

CRAWLING UNDER A BROKEN MOON



Issue No. 13
June 2016

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CRAWLING UNDER A BROKEN MOON

Welcome to the thirteenth issue of *Crawling Under A Broken Moon*!

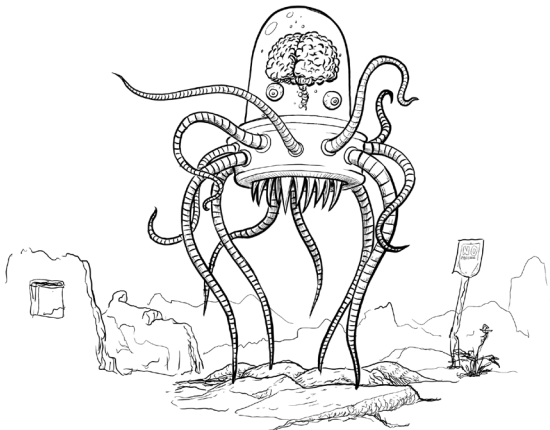
Lucky number 13! When I first started writing the first *Crawling Under a Broken Moon* issue, I never imagined I would still be publishing it over two years later. Regardless, here we are with the first issue of year 3 of this weird, wonderful zine.

Now for your reading pleasure, here is another slew of slightly radioactive articles to plunge you deeper into the wild, weird world of Umerica, enjoy!

Reid "Reidzilla" San Filippo

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Submission Guidelines

Original submissions are welcome. Anything published will belong to the author, artist, and creator. For art submissions, please send a link to some samples. Old school style black and white line art is preferred. Anything post apocalyptic is always welcome. All contributors will get a free print copy of the zine. Email: crawlingunderabrokenmoon@gmail.com



fantastic post-apocalyptic adventure idea generator

By Diogo Nogueira

This series of tables was created with the intention of sparking ideas for adventures set in a fantastic post-apocalyptic setting with robots, mutants, sorcerers, alien technology, cyborgs, and everything else you can imagine. This won't give you a fully playable adventure ready for your table, but instead it will give you elements that you can put together to create your own scenarios.

how to use this

There are a number of ways you can use the Adventure Idea Generator depending on how you want to generate the results and the amount of elements you want. There are six element categories (Goals, Locations, Antagonists, Supporting Cast, Complications, and Rewards), each with 36 different possibilities, forming a wide range of combinations and a variety of paths. You can vary even further by choosing the same element twice (e.g., inserting 2 complications in your adventure or having 2 important locations).

The default way to use this is rolling two six-sided dice of different colors for each element of the adventure. One color will indicate the subcategory and the other one will indicate the specific element in the subcategory. For example, if I am generating a Goal for my adventure and roll a 6 in the subcategory die and a 2 on the element die, I would end up with "Goal: Survive/Escape from - Enemy Cult/Faction".

But there are other ways to do this. You could, obviously, simply choose whatever you want without the use of dice. Another method would be a more collaborative and dynamic process. Using 2 dice for each element desired and rolling them all at once. Then, in turn, each player would choose either one subcategory or element within an already established subcategory. If the subcategory was chosen with a die of one color, the element has to be chosen with a die from the other color.

goal

This indicates what the characters are trying to do in the adventure or what they are trying to achieve. They probably need a good reason to risk their lives to do this thing.

1 - Attack/Kill/Destroy

1. A cataclysm survivor
2. A threatening organization/cult/tribe
3. A renegade robot
4. An artifact of the Last Age
5. A bloodthirsty mutant monster
6. An extra-planar technological entity

2 - Find/Retrieve

1. An important/useful/dear person
2. Food and water (consumable)
3. A place/ruin/building
4. A lost/stolen object
5. A technological artifact from the Last Age
6. An ingredient/medicine/part

3 - Steal/Kidnap

1. A vehicle/means of transportation
2. A technological artifact from the Last Age
3. Supplies from another group/faction
4. An important/useful person
5. Tools/weapons/medicine
6. A map/book/information

4 - Protect

1. A community/group
2. A place/ruin/building
3. An important/useful/dear person
4. A technological artifact from the Last Age
5. A secret from a rival faction
6. An autonomous, intelligent supercomputer

5 - Explore/Discover

1. An unexplored region
2. The origin of a strange phenomena
3. A ruin from the Last Age
4. How an ancient artifact works
5. The location of an important place
6. The truth about a legend

6 - Survive/Escape

1. From a radioactive/natural disaster
2. From the hideout of an enemy cult/faction
3. From bloodthirsty mutant beasts
4. From the rage of a technological extra-planar being
5. From the attack of a rival group/faction
6. From a parallel dimension they got into

location

This element establishes the main location the adventure takes place.. It's here where the action is going to unfold, and where the characters will face their challenges and reap their rewards.

1 - Ruins

1. Of a giant skyscraper
2. Of an enormous factory
3. Of a military base
4. Of the subway network
5. Of a sunken ship
6. Of a nuclear power plant

2 - Isolated Place

1. Lost exotic island
2. Radioactive fog-covered swamp
3. A vale forbidden because of taboo or fear
4. An ancient battleground of killer robots
5. On the top of an perilous mountain range
6. Cavern in the center of the world

3 - Ruined City

1. The port district
2. Palace of a forgotten dictator
3. An old park that grew to become a jungle
4. In a technology museum
5. In the old slums, full of toxic waste
6. Underground sewers

4 - Technological

1. An intelligent robot factory
2. A missile launch station
3. Inside a gigantic living computer
4. In an artificial forest made of cables and circuits
5. On a concentration camp for humans maintained by robots
6. In the crazy scientist's lab

5 - Wilderness

1. Cannibal infested jungle
2. Desert with mutant raiders
3. Deformed-beast infested swamp
4. The forest of the pure-strain humans
5. The hills of the mole-men
6. The radioactive psychotic frog-men

6 - Weird Place

1. In the parallel dimension of the Oniric Overlord
2. Stellar crystal caves
3. In the supercomputer virtual reality
4. Lost spaceship
5. In the fortress of the God-Machine
6. The tower of the feared Android Sorcerer

antagonists

These are the main opponents that the player characters are going to face in the adventure. They will probably have to deal with them in order to get to their goal.

1 - Powerful Person

1. Warlock/Sorcerer/Witch
2. Insane cult leader
3. Savage and barbaric mutant leader
4. Psychotic pure-strain human
5. Psychic mutant with a thirst for power
6. Crazy scientist

2 - Magical/Technological Artifact

1. A murderous robot
2. A technologically preserved brain of a powerful sorcerer
3. A megalomaniac supercomputer
4. A floating black orb with alien intelligence
5. A deadly weapon that became alive on its own
6. A sentient crystal that came from the stars

3 - Organization

1. An apocalyptic cult
2. Cannibal biker gang
3. A pure-strain racist cult
4. An robotic/android supremacy cult
5. A hostile savage mutant tribe
6. A secret society from the Last Age

4 - Monster/Mutants

1. Sentient, living toxic waste
2. An all-devouring enormous mutant beast
3. A scientist/sorcerer experiment that went horribly wrong
4. A half-machine, half-beast that is controlled by technology/sorcery
5. Primitive bestial humanoids
6. Dinosaurs with lasers

5 - Intelligent Being

1. An animal with a overdeveloped brain
2. A cyborg demon
3. A ruthless alien from beyond the cosmos
4. Serpent-men
5. Liquid-metal being that can take any shape
6. A ancestral race of man with access to super technology

6 - Supernatural Entity

1. A forgotten deity reborn
2. Artificial intelligence that escaped its confinements
3. The God-Machine
4. An avatar of the primordial Chaos
5. An uncaring Immortal
6. Sentient, living pure energy

supporting cast

These are the individuals that can be part of the story but are not the main actors in it. Depending on the way the player characters interact with them, they can become allies, informants, or enemies.

