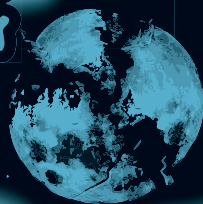


# CRAWLING UNDER A BROKEN MOON



Issue No. 3

October 2014

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# CRAWLING UNDER A BROKEN MOON

*The settlement of Neuqua has suffered a great deal due to a passing Rainbowblight storm. With no reserves and their fields in ruins the inhabitants must look elsewhere to survive. Only a week from now the raiders will be coming for their tribute and there is nothing to spare. In a vision, the settlement's high priest has seen there is hope in the forbidden ruins of a shopping mall not too far away. Ancient legends have warned the people of Neuqua to stay far away from the unholy place but now their need is greater than their fear...*

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

This time around we are changing things up. There is a short article on making post apocalyptic 0 level characters and the rest is dedicated to a funnel adventure to kill them off!

I would be remiss not to mention that again several artists have stepped up to help me this issue. I thank them from the bottom of my mutant heart.

I invite you to join once more as we explore a strange, yet familiar, new world together!

*Reid "Reidzilla" San Filippo*

**COMPATIBLE WITH**  
**DCC**  
**RPG**

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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](mailto:crawlingunderabrokenmoon@gmail.com)

# RADIOACTIVE WASTERS

*How to create 0-Level characters for a post apocalyptic world*

Due to the gonzo nature of Umerica, very little needs to change when making 0-level characters for a post apocalyptic world. Here are the revised steps for character creation.

- ▶ Roll Ability Scores: 3d6 in order. (Page 18, DCC RPG rulebook.)
- ▶ Determine Ability Modifiers: (Table 1-1, page 18, DCC RPG rulebook.)
- ▶ Calculate Saving Throws. (Page 20, DCC RPG rulebook.)
- ▶ Determine random Birth Auger & Lucky Roll. (Table 1-2, page 19, DCC RPG rulebook.)
- ▶ Determine Occupation, Trained Weapon & Trade Good. (Table URO in this article.)
- ▶ Determine Race (Optional). (Table URR in this article.)
- ▶ Determine random Equipment. (Table URE in this article.)
- ▶ Determine starting copper: 5d12 cp. (Page 21, DCC RPG rulebook.)
- ▶ Buy equipment.
- ▶ Pick an Alignment. (Page 24, DCC RPG rulebook.)
- ▶ Calculate Armor Class: 10, plus Armor Bonus, plus Agility Modifier.
- ▶ Roll for Hit Points: 1d4, plus Stamina Modifier. Minimum 1. (Page 21, DCC RPG rulebook.)





