jagged rocks or crystals. Naturally, water demons seek areas where they can blend in.

FLATWORMS (PLANARIA)

ST:1 DX:1 FA:8 IQ:0 AW:10 CN:1 AP:0 SP:2d3
DAMAGE:special

These creatures are one of the most repulsive end annoying creatures to encounter. Flatworms feed by turning their stomach inside out and sticking it out of their mouths onto whatever they plan on eating. If a flatworm scores a hit, it has started this nauseating procedure and will automatically do 1 point of damage per turn until one of you is dead. This wouldn't be a problem except that this attack applies to armor first, and DOES reduce the AP score. This damage takes a LONG time to heal.
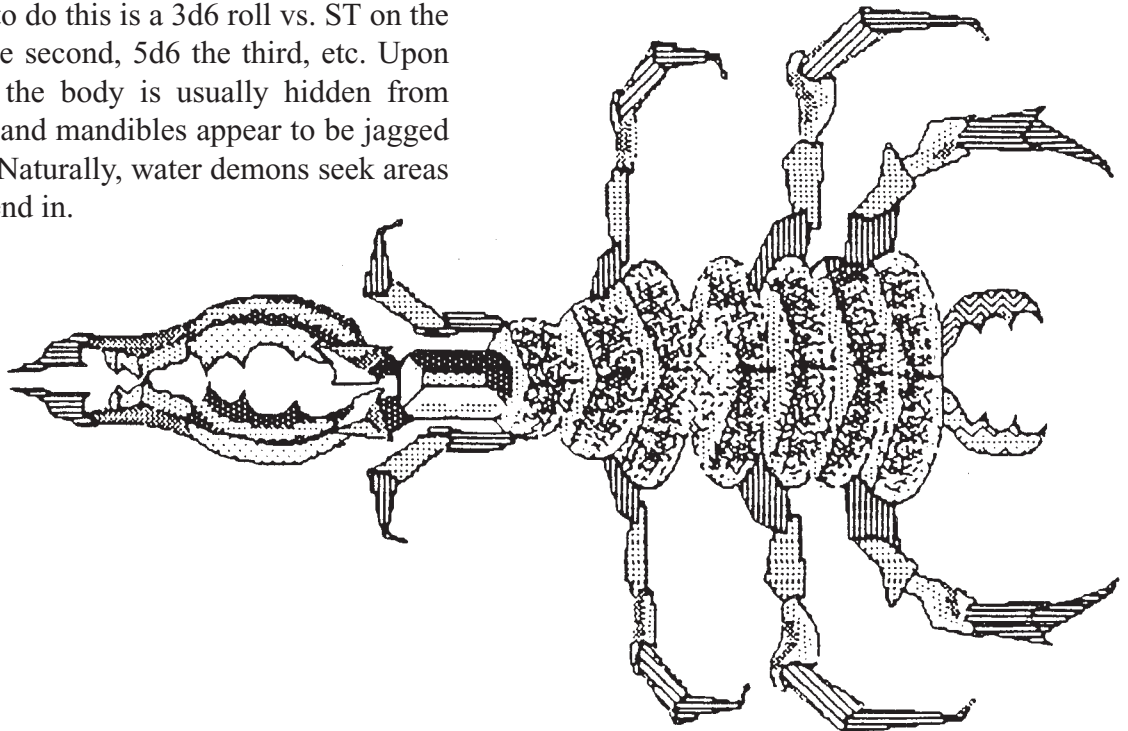
HORSESHOE CRABS

ST:14 DX:3 FA:8 IQ:1 AW:5 CN:12 AP:20* SP:2
DAMAGE:3d3 (tail)

*this score is always at full value if right side up. AP=0 if flipped over.

A mobile pillbox is what this little darling is. It is pretty much invulnerable unless flipped over (a 10d6 roll vs ST. Up to four crawdads can add their ST scores together to make this roll this counts as an attack). Its tail can only hit its rear 180° arc, but can be dangerous. On the other hand, it tastes good, and its shell can house two or three crawdads.