1 - Survivors/Mutants

1. A storytelling wanderer
2. A rat-man trickster
3. A drunkard mercenary/barbarian
4. The priest of a benign cult
5. A strange sorcerer with a bionic eye
6. A mechanic with four arms and roach antennae

2 - Powerful People

1. The leader of a rival faction
2. The local elder
3. A mysterious hermit
4. The Android Warlock
5. The frogmen king
6. The Android Lord

3 - Organization

1. Wandering mutant tribe
2. Religious order/sect
3. Mutant biker gang
4. Secret society from the Last Age
5. Local community
6. Android tribe

4 - Monstrous Mutants

1. Deformed mutant with good intentions
2. Curious alien
3. Ancestral race of man believed to be extinct
4. Caring mutant beast
5. Intelligent animal with psychic powers
6. Undead cyborg

5 - Entities

1. Forgotten god reborn
2. Being from another dimension
3. Artificial Intelligence freed from its computer
4. A caring Immortal
5. Ghosts from the Last Age
6. Sentient, living pure energy

6 - Artifact

1. Magic light sword
2. A helmet that communicates with its wearer
3. Alien technology
4. Sentient crystal formation
5. Technologically advanced armor that is sentient
6. A floating silver orb with alien intelligence

complications

These are situations that can happen during the adventure, leaving the player characters in a bigger mess than they were before. They insert new challenges that are not necessarily connected to the main goal.

1 - Resources

1. An ancient artifact in risk of being destroyed
2. Food and water are scarce
3. The enemy possesses Last Age technology
4. The weapons used by the group have no effect against the antagonist
5. Something is interfering with magic/technology
6. The group is mugged by robot monkeys

2 - Victims

1. A great number of innocents are affected
2. Loved/useful person is in danger
3. Affected rival calls for help
4. Neutral faction needs help
5. Innocent robot
6. Supernatural being that doesn't understand what's going on

3 - Danger

1. Furious radioactive storm
2. Mutant monster on a rampage
3. Meteor shower
4. Cosmic/magical disaster
5. Carnivorous, sentient mutant plants
6. Unstable nuclear weapons

4 - Factions

1. Rival group of survivors after the same goal
2. A cult that seeks to maintain the status quo
3. A group of cyborg mercenaries seeking employment
4. Fatalistic cult seeking to spread chaos
5. Allies asking for help in the worst moment
6. An antagonist's enemy wanting to take his place

5 - Supernatural/Technological

1. A curse set upon the characters
2. A location that takes people to other planes/dimensions
3. The victims are turned into cyborg zombies
4. The location is considered holy for a cult/sect
5. Functional and deadly security system from the Last Age
6. A lost alien

6 - Twists

1. Victims are not what they seem
2. The antagonist is not what they seem
3. Group is betrayed
4. An occult enemy is revealed
5. An enemy is revealed to be an ally
6. Something came from the past/future

Rewards

These are the tangible and intangible things the characters can get during the adventure either as a reward, stealing it from someone, or finding it somewhere.

1 - Resources

1. A great amount of consumable
2. A precious giant gem
3. Priceless equipment from the Last Age
4. Advanced weapons
5. Fuel for vehicles
6. Magical/technological ingredients

2 - Magical/Technological Artifact

1. A magic sword made of light
2. Ancient spellbook from another world
3. Alien artifact
4. Technological machine from a previous Age
5. Cybernetic implant
6. Crystal of power that came from the stars

3 - Power

1. Ancient and forgotten spell
2. Control over a creature
3. Immortality by becoming an android
4. Mysterious alien power
5. Command over a group/faction
6. A favor from a powerful/influential individual

4 - Knowledge

1. The truth about a legend
2. The whereabouts of an artifact from the Last Age
3. The location of the "Promised Land"
4. How a machine from the Last Age works
5. The weakness of a powerful enemy
6. Secrets of a rival faction

5 - Influence

1. In a city of robots
2. Over an influential organization in the region
3. Over a secret society
4. Over a powerful sentient computer
5. With a supernatural entity
6. Over a tribe of savage mutants

6 - Glory/Fame

1. Among an allied community
2. Name and deed spread by wandering skalds
3. Respect from an allied faction
4. Feared by a rival faction
5. Among sentient machines
6. Among beings from another plane

An Interesting Place to Die

The Rail Tunnels of the Delphia Beast *by Reid San Filippo*

Rumors abound in the northern parts of the east coast of Umerica that under the nearly flattened ruins of old Delphia city lies a catacomb of tunnels lined with rail tracks. It is said that in these tunnels, a hideous Beast guards a fabulous cache of valuable salvage. None who have ventured there have ever returned, so everyone says...

The Ruins of Delphia



Even following old maps, the city is not easy to find. The best way is to locate the remnants of the old Hwy 95 that runs alongside the Delawa River and follow it until it ends in the overgrown ruins.

Unlike the ruins of other major cities of the pre-cataclysmic world, Delphia was destroyed much later by forces unknown to anyone alive today. Every building more than one story high was struck down and the entire area looks as though enormous giants have trampled it in anger. Nothing taller than perhaps twice the height of a man still stands, and every surface seems to have been covered with foliage fed by the river.

Searching the ruins is a dangerous affair as unsound footing and pitfalls are abundant. All searchers must roll under their Luck every 1d3 hours or roll on Table DH-1: Delphia Hazards below. Those taking extreme care can make the Luck rolls on a d16.

An Int check may be made for every 3 hours of searching to locate something of note. Check the result of the Int check against the chart below:

- | | |
|-----------|--|
| 1 or less | Immediately roll on Table DH-1: Delphia Hazards |
| 2 - 11 | Nothing useful |
| 12 - 18 | A passage underground. Roll on DH-2: What's in the hole? |
| 19 - 20 | Entrance to a small ruined building. Roll on DH-3: Jackpot! |
| 21+ | A safe entrance to the underground tunnels. Roll 1d5 to determine which entry point. |

Each day spent rummaging around the ruins of Delphia requires a roll on Table DH-4: Random Encounters.

Table DH-1: Delphia Hazards

Roll 1d6 - Luck Mod

0	The ground beneath you shakes and settles 1d3 feet lower than it was.
1-2	Make a Ref save (DC 10) as the ground slowly begins to give way beneath you. Failure inflicts 1d2 temp Agi damage and knocks you prone. There is a 20% chance that a hole opens deep underground (see Table DH-2: What's in the hole?).
3-4	One of your legs sinks thigh-deep into the ground. Make a Fort save (DC 11) or suffer 1d3 temp Agi damage and have a 20% chance of being unable to free yourself without aid.
5	One of your legs sinks thigh-deep into ground. Make a Fort save (DC 13) or suffer 1d3 temp Agi damage and have a 33% chance of a broken bone.
6	A hole suddenly opens up under your feet. A Ref save (DC 14) is required to avoid falling in. Failure results in a 1d4x10 foot fall. Also, roll on Table DH-2: What's in the hole? to see what you fell into.
7	A hole suddenly opens up under your feet. This results in a 1d4x10-foot fall with no chance to avoid it. In addition to any falling damage, you are unconscious for 2d4 rounds. Roll on Table DH-2: What's in the hole? to see what you fell into.

Table DH-2: What's in the hole?

Roll 1d8 - Luck Mod

0	Lucky Break - The hole leads to the interior of a small building. Roll on DH-3: Jackpot! to see what is there. The passage is not safe and a Ref save (DC 12) is required when entering to avoid falling and suffering (1d3)d6 damage.
1	Dead Explorer - The hole opens up into a pit roughly 2d3x10 feet down. At the bottom there is the broken corpse of an explorer with packs full of gear: 1 shotgun, 3d6 shotgun shells, 1 fire axe, and 2d4 rolls on Table URE: Umerica Random Equipment. CUaBM #3, pg 6.
2-6	A Big Pit - The hole opens up into a shallow pit. There does not seem to be anything of value in it. Anyone spending more than a few minutes investigating must roll on Table DH-1: Delphia Hazards.
7	Unstable Building - The hole leads to a small office that has mostly survived being buried. Inside is a full vending machine and tons of office supplies. 2d3 minutes after the first person enters the office, it will suddenly collapse. Everyone inside must make a Ref save (DC 14) or suffer 2d10 damage, plus there is a 33% chance that they will be trapped in the rubble and unable to free themselves without aid. Those who succeeded were able to dash close enough to the hole to be safe.
8	It's a Trap! - The hole is part of a Trapdoor Toadspider (CUaBM #3, pg 23) den of 2d4 creatures. Anyone investigating the hole will be subject to a surprise attack. The den is full of desiccated corpses that might have items of value.
9	Death Pit - A sunken mass of broken rubble and jagged rebar. The edge of the hole is very unstable and anyone approaching to look in must make a Ref save (DC 13) or plummet 1d4x10 feet down (unless depth was already determined. All falling damage is doubled.