## Table URO: Umerica Random Occupation

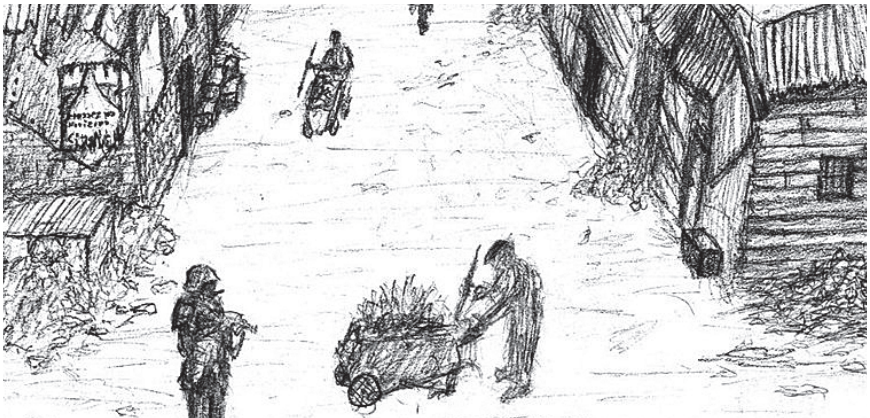
Roll 1d30

Roll	Occupation	Trained Weapon	Trade Goods
1	Accountant	Big Ledger (1d3)	Solar calculator
2	Armorer	Sledge Hammer (1d7, two handed)	Retread armor (as Studded)
3	Biker	Length of Chain (1d5)	Leather Jacket (as Leather)
4	Brewer	Bung Hammer (1d4)	1d3 gallons of booze
5	Carpenter	Claw Hammer (1d5)	Bag of 2d30 nails
6	Chemist	1d6 vials of mild acid (1d4)	1d3 Molotov cocktails (Era 3)
7	Cook	Cleaver (1d5)	3d4 trail rations
8	Electrician	Screwdriver (1d3)	Bag of wires and bits
9	Farmer*	Hoe (1d5)	1 Farm animal**
10	Ganger	Slingshot and bag of barings (1d4)	1 bottle of good booze
11	Guard	Spear (1d6)	Leather armor
12	Gunsmith	rebuilt revolver (1d6, range 50ft)	3d4 good bullets
13	Handyman	Large tool (1d4)	Tool belt with 1d3+1 tools
14	Historian	Heavy book (1d3)	Trivia (+3 to checks)
15	Janitor	Large mop (1d3)	5 gal bucket and rags
16	Livestock Rancher	Crook staff (1d5)	1d3 Farm animals**
17	Mechanic	Tire Iron (1d6)	1d3 gallons of used oil
18	Medic	Scalpel (1d4)	First Aid kit
19	Merchant	Big Maglite (1d4) (batteries charged)	1d3 rolls on Table URE
20	Miner	Pickaxe (1d5)	Filtered Mask
21	Nurse	Scalpel (1d4)	Stethoscope
22	Peddler	Iron Skillet (1d5)	1d3 rolls on Table URE
23	Pharmacist	Knife (1d3)	2d3 bottles of drugs
24	Plumber	Wrench (1d4)	2d3 copper pipes
25	Researcher	Heavy book (1d3)	1d6 more books

26	Scavenger	Crowbar (1d6)	1d3 rolls on Table URE
27	Scientist	Bunsen burner and propane tank (1d3)	rubber gloves and goggles
28	Scout	Crossbow and 3d4 bolts	Compass
29	Soldier	bolt action rifle w/ bayonet (1d10, 120ft) (Bayonet 1d6)	2d4 bullets
30	Wanderer	big walking stick (1d5)	Large Backpack

\* Roll 1d8 to determine farmer type: (1) potato, (2) wheat, (3) barley, (4) corn, (5) rice, (6) oat, (7) cabbage, (8) spinach.

\*\* Roll 1d6 to determine the type of livestock: (1) sheep, (2) goat, (3) cow, (4) pig, (5) chicken, (6) mule. Now roll 1d3-1 to determine how many extra heads/limbs/ etc it has.



### Table URR: Umerica Random Race (Optional)

Roll 1d24

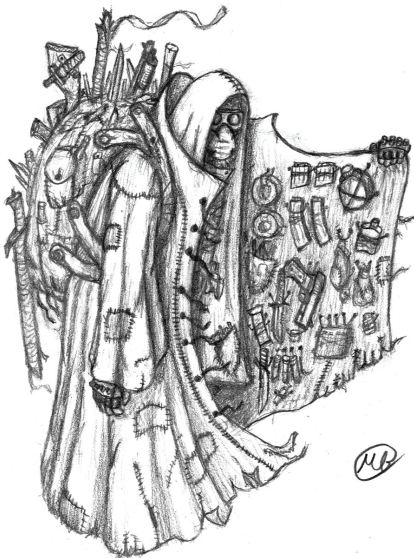
Roll	Race
0-14	Human
15-16	Elf
17-18	Dwarf
19-20	Halfling
21-23	Mutant (Class details in CUaBM issue #2)
24	Robot (Class details here: <a href="http://mysticbull.blogspot.com/2014/04/robot.html">http://mysticbull.blogspot.com/2014/04/robot.html</a> )

# Table URE: Umerica Random Equipment

Roll 3d12

Roll	Item	Cost
3	Backpack	1gp
4	Glowstick	5cp
5	Nylon rope, 50ft	20cp
6	Big box of crayons	3cp
7	3 plasticware containers	8cp
8	Insulated thermos	1gp
9	Zippo lighter w/ fluid	5sp
10	Small socket wrench set	5gp
11	Can opener	3sp
12	Small hammer (1d3)	5cp
13	Hand crank flashlight	5gp
14	Cooler, 12 can size	2gp

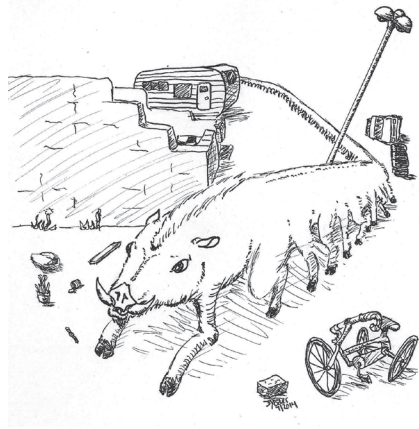
Roll	Item	Cost
15	Leatherman multi-tool	10pg
16	4 Firestarter bricks	5sp
17	Canteen	5cp
18	Holy symbol	25gp
19	Bottle of Lighter fluid	6cp
20	Pocket fisherman	2gp
21	20 resealable plastic bags	3sp
22	Poker set with chips	1gp
23	Easy reach grabber	3gp
24	Camping trowel	15cp
25	Cast iron dutch oven	2gp
26	Fire extinguisher	3gp
27	Utility Knife (1d3)	7sp
28	Metal tongs	8cp
29	Kitchen shears	4sp
30	Water kettle	2sp
31	Gas Can (1 gal)	5sp
32	Fishing Waders	8cp
33	Solar wristwatch	1gp
34	Citronella candle	6cp
35	Umbrella	1gp
36	Thermal sleeping bag	2gp