FROGS

ST:12 DX:8 FA:8, 13 with tongue IQ:5 AW:14
CN:3d6 AP:0 SP:10

DAMAGE: 1d6+special

These are mostly dangerous near the surface. Their special attack is its tongue. It has a 6 hex range and a 2 hex minimum. If It, hits, it will entangle and draw the victim into its front hex next turn. It will automatically hit thereafter with its mouth, doing 1d6 each turn unless the victim escapes. This requires a 3d6 roll vs. ST.

A frog will naturally attack the smallest member of a party, and usually prefers ambush tactics.

TADPOLES

ST:2 DX: 14 FA:10 IQ:6 TU:10 AW:12 CN:3
AP:0 SP:2d3*
DAMAGE:1d3 or as tool user with weapon.

These are not true tadpoles, but rather a variety of frog that retains juvenile characteristics (arms with hands, legs and a tail). They are tribal and highly territorial. They will vigorously defend their territory, usually through particularly nasty hit and run guerilla tactics. They also have a nasty rudimentary sense of humor. Their tool use is limited to weapons, and traps which they prefer to use .

SLUGS , various types

ST:2-7 DX:1-6 FA:6-8 IQ:1 AW:7-9 CN:2-4D6
AP:0 SP:1
DAMAGE:1d3

This is what we call a gravy encounter. As a general rule, slugs are slow stupid harmless helpless and tasty. In many ways they are the 'cows of the creek' However, there have been rumors of large intelligent slugs, using Telekinesis to move things around, or maybe it was just that pizza I had before bed

WATER SCORPIONS

ST:DX:FA 10/ 14 IQ:0 AW:10 CN:2d6 AP:3 SP:4
DAMAGE:1d6 per claw, 1d6+1 and poison for tail

Solitary and aggressive, Scorpions attack anything they encounter. They attack once with each claw (FA 10). But always against the same opponent. If BOTH claws hit in the same round, in addition to damage, they lock and hold the opponent helpless unless it makes a 4d6 roll vs. ST. On the next round, if the victim is still held, the tail will strike (FA14). If it hits and penetrates armor, the target Is poisoned. This causes an immediate 1d6 damage, and a further 1d6 each round for 1-6 rounds. Further, unless said victim is a fighter, they well be in far too much pain to do anything other than thrash around and scream. I do not recommend allowing the players to roll play this out, as the neighbors invariably call the police.

DRAGONFLIES

ST:15 DX:14 FA:10 IQ:0 AW:12 CN:2d6 AP:0 SP:15
DAMAGE:special.

In the absence of most vertebrate left on the surface, many insects have reverted to their prehistoric sizes, which in the case of dragonflies is quite large indeed. Dragonflies attack near the surface, or on dry land. They swoop down, and attack from above usually by surprise. If not surprised, the targets can fight back, but are at -3 FA and the fight is not resolved as a standard combat. Both roll vs. FA: If the crawdad makes its FA roll it can either do regular damage or try to grab and immobilize the dragonfly; this requires a 2d6 roll vs. DX no damage is done if a grab fails, half if it succeeds. If the dragonfly makes its FA weather the victim was surprised or not, the victim is picked up and carried away. It well rise for 1d6+1 rounds, and then drop the victim on a convenient rock. This does 1d6 of damage for each round the dragonfly spent rising. If the victim survives they are stunned (Duration equal to IQ score. Yes, this does mean that the smarter you are the worse it is. Sometimes it helps to be clueless), and unless dragged to cover, or defended, well soon be attacked again. (1-6 rounds later) While in the air, the unwilling passenger can attack the dragonfly but at -5 FA. This counts as an unopposed attack. If successful, the crawdad is automatically dropped, as above. If the Dragonfly has been held down by a successful grab, it is totally helpless and is easily beaten to death.