Table DH-3: Jackpot!

Roll 1d10 - Luck Mod. Each location can only be discovered once, other than 5-8, and if rerolled defaults to 5-8.

0	Survivalist's Hidden Cache – At some point after the cataclysm but before the destruction of the city, someone stored a large cache of food and weapons here: 2d3 firearms with plenty of ammo (1d4)d100, 10d10 days worth of foil-sealed meal packs, and 3d30 gallons of pure water. There is a 15% chance of other military surplus equipment being present as well.
1	Sporting Goods – The passage leads through the ceiling of a store full of sports equipment. Within the wreckage the following can be found: 1d3 off-road bicycles, 1d3 canoes, 1d5 large ice chests, 1d6 compound bows & 3d30 arrows, and 2d6 pairs of good boots.
2	Grocery – The hole leads to what is left of a large grocery store. While most of the food has rotted, there is a cornucopia of canned goods. 12d12 cans of food can be salvaged with each having a 90% chance of being safe to eat.
3	Dollar Store – Somehow a store filled with cheap plastic goods has survived the destruction of the city. 10d10sp worth of miscellaneous trade goods can be salvaged here.
4	Bank – The passage leads through the ceiling of a bank vault. It is full of pre-cataclysm currency. There is a wall of safety deposit boxes still unopened, DC 18. They may contain salvageable goods.
5-8	Empty Building – The hole leads to a partially collapsed building. Other than a few pieces of furniture, it is empty. Close inspection shows it is stable and safe to stay in.
9	Unstable Shop – The hole leads inside a small convenience store that has mostly survived being buried. Inside are shelves of processed foods designed to last for millennia (8d12 meals worth). 3d5 minutes after the first person enters the shop, it will suddenly collapse. Everyone inside must make a Ref save (DC 13) or suffer 2d6 damage, plus there is a 25% chance that they will be trapped in the rubble and unable to free themselves without aid. Those who succeeded were able to dash close enough to the entrance to be safe.
10	Mechanic's Garage – The remnants of a car repair facility is visible below with the definite smell of fuel wafting out. The place is in shambles and everything is ruined as there are 2d4 Petrol Zombies (CUaBM #6, pg 27) dwelling here. They will attack within 1d3+1 rounds of someone entering the garage. Also, the floor is saturated with their petrol vomit and will ignite if any fire attacks are used in the garage. Anything that can generate a spark will also have a 50% chance of igniting the garage, if used.
11+	It's a Bomb! – Through the hole, the interior of a civil munitions depot can be seen. Dominating the room is a live explosive device that occasionally gives off sparks. As long as no one enters the room, it will not go off. If anyone enters the room, each round they must roll under their Luck or the bomb will arm with 10d30 seconds on the timer. Attempts to disarm it require a DC 25 to succeed. Anyone still in the room when it goes off suffers 5d30 damage. The explosion will cause everything within 1d100+100ft of the hole to collapse (1d3+1)x10 feet. Anyone in the area will suffer falling damage.

Table DH-4: Random Encounters

Roll 1d20

1	In the distance you see some scavengers being attacked by something fighting from beneath the ground.
2-4	Nothing
5	3d4 walking corpses that stink of gasoline (Petrol Zombies (CUaBM #6, pg 27)) wander into an area near you. They have not spotted you yet.
6-8	Nothing
9	You hear a terrible screeching coming up from deep below the ground. It goes on for 1d3 hours.
10-12	Nothing
13	A minor earthquake occurs. Despite the shaking, the ruins do not collapse further. All rolls made on table DH-1 this day are increased by +1.
14-16	Nothing
17	A giant, garishly colored insect (Lobstrosity (CUaBM #1, pg 22)) comes flying up from the Delawa River. It will attack anyone it sees.
18-20	Nothing

The Underground Rail Tunnels

These are the remnants of the pre-cataclysm subway system. The tunnels are dimly lit by the cracks in the ceiling leaking tiny shafts of sunlight in. While the tracks are generally free from debris, the boarding platforms are strewn with it. In addition, several new passages have been burrowed out and run between some of the old rail line tunnels. Close inspection will show that they have been partially melted through as well as dug out.

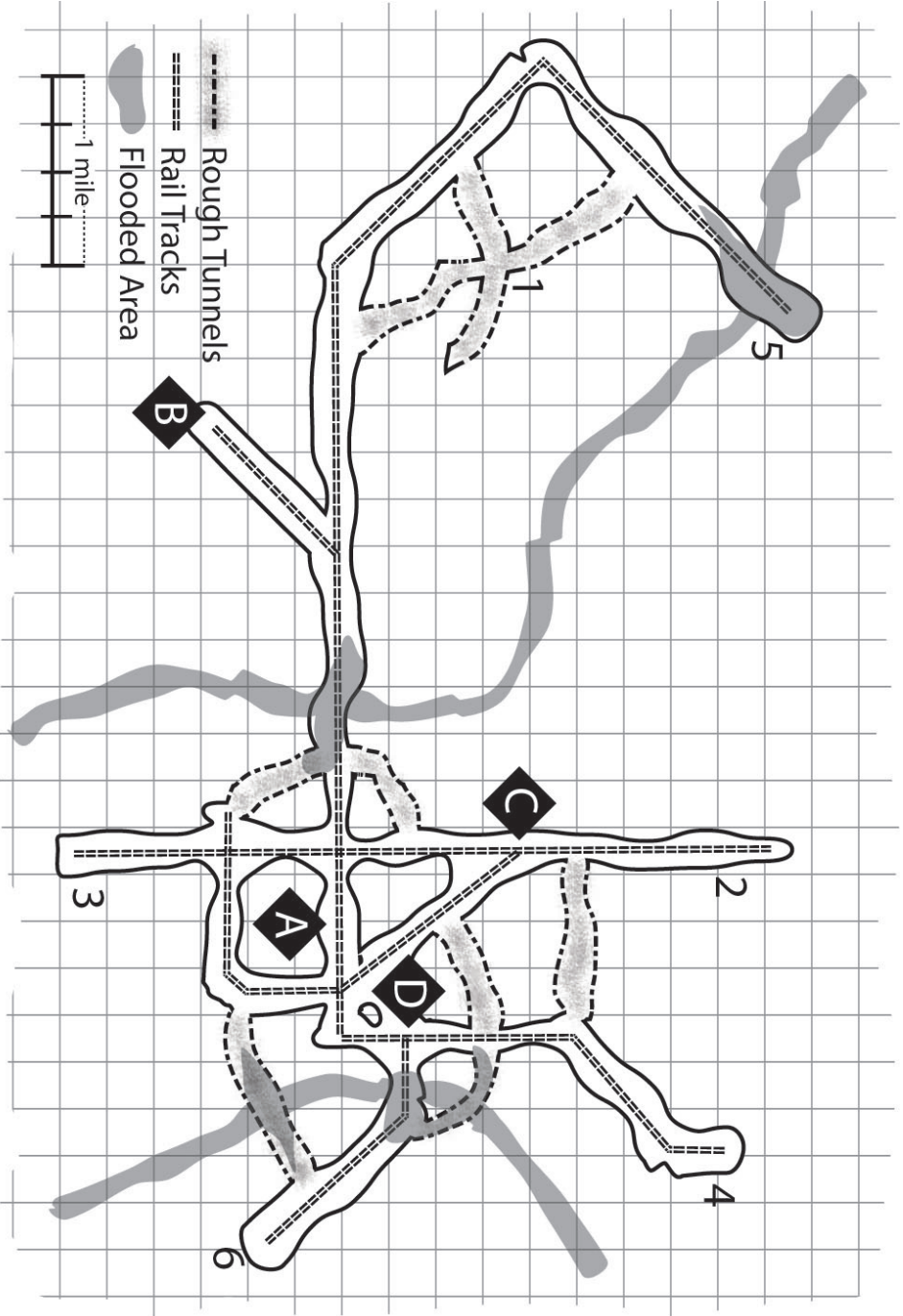
The fabled Delphia Beast is actually a Railipede born from one of the old subway trains. Stats and details for the Beast can be found on page 25. It has the Acidic Spit special ability.