# THE MALL MAUL

*A funnel adventure set in the ruins of a shopping mall suitable for 16-24, 0-level PCs.*



## **Background**

The residents of the settlement of Neuqua are in desperate need of vital resources due to having scavenged the surrounding area clean and several bouts of extreme weather. Also, their best fighters were lost last season during a failed raid.

Due to an “agreement” with the village that was the target of that failed raid, each year a large cargo truck is dropped off and must be filled with goods by mid summer. Unfortunately, the Neuquins have nothing to spare.

The only place they have not scavenged is a an ancient shopping mall that has partially sunken into the earth. As far back as anyone can remember there have been dire warnings not to even go near the place. No one, however, has any idea why other than that years ago a group of young warriors went to explore it and never came back. Now they have no choice but to explore it.

The mall is home to three factions, of which two are competing for dominance in the area. These two groups actively hunt each other and generally keep each other in check.

In the eastern section dwell the Malllocks. These are degenerated humanoids that are obsessed with setting traps throughout their territory. They prefer to lie in wait and let their traps do the work for them.

In the west end of the mall lurk the Pigtipedes, a species of boar-like beasts with 100 pairs of legs and a voracious appetite. While not truly sapient, they are very clever and rageful hunters.

The third is an ancient godlike being known as Thesolokomodra, the 1000 headed hydra. On occasion one of his heads emerges from a dimensional gate in a hole in the floor of the lower level food court. He cares nothing for the other inhabitants of the mall but does appear when loud noises are made near the gate or summoned by a petitioner.

## Player Introduction

*"There is no other way to say it, Neuqua is in a bad way." said Mayor Glumpton. "We need just about everything there is to need and we've got none of it. We barely have enough to live let alone anything to load into the damned tribute truck. We only have a week before they will be coming in force to pick it up. We all know what will happen if we don't fill it with goods before they get here."*

*The mood at the town meeting was grimmer than usual, mainly because old mayor Glum was right and everyone knew it. If the tribute truck was empty, the raiders would pillage the settlement until the truck was full. Things got a bit brighter as the much loved priest of the community stepped up to the stage.*

*"Greetings chicks and dudes! Harken and prepare thyselfes for rock'n news straight from the blessed pierced lips of the Mighty Kizz! His Most Holy Rock 'n' Rolledness has shown me a awesome vision of pyrotechnics and glory for those brave enough to heed his words!" Zorr bellowed with his deep, rich voice. "Turn your shears into swords my peoples and march forth unto that creepified, forbidden mall your grannies warned you about! Gather courage in the knowledge that the power of rock and roll will guide you! Thank you and goodnight!"*

*Everyone was stunned at the priest's words. Not at the way he spoke but at the message to arm themselves and go into those unholy ruins to salvage.*

*"Now as much as I don't want to say it, I agree with Zorr." Glumpton droned. "We need some volunteers to go into that accursed place and bring back what we need for the truck. Now, who will man up and go?"*

*And that was how you got suckered into delving the forbidden mall.*

## Set Up

The characters will need to explore the mall until they find enough goods to fill the tribute truck, which they may drive up to the edge of the now ruined parking lot area surrounding the mall.

For the purpose of this adventure, each bit of goods listing will have a TT value assigned to it. All fractions are to be rounded down. Anything found that the GM has made up on the fly will need a TT value added to it. The TT value will indicate how much of the Tribute Truck it will fill based on how big it is or how desirable it is. The Truck will be full at 200 TT.

Once the truck is full any remaining PC will have earned 10XP and are ready to be 1st level.

## **Part 1: Scoping out the Mall**

*Only if they circle the mall and observe. If they don't scout around, move to Part 2.*

After circling the mall they will see that a good portion has sunk into the ground but one entrance is still intact (#1) and next to it looks to be the remains of a truck delivery bay (#16). There seems to be a relatively clear path to them through the remains of the giant parking lot.