WASPS

ST:5 DX:13 FA:12 IQ:0 AW:12 CN:1d6 AP:0 SP:5
DAMAGE:1d6+special poison

These attack much like dragonflies, except that they are far too small to carry off a crawdad. Also, they are far from helpless in combat. Wasps can only attack above the surface of the water. If they hit and penetrate armor the opponent is paralyzed unless a 2d6 roll vs. CN is made. If it fails, the victim is paralyzed, and if alone, essentially dead. If, the roll is made, nothing happens. However, if stung again, each further roll that crawdad has to make is increased by one for each previous sting. Victims are paralyzed until the CM decides otherwise, but certainly for longer then the' present combat. Opponents are at -3 FA for the first round only.

WATER BEETLES

ST:7 DX:7 FA.7 IQ:0 AW:7 CN:7 AP:3 SP:3
DAMAGE: 3d6+2

Water beetles would be particularly third rate encounters if it wasn't for their immense mandibles. They don't hit often but it hurts when they do: Plus they don't run away. However, some tribes have domesticated them for pack animals.

MUTATED BANANA SLUGS
(SLUGDRAGONS)

ST:20 DX:1 FA:special IQ:1 AW:15 CN:40 AP:1 SP:1
DAMAGE:2d6 bite, 2d3 "breath" weapon, 1 d6 "spit" weapon.

Slugdragons tend to lair in caves, but when hungry can be found anywhere. They attack and, try to eat ANY creature that they encounter if they are, hungry. They also will attack anything that disturbs them or enters their lair, in any case. Slug dragons can use one of the following three attack types in a given round.

1. They can bite in combat for 2d6 damage (FA 12).

2. They can spit venom up to 9 hexes. The first shot is at FA8. Subsequent shots at the same target are +2 per additional shot. Each successful hit causes 1d6 damage and a further 1d6 each round thereafter for 1-6 additional rounds. A typical slugdragon on a hunt has 2-12 such "shots". In its lair, it has 12.

3. They can exhale a cloud of venom. This uses up 3 "shots" This cloud effects every thing in front of it within 3 hexes. All victims within it must make a 3D roll vs. IQ to avoid its effects. The cloud causes 4d3 damage to all who fail this roll. Armor does NOT protect against this damage.

WATER BEATLES

ST:7 DX:7 FA:7 IQ:0 AW:10 CN:2d6 AP:0 SP:sometimes DAMAGE: sonic attack. special.

This tiny aquatic pop music band ... Oh forget it. Even I can't stomach this joke.

THANKS !!!

For further reference,

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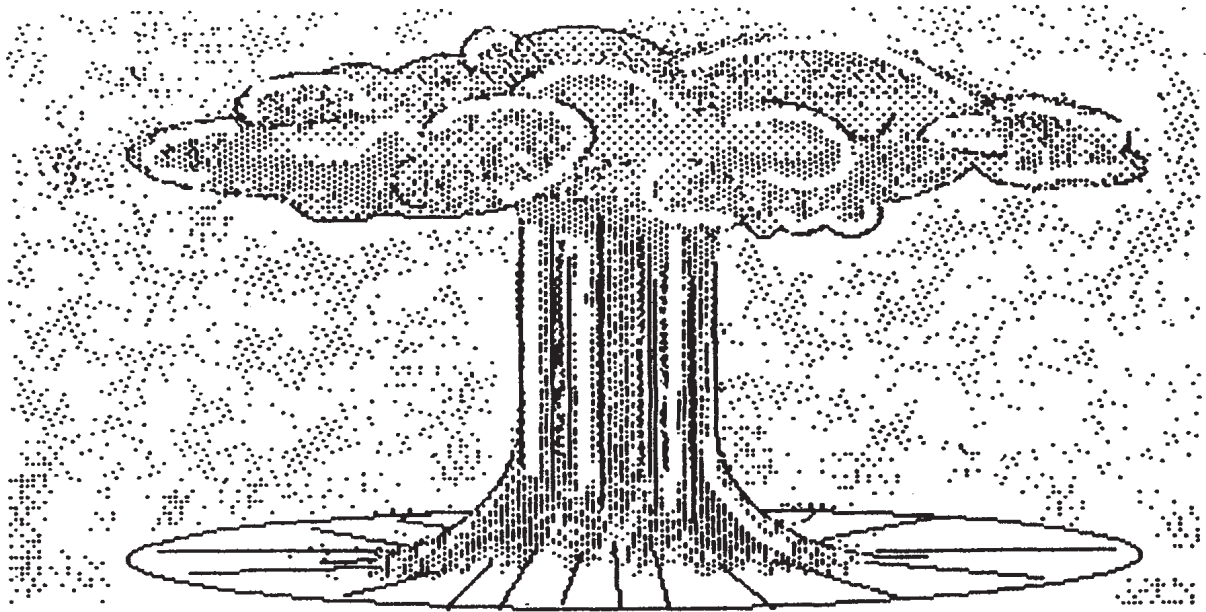
Ed Allen, Graduate Student in Genetics U.C. Berkeley; 1965, 1st ed.