Its nest is the area marked A on the map. It travels around the old rail system clearing the tracks and hunting for prey. When a party enters the rail tunnels, roll 1d6 to determine which area of track the Beast is on at the moment.

The other inhabitants of the tunnels are the Giant Rats (DCC rpg, pg 424) that serve as the Beast's main source of food. When each area is entered, if the Beast is not present, there is a 20% chance that 1d3 Giant Rats are lurking in that area.

Should the Beast detect the party before they encounter it, it will wait in ambush by the nearest area it will be able to use its trample ability in. Once they enter, it will charge forward in an attempt to run over as many intruders as possible. If the Beast suffers more than half of its hp in damage, it will make a full speed retreat into one of its burrowed side tunnels to head back to its nest in area A.

The Underground Rail Tunnels Map



Places of Note

A) The Nest of the Beast – This is the depot where the subway train cars were stored and repaired. In the center of the room looks to be a nest with many giant eggs, all dead. It looks like they were chewed on by the Giant Rats.

Around the edges of the room, there is a treasure trove of tools and mechanical parts. It is left up to the GM to determine what all could be scavenged from the area, but here is a list of possible finds: mechanic's tools, heavy machinery parts, thick steel plating, miles of electrical wire, light fixtures, PA sound equipment, gallons of fresh grease, gallons of fresh motor oil, & electric motors of many sizes.

B) The Giant Rat Den – The rough-hewn passage to this location is barely big enough for a person to walk through hunched over. Any dwarves or engineers will immediately notice that it is not stable and any major disturbances could cause it to collapse. Sounds of movement can easily be heard coming from farther in.

The passage opens up into a large area that may have once been a food court of some type. Now it is home to the Giant Rats. There is one large rat that seems to be in charge (Max hp and +1 to damage), 2d6 juvenile rats (1 hp each and -2 to damage), and 1d4 normal Giant Rats. They will all fight to the death to protect their home. Any attacks or spell effects that cause collateral damage have a 10% per die of damage done chance to trigger the ceiling to collapse. During the collapse a Ref save (DC 15) will be required to escape. Those that do not escape suffer 3d6 damage and must get help to free themselves from the wreckage.

A thorough search of the area, taking 1d4 hours, will uncover 2d30 gp worth of non-perishable trade goods.

C) Generator Substation – The smell of ozone is heavy here and a lot of sparks are coming from a mass of wires attached to a large panel with many gauges and buttons locked behind a wire mesh fence. A DC 18 check from a tech savvy character can figure out that this panel controls the power to the tunnels and is still quite live, although the source of the power is not known. If the power is turned on, it will bring up the lights in the tunnels and make the third rail of all the tracks live with current. Unless care is taken to avoid it, have each character roll a d20 once for each section. A roll of 1 means the character has connected with the third rail and must make a Fort save (DC 13) or be electrocuted. Any Giant Rats present must make the same roll as well. The Beast is immune.

D) Railcar Refuge – At this rail track interchange, there is a single subway car up against one wall. It has been fitted with numerous metal plates to the point of being hard to recognize what it once was. The doors are locked, DC 12 to pick.

Inside, the car is outfitted to be a shelter. It looks like it has been abandoned for quite some time. There are beds, blankets, and a rough map of the tunnels. (It is up to the GM to draw a map for the players that is not 100% accurate.)

As long as the doors are shut tight, the Beast will ignore the subway car and anyone in it.

RACIAL RECAST

Grays (Elf Alternate)

by David VC

"I'm not saying ALIENS, but..."

Grays are a space-faring race scattered across the galaxy. They are slender and a foot shorter than the average human. They are completely hairless and have large, unblinking gray orbs for eyes, pointed ears, and four elongated fingers on each hand. Only an expert xenobiologist can tell a male Gray from a female or neuter Gray. The reasons Grays visit Urth and Umerica seem to vary for each individual, but they each have a set mission that they will never stray from until it is complete.

One trait all Grays share is their smug sense of superiority over the natives of the worlds they visit. They will chide the primitive humans on having slid back in technology and ruined their planet. They may give condescending encouragement to Techies, but they never willingly share their technology with the natives.

Hit Points: A Gray gains 1d7 hit points each level.

Weapon Training: A Gray can use daggers, axes, swords, clubs, spears, and staves, as well as pistols and rifles of all types. They can use any type of armor or shield but will always prefer protection of the highest technological level available.

Alignment: Grays are almost always Lawful. Some of their philosophical types may be Neutral. Only a few Chaotic Grays are exiled to Urth.



Table G-1: Grays

Level	Attack	Crit Die /Table	Action Dice	Ref	Fort	Will	
1	+1	1d6/II	1d20	+1	+0	+1	Gift
2	+2	1d8/II	1d20	+1	+0	+1	
3	+2	1d8/II	1d20	+1	+1	+2	Gift
4	+2	1d10/II	1d20+1d14	+2	+1	+2	
5	+3	1d10/II	1d20+1d14	+2	+1	+3	Gift
6	+3	1d12/II	1d20+1d16	+2	+2	+4	
7	+4	1d12/II	1d20+1d16	+3	+2	+4	Gift
8	+4	1d14/II	1d20+1d20	+3	+2	+5	
9	+5	1d14/II	1d20+1d20+1d14	+3	+3	+5	Gift
10	+5	1d16/II	1d20+1d20+1d16	+4	+3	+6	

Languages: Grays have their own language with a structure completely different from any spoken on Urth, but some gifted Urthlings have managed to decipher their runes. Grays also begin play knowing the Umerican dialect and one extra language (which could be of another alien race). The Gray can learn an additional Urth language for every point of Intelligence modifier.

Night Vision: The Gray's huge, pupilless eyes are accustomed to the void of space and can see at night without illumination at no penalty.

Iron Vulnerability: Whatever their planet of origin was, it must have been very iron-poor. They cannot stand to be in direct contact with iron and will never wear anything ferrous. Instead, their ships and weapons are made of a shining metal called mithril. They also use an advanced form of botany to harvest items they need from trees native to their home world. They take 1 hp of damage per day from direct contact with iron.

Transponder: Every Gray has a homing device surgically implanted inside them. This transponder allows their racial authority, the Gray Directorate, to keep tabs on them and act as a Patron. The Directorate seeks knowledge and will reward Grays that explore strange areas of Umerica and perform dissections (and vivisections) on organisms. Favors and Disapproval are dealt via the cloaked Mothership that orbits Urth.

Mithril Gifts: At 1st Level the Gray is dropped off (or crash-lands) on Urth with some Alien Tech to help with survival. It includes a Silver Suit (see below) and one other Gift. The first Gift is usually something simple, like a weapon, survival gear, or an object that simulates a 1st level Wizard spell. They receive extra Gifts via telematter beam at levels 3, 5, 7, and 9. The Gray memorizes the holographic manual before it self-destructs, so they can automatically use it as intended.

A techie may reverse-engineer a piece of stolen Gray Tech with an Alien Tech roll. Holograms will find that Gray Tech is already wired for their use, and they can master it on a DC 20 Computer Tech roll.