There are a few more things they might notice. Anyone making an effort to look may discover one of the following:

- ▶ DC 20 - The remains of the parking lot are dotted with camouflaged trap doors made of surrounding materials. There is a safe path through the parking lot that can be seen from this vantage point. (These are the lairs of the Trapdoor Toadspiders)
- ▶ DC 15 - There is a hidden entrance in the southwest side concealed in the rubble (#26).
- ▶ DC 10 - There are several collections of bones scattered throughout the parking lot. (from Toadspider victims)
- ▶ DC 5 - A low, pleasant thrumming sound can be heard emanating from the parking lot. Any animals traveling with the party will want to investigate the noise. (Yep, it's the Toadspiders)
- ▶ DC 5 - There are several shopping carts in the parking lot ruins that look serviceable. (right next to Toadspider trap doors)

## **Part 2: The Parking Lot Massacre**

*If the party found and used the hidden entrance, skip to Part 3.*

Unless the party has discovered the safe path through the lot, they will be ambushed by 4 Trapdoor Toadspiders. If you are feeling generous, let them make a check, DC 18, to see the ambush coming. To determine who gets attacked first, have all of the targets make Luck checks. The four lowest results get tongued.

The Toadspiders will retreat into their tunnels after losing 25% of their hp or if they are attacked with fire. They will also retreat after collecting 2 corpses each.

## Part 3: Into the Mall!

### Mallock Territory

1) Main Entrance: The entrance is a 30 foot wide bank of 8 glass doors which have been thoroughly repaired with duct tape and particle board. Each is locked and will require a DC 8+1d4 to open, roll separately for each. Breaking the glass does not require a roll but will alert the Mallocks to expect intruders.

2) Shop - Nutrition Central: This shop has been picked over multiple times and is in total disarray. A DC 20 Int check will be required to find 3d4 Cases of foil wrapped sports nutrition bars, 36 bars per case. 80% chance per bar it still be good. 1 TT per 3 Cases

3) Shop - Everythings-A-Dollar: It appears like a tsunami has hit this shop. crumbling plastic trinkets litter the floor, making it impossible to move about without making some noise. For every minute spent searching there is a 40% chance of finding 1 TT worth of goods. Also for every minute spent in the shop there is a 1 in 6 chance of triggering a trap that causes a ceiling high set of shelves to collapse, Ref DC 10 or suffer 1d3 damage (DC 8 to spot). Once 4 shelves have collapsed all of the traps will have been triggered. A maximum of 8 TT can be gleaned from this shop.

4) Shop - Candle Company: a powerful sickly sweet and spicy aroma drifts out of this shop. Anyone entering the shop will lose their sense of smell in 1d7-1 minutes. It will return 3d6 minutes after leaving the shop. Although the shop has been ransacked, a DC 12 Int check will discover 2d7 large candles. 1 TT per 3 Candle

5) Shop - Blooms Fashions: While all of the clothing items have been removed from the racks and thrown to the floor, all of the mannequins are in immaculate condition. Each is heavily decorated with cheap costume jewelry (DC 8 Int check to see it is worthless). If the mannequins are disturbed in any way, a gas trap will trigger and gas will steam out of each of the mannequins' bases, filling the store, Fort DC 11 or lose 1d3 Sta. Nothing of value can be found here.

6) Shop - The Leatherist: This shop is infested with bugs chewing on the remaining leather goods. Every round spend searching the shop has a 1 in 5 chance of suffering 1 hp of damage from biting bugs. A DC 18 Int check is required to find the 1d8 Leather jackets with Tunnel Snake logos still sealed in heavy plastic and marked "Special Order". 1 TT per jacket.

7) Shop - Sport's Foot: Although the contents of the shop is in disarray, there are 2d12 pairs of salvageable shoes. There is a 15% chance for each pair gleaned that the interior has been laced with poison by the Mallocks. 1d30 minutes after donning them the wearer must make a DC 12 Fort save or suffer 1d3 Sta damage. 1 TT per 3 pairs of shoes.

**8) Deathtrap part 2:** This is part of a two fold deathtrap that will not activate until several people investigate area 10.

As PCs are fleeing the bugs from area 10 and other PCs may be entering this area to help, spiked swing beams will release from the ceiling. Every PC in this area and area 10 must make 1d3 Ref Saves DC 8 or suffer 1d4 damage for each failure.

**9) Guard room:** A Mallock guard is always present here. If the party has not taken precautions to be quiet, the guard will be ready to spring the two stage trap in 8 and 10.

Once the trap is sprung, the guard will enter area 8 and attack any survivors. This Mallock has only one Bugbomb.

**10) Deathtrap part 1:** Both the shops at this end are sealed with rolling mesh doors. Unless the group has made great efforts to be very quiet, the guard in room 9 will be ready to spring this trap. They will spring it as soon as at least 4 PCs/animals enter this area, the doors on both sides will roll up and hordes of bugs will be launched into the hallway. PC in the area will be covered with bugs and suffer 1d3-1 damage per round for 1d3 rounds.