THE HUMAN RACE HAD DESTROYED ITSELF. Nuclear war had erased all human life from the face of the earth. Only the cunning, lucky, or well prepared had survived the initial bombs. They all died shortly thereafter. There were no mutants, no crazed war vets returning home, no cryogenic. sleepers trying to change civilization. Not even the vultures to pick their bones. Consider then the plight of Cambaris, the common crawdad. For in the radioactive hell that followed the war it found itself evolving towards intelligence. Well, part of the way. No matter how smart a crawdad gets, it's still pretty stupid.

Nonetheless, despite their basic stupidity, they set forth to rebuild a shattered world, to relight the torch of civilization, to get hungry, find lunch, and forget about everything else.

Creeks and Crawdads.

The late night role playing game you need
when you don't need another role playing game.
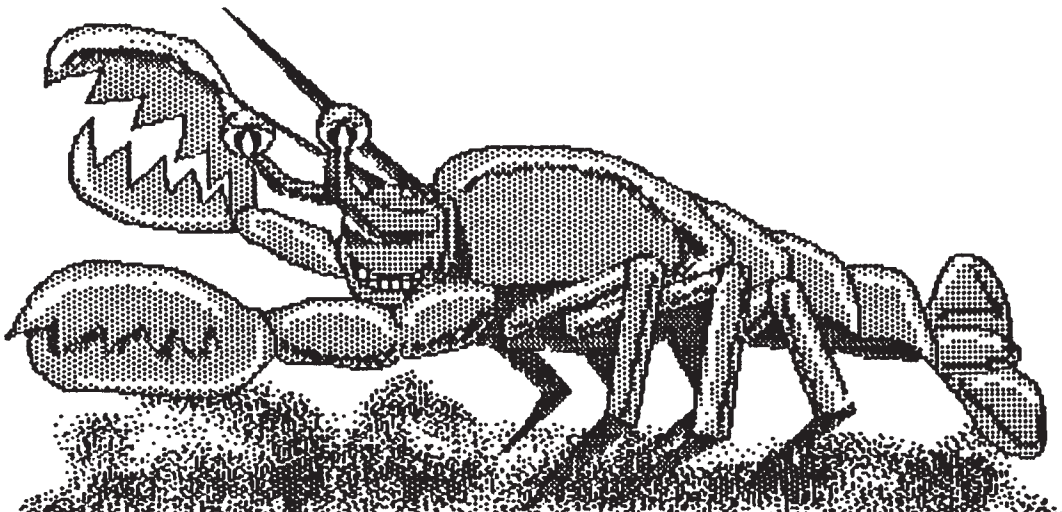
CREEKS AND CRAWDADS
a game by M. Martin Costa.