Directorate Gift Examples

- ▶ **Silver Suit** - Protects against environmental hazards, including radiation.
- ▶ **Holographic Cloak** - Disguises the Gray's face, hands, and voice to look and sound Human. 10% chance each time it's used that a glitch in the program will reveal the Gray's true nature.
- ▶ **Surgery Kit** - An oval pod with a frightening array of instruments. Once per day, an hour of use will heal a Gray for 1d4 hp. No Urthling would ever willingly use it. (1d6 Intelligence damage if an immobilized Urthling is subjected to the Surgery Kit.)
- ▶ **Floating Drone** - A floating mithril orb the size of a baseball that will report what it sees back to its owner.
- ▶ **Data Disk with Hologram Assistant** - Gains a level 1 Hologram that will loyally serve the Gray (see CUaBM #11).
- ▶ **Plasma Sword** - 2d6 damage
- ▶ **Blaster Pistol** - 20 shots per day (Range 60', 1d8)
- ▶ **Disintegrator Rifle** - 1 shot per day (Range 400', 3d8)
- ▶ **Hovering Orb** - The Gray can sit on this 3-foot diameter floating ball and travel in style at 30' per round.
- ▶ **Universal Translator** - A necklace with blinking lights that allows communication with any sentient creature. 10% chance each turn of use of a catastrophic metaphorical syntax error.
- ▶ **NecroNeural Net** - Place this on the skull of a dead Urthling to create a zombie that follows all your commands to the best of its dim intelligence. Urthlings seem to have issues with this and keep destroying these servants. But don't worry, with an hour of fiddling, one of those vandals will soon be YOUR new zombie servant!
- ▶ **Amnesiator** - For when the Holographic Cloak fails. Victim is stunned for one round and forgets everything that happened the previous turn. Shone in the victim's eyes or used internally. DC 20 Will save. It can also undo the Intelligence damage of the Surgery Kit.

Superior Mind: If a Gray finds a piece of Alien Tech without a manual, they can use a D20 + Luck + INT modifier to solve it.

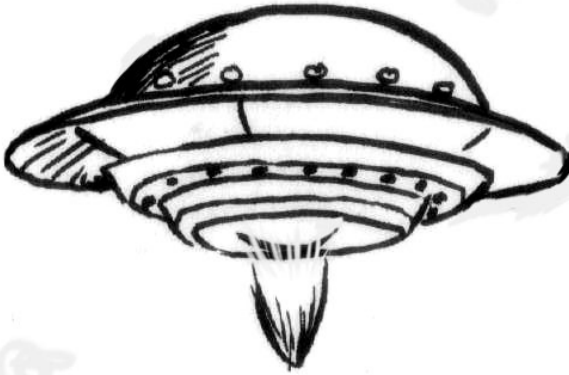
Hailing the Mothership: When a Grey reaches Level 10, a flying saucer flies overhead to beam him aboard to join the Grey Directorate. The Grey has the option of taking a PC or NPC with him as an Underling. The would-be Underling can try to resist the beam on a Strength roll of DC 25.

Variant: Psi Gray

A Psionically empowered contingent of Grays have transparent craniums with visible, pulsating brains. The Psi Gray gains d5 hp per level and only gets the Silver Suit and one other Gift as initial Gifts. But instead of depending on additional

gifts from the Gray Directorate throughout their entire mission, they develop the powers of their own superior minds. They gain Psion Dice as a Psychic Knight of equal level (see CrawlJammer #3, pg 4). However, the Psi Grays should take care not to flaunt their powers. On a Critical Failure, a hostile psionic entity can pick up on the Psi Gray's emanations and moves to intercept!

“...ALIENS.”



The Gray Directorate

A Patron level entity

Not a deity per se, but an interstellar government that manages the affairs of the Grays and watches over them on their missions to primitive planets. Humans who have witnessed their flying saucers or even been abducted for experiments may band together to worship them as a Patron. The Directorate finds these worshippers to be occasionally useful, and allows them to continue.

Special Rules

Worshippers of the Gray Directorate may learn the Gray language and get a +1 bonus when trying to use Alien Tech.

Weapons of Choice

Gray worshippers prefer energy weapons above all else, but are also partial to surgical tools.

Unholy Creatures

Psychic Knights, Chaos Primes, Extraplanar Creatures, Subterranean Creatures, and Skeptics

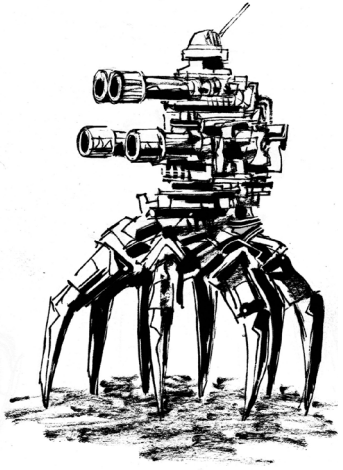
We Live To Serve!

Worshippers of the Gray Directorate will always get at least a Neutral reaction from Grays.

DEATH BOTS

by Ryan Moore

Deathbots are war machines created by the Ancients to fight in the final wars of the Apocalypse. Most were destroyed, but a few have survived in hidden underground bunkers and have recently begun to awaken. Cyber-sorcerers often use Deathbots as personal vehicles or mobile bases. The tables below will generate a unique Deathbot for DCC.



To begin creating a Deathbot roll a D20 on Table I below. Table I determines the size of the Deathbot, from a small two person vehicle to a giant mobile battle fortress. Deathbots use a D12 for HD and a Deathbot's saves are Fort: HD+2, Ref: HD-2, & Will: HD. To illustrate how to create a Deathbot, I'll make one as we go. I roll an 8 on Table I, that results in a large Deathbot with 2d6+3 HD. I'll say 10 HD, so this Deathbot would have the following base stats:

HD 10, Speed 50, Atk +14, Fort:+12, Ref:+8, Will:+10, AL N

Table I: Size - roll 1d20

Die Roll	Size	HD	Speed	Attack Bonus	Passengers	Crit Die
1	Small (Motorcycle, Small Car)	2d3	70	HD+1	1-2	d5
2-5	Medium (Large Car or Truck)	2d4+1	60	HD+3	4-6	d10
6-15	Large (Passenger Jet)	2d6+3	50	HD+4	10-20	d20
16-19	Huge (Aircraft Carrier)	3d6+4	40	HD+6	20-50	2d10
20	Battle Fortress (A mobile building)	1d16+10	30	HD+8	100+	1d10+10

Table II establishes the original technology of the Deathbot. The better the original tech, the tougher the Deathbot. Deathbots are rebuilt, re-purposed, and upgraded heavily by their owners and rarely resemble their original form. A group of air pirates might have an alien hovercraft that has a wooden ship frame build around it. Roll a D8 on Table II to determine what kind of technology was used to construct the Deathbot. A Deathbot always has 2 action dice plus 1 for each secondary weapon attack.

For my Deathbot, I roll a 5. It was constructed with a Sci-Fi level of tech. That gives the Deathbot an AC 24. It can fire its main weapon 3 times per battle, and has 4 secondary weapon attacks. The Deathbot's stats are now: AC 24, HD 10, Speed 50, Atk +4, Fort:+12, Ref:+8, Will:+10, 6 Act: 6d20

Table II: Tech Base - roll 1d8

Die Roll	Tech Base	AC	Main Weapon (shots per battle)	Secondary Weapon attacks
1	Modern	10+HD	1/Battle	1d3
2-3	Near Future	12+HD	2/Battle	1d6
4-5	Sci-fi	14+HD	3/Battle	1d8
6-7	Alien	18+HD	4/Battle	1d10
8	Super-Science	20+HD	5/Battle	1d20

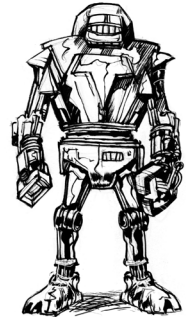


Table III establishes how the vehicle moves. Some Deathbots may have more than one kind of propulsion, so feel free to roll on this table multiple times. Rolling on the table, I get a 13. That means my Deathbot is a boat. No real change in the stats though, other than it moves on water.