**11) Shop - The Outdoorsman:** When approaching this shop, the PCs will hear loud repetitive music coming from deep within. The mesh gate is  $\frac{3}{4}$  of the way down so they will need to crawl to enter the shop.

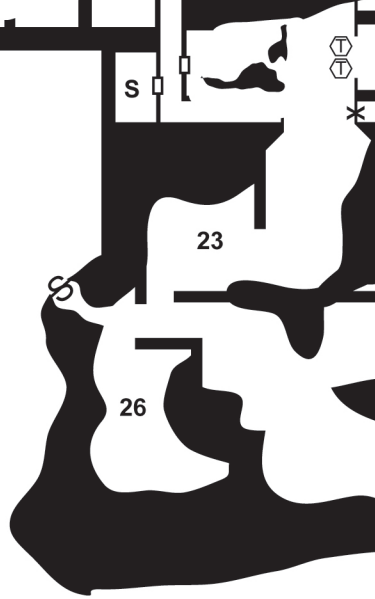
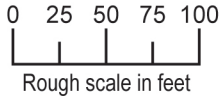
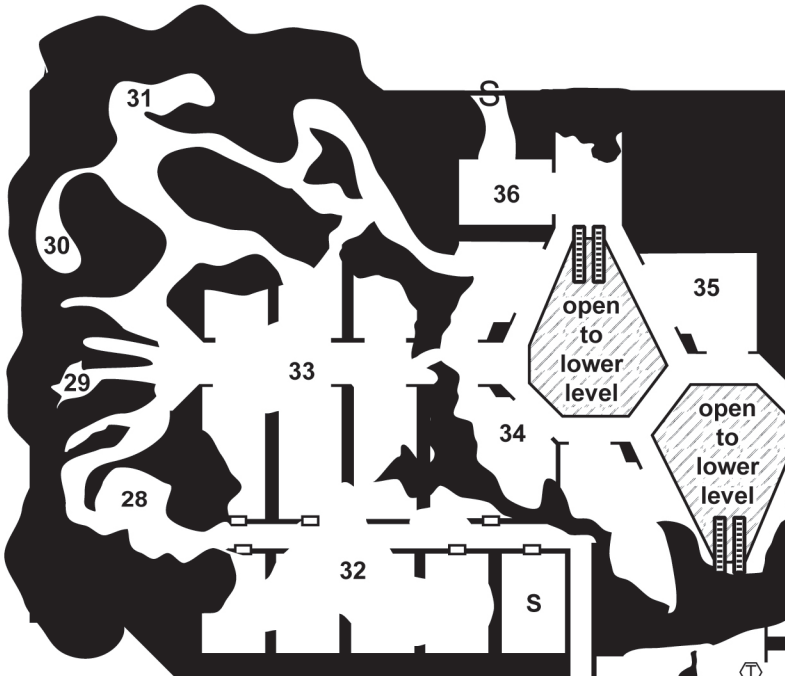
Near the middle of the shop is a corpse skewered on a nasty spear trap. Most of the PC will recognize the corpse belongs to a halfling wanderer that passed through last season. The music is coming from a gadget in the vest pocket. It has hundreds of techno songs loaded on it and the battery will last a thousand years. It is embossed with the symbol of the chaotic deity Technos Discos. An Int check, DC 10 is required to turn off the music. If the music is not switched off it will alert all inhabitants within 30' of the bearer. Also, none of the Mallocks or Pigtipedes will come within 10' of the bearer when it is playing. The corpse also has 2 hand axes, 2 sawed off shotguns, and 2d8 shotgun shells.

Searching the shop is rewarding but dangerous. Every search check, DC 12, gains 1d3 TT of Plastic wrapped camping gear: backpacks, canteens, carabiners, or 100ft loops of neon colored rope. Each check made has a 10% of tripping a trap from table RMT. A maximum of 20 TT can be scavenged from this room.

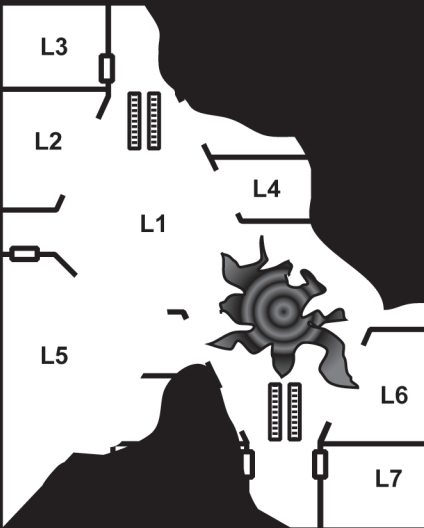
**12) Shop - Lux Optical:** This shop has been rummaged through but is relatively in order. 1d6 TT worth of functional corrective eyewear can be found after a few minutes of searching.



# Map of the Forbidden Mall



## Lower Level map



- = Storage Room: roll on table SSR
- = Secret / Hidden door
- = Blocked door
- = Random Trap: roll on table RMT



--Safe-path-through-the-Trapdoor-Loadspiders--

**13) Shop - Storage Solutions:** Most of this shop has collapsed. In the debris a DC 15 Int check will score 1d3 TT of plastic containers.

**14) Shop - Which Watch:** a weird feeling emanates from this shop. All of the timepieces are showing random times and fluctuating wildly. Anyone staying in this shop for more than a few minutes must make a Will save or age 1d3 years. Every timepiece here is cursed and the wearer will age at double speed. Since none of them work properly, no TT.

**15) Shop - RadioShed:** This shop has been heavily scavenged. A DC 20 Int check and 1d30 minutes will be required to find useful assorted electronics worth 3d4 TT.

**16) Truck delivery bay:** This entrance is big enough to fit two semi trucks for unloading. It also has an industrial garbage compactor which is leaking hydraulic fluid, making the area around it slippery.

Anyone searching in the garbage compactor has a 20% chance per round of investigation to wake up a 5ft patch of Primeval Slime with no special abilities (DCC RPG p. 423).

The door leading into the mall is locked but heavily corroded. A DC 10 Str check will get it open.

## **Mallock caves**

*If the deathtrap in area 8 has been set off, all Mallocks will be on guard and impossible to surprise. Otherwise, it is DC 13 to surprise them.*

**17) Common area:** This area serves as the Mallocks community space. There are multiple old rugs covering the floor, an electric grill in the center, and plastic food containers stacked in the corner.

*There are 4 Mallocks in this room eating. They are only armed with clubs. Any noise made here is 30% likely to awaken the Mallocks sleeping in area 19.*

*The grill is worth 2 TT and the containers are full of grilled bugs and mushrooms (Fort DC 6 to avoid food poisoning) are worth 1 TT in total.*

**18) Crafting room:** The area is strewn with a multitude of discarded trap makings. It is currently unoccupied. Searching here is dangerous as there are several malfunctioning traps laying about. Every search check, DC 14, gains 1d3 TT of mechanical parts. Each check made has a 20% of tripping a trap from table RMT. A maximum of 10 TT can be scavenged from this room.

**19) Sleeping area:** There are 6 unarmed Molllocks sleeping on piles of comforters in this area. In the center is an electric pot with pleasant, potent vapors issuing from the boiling contents. As long and no loud noises are made, the sleeping Mallocks will not wake up. Anyone staying in this room for more than a few rounds must make a Fort save DC 12 or fall into a deep sleep that will last until violently awakened.

**20) Water room:** A water main is intermittently pouring fresh water into a kiddie pool here. There are several empty gallon jugs that are a bit disgusting in the room as well. With clean containers, safe water can be harvested from the pipe, each worth 1 TT per gallon. A maximum of 10 TT can be scavenged from this room.

**21) Nursery:** This area is where the Mallocks raise their young. There are 2d5 Babylocks here and 1 large female Mallock. It will immediately attack with a battle axe and use a d30 Attack die until killed.

**22) Insect farm:** A cacophony of buzzing can be heard from the entrance to this area. There are two rooms where the Mallocks are raising specific bugs, to the north are "food" bugs and in the south are weaponized bugs.

One of the cases in the south room is not sealed well and anyone spending more than a round there will suffer 1d3-1 damage from bug bites. There are 2d7 Bug Bombs here as well. They are unwieldy and have a 1-3 fumble range for those not accustomed to throwing them. A fumble means the thrower has hit themselves and must suffer the effects of the bomb. The bombs will remain good for 1d3 weeks before too many of the bugs have died off to be useful.

## **Ward's Forest of Bugs and Shrooms**

There is a hidden entrance to this area, a crack in the outer wall of the mall covered in lichen, mold, and fungus. Only one person at a time can fit through. it opens into the ruins of a large Ward's department store that has become heavily overgrown.

This area is rich in edible bugs, plant life and mushrooms and clouds of spores float lazily through the air. Any PCs staying in the area for more than a few minutes must make a Fort save DC 10 each 30 minutes or suffer a 1 die penalty to their action dice due to mild hallucinations for the next 1d3 hours.

The Mallocks and Pigtipedes both depend on it to live and are fighting for dominance here. For every hour spent search the Ward's section of the mall, there is a 20% chance of a random encounter entering the area and attacking on sight. It will either be one Pigtipede or a fully armed Mallock (50%/50% chance for each).