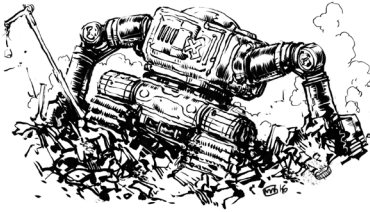
Table III Means of Locomotion - roll 1d14

Die Roll	Type	Speed Mod	Initiative bonus
1	Wheels - Roll 2d12 to determine the number of tires	None	HD
2	Ground effect fans - giant fans lift and move the vehicle	+10	HD+1
3	Anti-gravity field - a field surrounds the vehicle negating gravity and propelling it	+10; Flying	HD+1
4	Rocket engine - a massive cone-shaped nozzle spurts flames	+20; Flying	HD
5	Helicopter rotors - huge rotors propel the vehicle	Flying	HD
6	Burrows through the earth - A massive drill allows the vehicle to move through the earth	-10	HD-1
7	Ornithopter - the vehicle resembles an insect or animal with mechanical wings	Flying	HD
8	Arachnid Legs - moves around on spider-like legs	-10	HD-1
9	No discernible means of propulsion - floats silently through the air	Flying	HD
10	Bipedal - a giant robot that walks around on two legs	-10	HD-1
11	Solar Sail - moves like a ship with sails of pure energy	-10; Flying	HD-1
12	Tracks - like a tank	-10	HD-1
13	Boat - The Deathbot is a boat that sails on the water	Swim	HD
14	Submersible - moves under the water like a submarine	-10; Swim	HD

Table IV determines the Deathbot's main armament. The table details the save, damage, and how the weapon fires. The DC to save versus a Deathbot's main weapon is 5+HD. For my Deathbot's big gun, I roll a 1, giving it a plasma cannon. It deals the Deathbot's HP in damage with DC 15 Ref save for half damage. The Plasma bolt fires in a line that is 10' wide and 100' long. From Table II, we know that the main weapon can fire 3 times per battle.

Table IV Main Weapon - roll 1d8

Die Roll	Weapon	Save	Damage	Shape
1	Plasma Cannon	Ref	Deathbot's HP (1/2 with save)	Line, HD ft wide, HDx10ft long
2	Wave Projector	Ref	Deathbot's HP (1/2 with save)	Cone, 1/2 HD ft wide, HDx5ft long
3	Artillery Cannon	Ref	Deathbot's HP (1/2 with save)	HD radius explosion centered on target
4	Death Ray	Fort	Disintegration (save or die)	Single Target
5	Shock Blast	Fort	Stunned for 1d6+1 rounds	Sphere, HD ft radius, up to HDx10 ft away
6	Energy Net	Ref	Trapped in net + 3d6 shock damage	Sphere, HD ft radius, up to HDx10 ft away
7	Death Field	Fort	Sta Drain (Deathbot's HD)	HDx10 ft radius
8	Giant Melee Weapon	Ref	Deathbot's HP (1/2 with save)	Can hit up to 3 targets near each other



A Deathbot is armed with secondary weapons to defend itself from attackers. Roll a D7 on Table V below to determine the secondary weapons. The number of secondary weapon attacks was determined by the roll on Table II. Rolling a D7, I get Buzzsaw Arm that can attack 4 times per round.

Table V Secondary Weapons - roll 1d7

Die Roll	Weapon	Damage	Effect
1	Machine Guns	1d8	Fires d6 shots per machine gun. May be directed at single target or all targets in a 10' area.
2	Laser Defense Array	1d10	All lasers may be fired simultaneously as a single action.
3	Tentacle Grabbers		Ref save vs attack roll or be grabbed. Str vs 10+HD to get free. The grabbers emit an electrical shock every round doing 2d6 damage.
4	Buzzsaw Arms	1d12	Can cut through cover and terrain.
5	Robotic Claws	1d8+ crush	Ref save vs attack roll or be caught in the claw. Crushed for 1d10 damage per turn. Str vs 10+HD to get free
6	Flamethrowers	1d8 per Rocket	Produces 10' wide, 15' long cone of flame when fired. Ref save DC 10+HD or catch fire.
7	Rocket Volley	3d6	Fires a volley of HDd6 rockets in a massive volley.

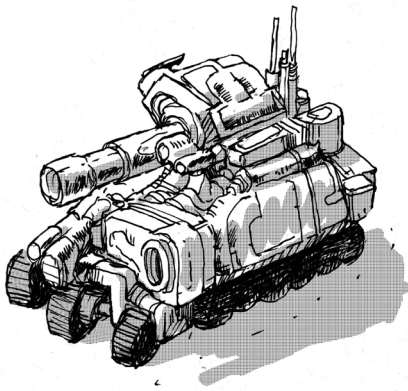


Table VI generates the special abilities of the Deathbot. A Deathbot will have one special ability for every 4 HD, with a minimum of one. Roll a D20 to determine the special abilities of the Deathbot. My example has 10 HD so it gets 2 special abilities. I roll a 4 and a 20. That means my Deathbot is both vampiric and can zombify dead bodies. It is now the Deathboat!

Table VI Special Abilities - roll 1d20

Die Roll	Ability
1	The Deathbot carries small attack craft internally and can launch them to repel attackers. The smaller craft are mini versions of the Deathbot with 1d4+2 HD each. The smaller craft are armed with a single secondary weapon and no special abilities.
2	The Deathbot contains a wizard's brain in a jar and can cast spells. It has a casting bonus of 1d20+1d10 and knows 1d6+2 random 1st, 2nd, and 3rd level wizard spells.
3	The Deathbot has survived this long by destroying other vehicles and adding them to its form. The Deathbot can destroy a vehicle to repair itself, gaining 1 die of HP for each HD of the vehicle. It can also take any weapon or special ability from a vehicle destroyed. This Deathbot will always have at least one additional secondary weapon.
4	The Deathbot can release a cloud of nanites that will infest any nearby dead bodies. These animated corpses are under the Deathbot's control. (Use the zombie stats pg 431 DCC core book or the Zombie Monk from CUaBM #2 pg 14.)
5	When reduced to zero HP, the Deathbot explodes. Dam HDd10, HDx10 radius, Ref Save DC 10+HD for half damage.
6	Can generate an earthquake as per the level 4 cleric spell. (DCC Core book, pg 296) casting check of D20 + HD.
7	Any damaging spell cast directly at the Deathbot heals it instead of harming it.
8	The Deathbot has a cyber-dragon head with a breath weapon. Roll on the Dragon Breath Weapon Table (Pg 407 DCC Core Book).
9	Can launch HD number of small flying drones. These drones spread out HD x 100' and relay data back to the Deathbot. Drones have 2 HD and are AC 15. The drones do not fight back and will retreat to the Deathbot if attacked.
10	The Deathbot is infected with a deadly fungus that will release spores at close range. DC 20 Fort save or temporarily lose 1d3 Sta and become diseased. Make a DC 20 Fort check each day until saved or die from Sta loss.