**23) Appliances:** At first glance it is difficult to determine what the numerous box-like, lichen covered objects that fill this area are but, they are all overgrown large home appliances. It will take 10d20 minutes of searching this area to find that one of the large appliances is actually still in a box and covered in plastic. It will take 2d12 minutes to carefully unearth it from the overgrowth. It is worth 10 TT.

**24) Electronics:** This area smells of ozone and charred plastic. Many of the TV screens are still running and displaying odd, warped images. Anyone watching the images for more than a few minutes will feel a deep desire to seek the lower level food court. If they do not pass a DC 10 Will save, it becomes a full blown compulsion. Every search check, DC 14, will take 2d12 minutes. A success gains 1d4 TT of functional electronic equipment. A maximum of 15 TT can be scavenged from this room. For every 30 minutes spent in the electronics area there is a 25% chance of an electrical fire starting and setting off the sprinkler system. The sprinkler water is contaminated with spores and anyone caught in it must make an immediate Fort save or suffer a 1 die penalty to their action dice due to mild hallucinations for the next 1d5 hours.

**25) Automotive:** A very distorted recorded message is playing from one of the car stereo demo models in this area. Anyone attempting to discern what it is saying for more than a few minutes will feel a deep desire to seek the lower level food court. If they do not pass a DC 10 Will save, it becomes a full blown compulsion.

It will take 2d30 minutes of searching this area to find one tire display has 3d4 unspoiled tires covered in plastic. It will take 1d5 minutes to carefully unearth each from the overgrowth. Each tire is worth 1 TT.

**26) Hardware:** The abundance of mushrooms is increased in this area. Searching this area is rewarding but dangerous. Every search check, DC 13, will take 1d16 minutes. A success gains 1d3 TT of functional power tools and hand tools. A maximum of 25 TT can be scavenged from this room. Every 30 minutes spent searching the hardware area requires the PC to make a Fort save DC 8 + 2 per 30 minutes or fall into a deep sleep. The only way to wake an affected person is to remove them from the hardware area and slap them around. These saves are in addition to the save required against hallucinations.

**27) Lawn and Garden:** The overgrowth is even more dense here. In the middle of the room is a huge mound of old bones that is nearly completely overgrown. At the top is a large, strange, and beautiful flower. There are also 2 Giant Worker Ants (DCC RPG p.394) attending the flower in an almost worshipful way. As long as the PCs do not go near the mound, the ants will not attack.

If the ants are dispatched and the flower harvested, A DC 14 Int check will reveal that if one rubs the pollen on their clothes that it will render the person



immune to insect attacks for 1d3 hours. There will be enough pollen to effect 2d4 people.

## **Pigtipe Territory**

Everything in this part of the mall is heavily collapsed. Anything in the shops has been thoroughly ruined by the Pigtipes rooting around in this area. For every hour spent in this part of the mall there is a 25% chance of encountering a wandering Pigtipe, which will attack on sight.

Those with an appropriate background career can attempt to properly butcher a slain Pigtipe. It will take a DC 10 and 3d12 minutes to harvest the meat. A success gleans 1 TT and an additional 1 TT for every 5 points the check was passed by. A failure means the meat is ruined.

**28 - 31)** Hatchling dens: Each of these areas are nests for the Pigtipes and have 1d7 Pigtipelets living in them. They are not aggressive and will follow anyone who feeds them. Any attacks on them will cause them to scream very loudly and summon an adult Pigtipe in 1d3 rounds. If the Pigtipelets are successfully captured alive, they are worth 3 TT each.

**32 - 33)** Ambush areas: Once 5 or more PC enter one of these areas. A Pigtipe will burst forth from a hiding place in the debris and charge the group, taking them by surprise. Have the PCs make a Luck check and the loser is the target. If the PC have not suffered any great losses at this point, increase the ambushing Pigtipes to 2 or 3.

## **Theszolokomodra's Residence**

**34)** Balcony area: This area comprises several destroyed shops and a balcony that over looks a lower level food court. The L1 area can be seen clearly by the light streaming through the cracked skylight ceiling here, including the inter-dimensional hole at the south end.

Anyone making a large amount of noise in this area has a 10% chance per round of commotion to summon Theszolokomodra from the hole in L1.

**35)** Devotee study, converted from Posh Jewelers: This is the only shop around the balcony that seems to be intact. Its entrances are blocked by rolling mesh doors that are firmly locked in place. Also a glowing forcefield fills each entryway a few inches back from the mesh. the interior of the shop has been changed to look like a sages study full of books, computers and scrolls. Sitting in a rocking chair in the middle of the study is a person who seems to be a burning skeleton wearing wizardly robes and sunglasses. Neither the robes, sunglasses or chair seem to be affected by the flames. The wizard is in an enchanted sleep and will not wake, no matter how much noise the PC make. There is no way for the PC to breach the force field to enter this room. This is here just to freak them out.