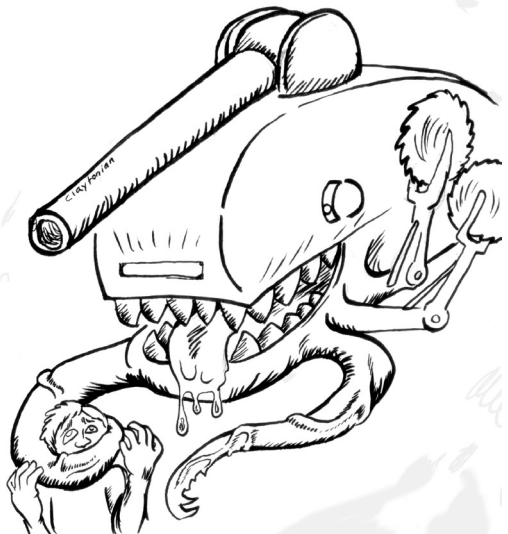
11	The Deathbot can transform from its current form into a giant humanoid robot. A giant robot Deathbot can turn into a vehicle. Small Deathbots instead turn into a suit of power armor for their wearer. A giant robot will use the Giant critical hit table.
12	The Deathbot's programming has become sentient and may try to converse rather than attack or it may be insane. It gains a Per stat of 3d6.
13	Biomechanical construct. The Deathbot is partially organic and will heal itself 1d12 hp per round.
14	The Deathbot can expel sleep gas from jets in its hull in a 10' radius. Effects as per Sleep spell with a casting check of D20+HD (DCC core book pg 155).
15	The Deathbot is a multi-part vehicle and can split into 1d4+2 smaller vehicles. The smaller vehicles resemble the Deathbot in some way. Divide the HD, secondary weapons, and special abilities between the vehicles. The primary weapon only functions when fully assembled.
16	Heavily armored to the point of invulnerability. The Deathbot can only be harmed by striking its small weak spot. Regular AC +10 or a mighty deed vs normal AC. The characters must locate the weak spot before it can be targeted.
17	Matter transporter device. The Death Bot can teleport itself or others up to 1d20+HD miles away.
18	The Deathbot is protected by an Inertial Shield that stops fast moving objects. Any ranged attacks have a 50% chance of being stopped by the shield.
19	Hypnotic ray. The Deathbot can cast Charm Person with a +10 spellcheck. There is a 50% chance that 1d4 already enslaved servants guard the Deathbot.
20	Vampiric. The Deathbot has 2 tentacles that end in syringes. These do 1d6 temporary Sta damage. Each point of Sta drained heals the Deathbot for 2 hp.

An Example Death Bot

The Deathboat

DeathBoat: Init:+10; Atk: Plasma Cannon +14 10' wide x 100' long beam (Dam= current HP, Ref DC 15 for half damage), 4 Buzzsaw Arms +14 melee (1d12 dam), 2 vampiric tentacles +14 melee (1d6 temp Sta dam, heals Deathbot 2hp for each Sta drained); AC 24; HD 10d12; HP: 60; Speed 50; Act: 6d20; SP: Reanimate dead; SV Fort:+12, Ref:+8, Will:+10)

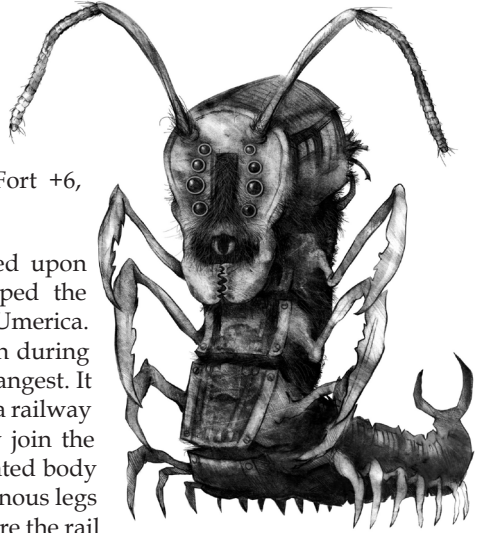
The DeathBoat was originally built as a mobile cannon platform. At the time of the apocalypse, the Deathbot was carrying a cargo of biological constructs used for the treatment of soldiers. These constructs combined with the Deathbot's damaged AI core to create a vampiric horror that now stalks the coasts for the blood of the living and enslaves those it kills.



TWISTED MENAGERIE

Railpede

Railpede: Init +3; Atk bite +6 melee (1d12+4) or slam +4 melee (1d16+4); AC 15; HD 9d12; MV 60'; Act 2d20; SP generate light, trample, constrict against large targets, see below; SV Fort +6, Ref +4, Will +4; AL N.



The multidimensional energies released upon the world during the cataclysm warped the very fabric of reality in many areas of Umerica. Of the many abominable creatures born during that time, the Railpede is one of the strangest. It can best be described as an amalgam of a railway train and centipede. Fleshy joints now join the train cars to create an immense segmented body carried along by hundreds of long, chitinous legs protruding from the undercarriage where the rail wheels once existed. The front of the engine opens into a multi-mandible maw topped with steely antenna. Its wailing screech is a cross between a train whistle and the howl of a hurricane.

Despite the fact that they are no longer restricted by the need to move along railways, these creatures seem to prefer following them and only deviate from this when attacked or when prey is within sight. Some Railipedes are very territorial and have a stretch of rail they consider theirs. These areas usually comprise at least 30 miles of track and everything with 300 feet of it.

While Railipedes cannot see well in the dark, most of them (85%) still have several working head lamps they can use to illuminate wherever they are facing out to at least 100 feet. These lights can be turned on and off at whim. There are people who have observed several Railipedes interacting together that say they flash their lights as a form of communication.

Assuming that there is ample room for it to move (2500 ft² at least), a Railipede can forgo its normal attacks to rush forward and attempt to trample all opponents in its way. Anyone within 10 feet of its 120-foot per round charge path must make a Ref save (DC 12) or suffer 2d6 damage and be knocked prone. As with falling damage, any sixes rolled indicate a bone has been broken. A Railipede cannot use its trample attack two rounds in a row.

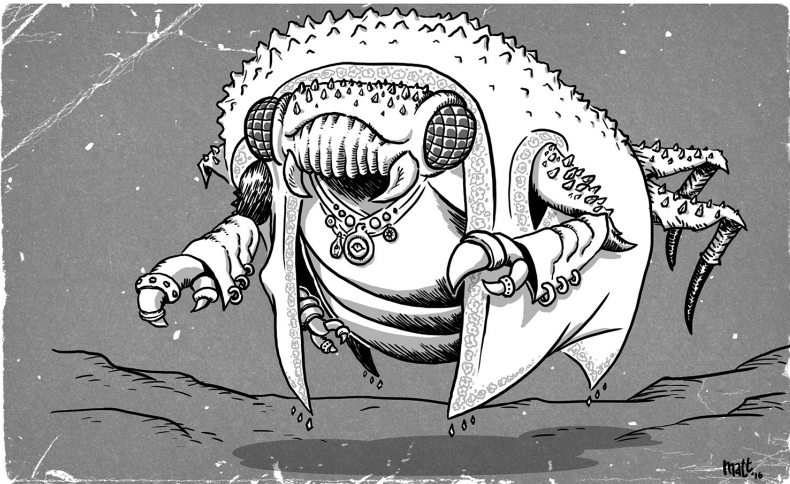
Against vehicular sized opponents, Railipedes have a 50% chance of attempting to immediately wrap themselves around the target to immobilize and crush it after successfully attacking with its bite. The target must make a Ref save (DC15) to avoid this. Each round thereafter, the Railipede constricts and crushes the target

for an automatic 2d8+4 points of damage. While enwrapped, the target cannot move and will remain trapped until another opponent distracts the Railipede with a powerful attack (10+ points of damage with one blow) or otherwise gets its full attention.

There is a 60% chance that any Railipede encountered could have an additional special ability. If so, roll 1d5 on the table below to determine what it is.

1	Spray Webbing - The Railipede can project a mass of silken webs from its engine head. This functions like the Spider Web spell on page 196 of the DCC rpg. Its casting roll is 1d16+10. The creature's domain will often be strewn with webbing to catch unwary prey.
2	Acidic Spit - The Beast can launch a stream of caustic fluid at a single target up to 50 feet away. Atk acid +5 missile (2d4 plus an additional 1d4 per round for 1d4 rounds). If territorial, it will use its acid to burrow and carve into the landscape to create a maze around its home tracks.
3	Light Burst - The head lamps of this Railipede can temporarily unleash a brilliant flash of light capable of blinding foes and damaging photosensitive equipment. Anyone within 50 feet of its head must make a Ref save (DC 13) or be completely blinded for 2d3 rounds. In addition, those that failed will suffer a -1 die step to all mental tasks for 3d6 turns due to migraines.
4	Petrifying Bite - Anyone bitten by this Beast must make a Fort save (DC 14) or they begin to stiffen and turn black. This causes them to lose 1d3 points of Agi and 5 feet of move. Every minute thereafter they must make another save or lose an additional 1d3 points of Agi and 5 feet of move until they make three successful saves or their Agi is reduced to 0 and die as their body completely turns to coal.
5	Magnetized - The body of this Railipede is one large electromagnet. Any ferrous metal objects coming within 10 feet of it will be strongly attracted to it. Held objects will require a Str check (DC 10) to keep a hold on them. Ferrous metal melee weapons have a 33% chance to adhere to the beast on a successful strike, requiring a Str check (DC 15) to get them free. Any equipment that is sensitive to electromagnetism within 50 feet of the Railipede has a 10% chance per round of being damaged.

Luck Eater (extradimensional demon)



	Starving	Hungry	Sated	Corpulent
Init	+3	+1	0	-1
Atk	Claw +2 (1d6)	Claw +4 (1d8)	Claw +6 (1d10)	Claw +8 (1d12)
AC	15	18	21	24
HD	4d7+4	7d7+7	10d7+10	13d7+13
MV	40'	30'	20'	10' (hover)
Act	3d16	2d20	2d24	2d30
SP	Eat Luck (touch), Luck die (d3), Luck powers	Eat Luck (range 10ft), Luck die (d4), Luck powers	Eat Luck (10ft radius), Luck die (d5), Luck powers	Eat Luck (30ft radius), Luck die (d6), Luck powers
SV	Fort: +3 Ref: +3 Will: +3	Fort: +5 Ref: +5 Will: +5	Fort: +7 Ref: +7 Will: +7	Fort: +9 Ref: +9 Will: +9
AL	N	N	N	N

The Illxiljixlli, locally known as Luck Eaters, are a form of demon from another dimension. For those aware of their existence, there is much debate as to whether they only entered our realm after the cataclysm or had been hunting on Urth for centuries beforehand. Fortunately, the reason the evidence is difficult to unearth is there are only a small number of them that live here.

The appearance of a Luck Eater varies depending on how well-fed that creature is. They have four states of physical existence: Starving, Hungry, Sated, and Corpulent.

Starving - The Eater appears as a gaunt, insectoid with a loose, umber exoskeleton that seems like it belongs to a much larger creature, especially in its belly region. It stands roughly four feet tall and employs two sets of spindly arms to attack its prey. The eyes of a starving Eater are wild with gluttonous fury, and they rarely will converse in anything but ravenous mutterings.

Hungry - An Eater at this stage stands about five feet tall and its exoskeleton seems to fit its body much better. Its umber coloration is much brighter, with hints of gold throughout. The bottom set of arms is now obviously smaller than its upper ones. Although it is still eager to feed, it now will display refined conversation skills, as long as it knows the socialization will result in being fed. If encountered outside of a combat situation, there is a 50% chance that it will be willing to bargain for the Luck it hungers for.

Sated - Now the Eater has taken on a much more regal appearance. Its shell has a golden luster with only hints of the former umber hue. At nearly seven feet tall, the eater presents an imposing figure to those who confront it, and it will be likely, 80% chance, that it will try to bargain before resorting to violence.

Corpulent - This is an Eater's most immense stage, being over eight feet tall and grossly obese. Its exoskeleton gleams as true gold and is encrusted with many gem-like protrusions. The lower set of arms is now nothing more than vestigial remnants. The eater's bulk is so great that it can barely walk, preferring to simply hover a few feet off of the ground when it has to move. Corpulent Luck Eaters will never actively engage in direct combat unless absolutely necessary.

The dietary requirements of the Luck Eater are quite alien as they feed entirely on Luck taken from other sentient beings. The amount of Luck required to remain healthy is listed below by growth stage. If the required amount of Luck is not consumed, the Eater falls into torpor for 1d3 days and awakens as the next lower growth stage. A starving Eater who does not get enough Luck to eat will fade away into nothingness after 1d3 days.

Starving - One point of Luck per week	Sated - One point of Luck per day
Hungry - One point of Luck every 3 days	Corpulent - Three points of Luck per day

A Luck Eater may consume and store a number of Luck points equal to its maximum hit points at any one time and live off of its reserves until it needs to feed again. If a Luck Eater consumes more Luck than it can store, it will soon fall into torpor for 1d3 days and awaken as the next higher growth stage.

To consume one point of a person's Luck, they either need to be a willing donor or the Eater must use an action to take it by force. For Starving Eaters, a simple melee attack will suffice. The victim gets a Will save vs the Eater's attack roll to avoid the theft. Once a victim expires though, all remaining Luck escapes with the soul into the afterlife. Hungry Eaters can make a ranged attack instead for the same effect. Sated and Corpulent Eaters may feed via a radius effect. They roll an action die to determine the Will save DC that all in the area of effect must beat to avoid the theft. Any Luck lost to a Luck Eater is gone as though it was willingly spent.

Similar to a thief, a Luck Eater may spend any excess Luck it has stored to add to its Luck Die as a bonus to any roll by expending 1 point of Luck. In addition, it may expend Luck to perform any of the following actions allowed by its current growth stage.

Heal - May expend 1d4 Luck to instantly recover one HD (d7) of damage.

Spells - May expend 5 Luck to gain the use of a random 1st level wizard spell for the next 24 hours. The use of the spell can be lost as normal and any corruption or misfires rolled result in a loss of 1d16 Luck instead.

Wealth - (Hungry+) May expend 2d4 Luck to summon its current HP in gp worth of goods or food. Generally used to Bargain for Luck.

Protection - (Sated+) May expend Luck to increase its AC each round at a 2:1 ratio. This must be done at the beginning of the round before any action rolls are made.

Teleport - (Corpulent only) May expend Luck to teleport without error at a cost of 1 Luck per 10 feet traveled.

Coming Next Issue!

Welcome to Dinotastic Park!

- ▶ A semi-hex crawl in an extra-dimensional abandoned theme park so big it will be spread over two issues!
- ▶ A Twisted Menagerie full of Dinosaurs and Dino-Mutants!
- ▶ The Saurians of the Scale Empire, ruled over by the eldritch Dino-Sorcerers!
- ▶ And much, much more!

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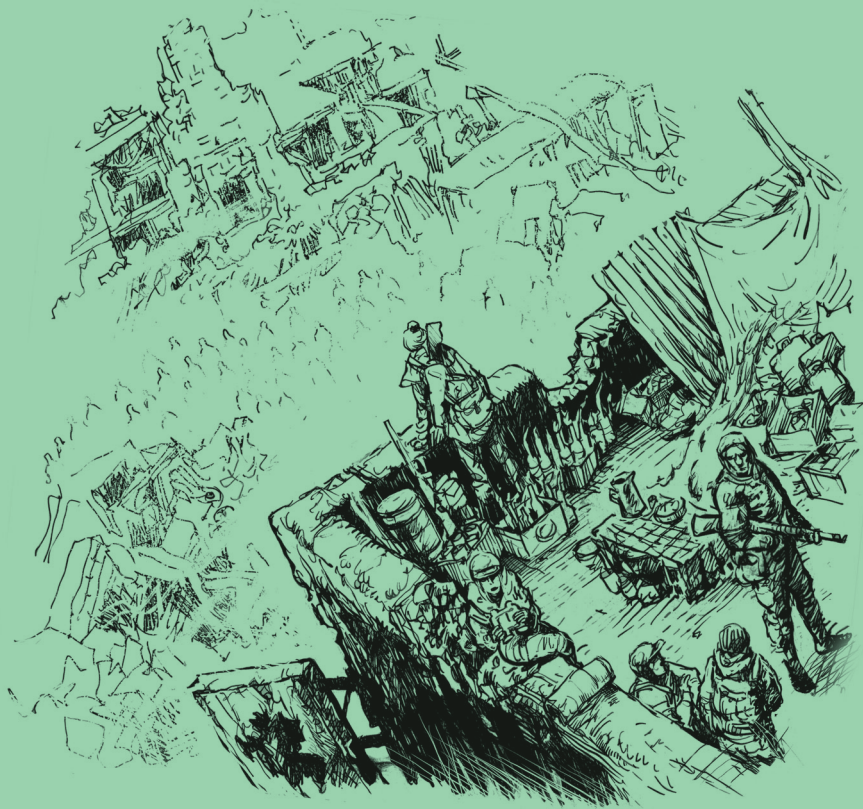
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