Anyone making a large amount of noise in this area has a 10% chance per round of commotion to summon Theszolokomodra from the hole in L1.

**36)** Hidden Devotee entrance, converted from Sunglass Haus: unlike most of the shops in the mall, this one is in near pristine condition other than a hole in the north wall leading out to a secret door leading out of the mall that cannot be detected from the outside without magic.

There are 100s of pairs of sunglasses in the shop set in attractive displays. Anyone looking them over will see each set has a pair of preserved eyeballs behind it. The eyes will turn to look at anyone coming near their display. Play up the creep factor of this and see if you can freak out the party. There is no trap or curse triggered if anyone takes the sunglasses. The TT value for all of the sunglasses is 10.

## Lower Level

**L1)** Food court sitting area: This area is littered with tables, chairs, and debris. drag marks and blood stains can be seen in various places. most lead to the large hole in the south end of the sitting area. The whole area practically reverberates with an eerie, otherworldly energy, setting everyone's teeth on edge.

Anyone looking into the hole will see that roughly a dozen feet below the lip a glowing, sparking portal fills the pit. Any object dropped into the portal disappears forever. Anyone making a large amount of noise in this area has a 10% chance per round of commotion to summon Theszolokomodra. It will appear automatically if anyone calls into the pit asking for power or should a body fall through the portal. Should Theszolokomodra appear, see the bestiary for what it will do.

**L2)** Burger Barn: The front of this restaurant is adorned by a large statue of a clown wearing overalls and manically attempting to consume a huge hamburger. It has eyes that seem to follow you wherever you move. There is a 15% chance that every time someone passes by it that it will belt out a distorted, high pitched laugh from a speaker in its belly. Play up the serious creep factor of the clown.

The interior is in disarray and all of the food in the serving area is rotted into dust. In the kitchen there are numerous plastic cups and containers, worth 1d3 TT. Also there is a working deep freezer that contains 1d5 TT worth of unspoiled meat. Why it is still good after all this time is due to the frozen additives reaction to the cosmic power of the gate.

**L3)** Men's Restroom: A restroom in general disrepair. With proper containers, 1d10 gallons of clean, safe water can be harvested from the plumbing, each worth 1 TT.

**L4) Tater Town:** In this restaurant, all of the food in the serving area is rotted into dust and the soda machine is spraying water all over the floor. In the kitchen there are numerous plastic cups and containers, worth 1d3 TT. Also there is a working deep freezer that contains 1d3 TT worth of foil sealed “potatoes” labeled Taters. Why it is still good after all this time is due to the frozen additives reaction to the cosmic power of the gate.

**L5) Guardian Vendibeast’s Lair:** This looks to be a the ruins of a large storage area for extra tables and chairs for the food court. Most of these have been stacked in piles to make a lair in the southern end of the room. A DC 10 Int check will discern that there is something sleeping in that lair. Anyone approaching the lair or messing with the treasures in L6 will cause it to awaken. if woken, will attack anyone that does not have a Servitor Worm inside of them.

**L6) Ice Dream Parlour:** In the glass counter freezers where the vats of ice cream would be there are hoards of trinkets and valuables. These are gifts left for Theszolokomodra. If any of them are disturbed, the Vendibeast will emerge from L5 and attack. If the Vendibeast is defeated, 5d6 TT of valuable goods can be harvested from here.

**L7) Womens’ Restroom:** A restroom in general disrepair. With proper containers, 1d12 gallons of clean, safe water can be harvested from the plumbing, each worth 1 TT.

## **Endings and Beginnings**

Once the surviving PCs have gathered 200 TT onto the truck, they will have earned 10 XP and become 1st level characters. After delivering the goods back to Neuqua the adventure will be complete. Here are some ideas to follow up and continue their adventurous careers:

- ▶ Continue pillaging the mall until it is empty and take the excess supplies back to Neuqua, becoming even bigger heroes there.
- ▶ Decide to use their new found courage and strength to battle the raiders coming to collect the tribute truck.
- ▶ Attempt to form a Patron bond with Theszolokomodra and be put on a quest to prove their worthiness.
- ▶ Find a hidden trapdoor in the Lower level food court leading to a hidden governmental facility that was covertly studying the dimensional portal before the great cataclysm happened.

## Table SRR: Storage Room Rummaging

Roll d%

1-40	Full of goods that have been ruined with mold and mildew. Anyone spending more than a few rounds in this room must make a Fort Save DC 10 or contract a respiratory ailment.
41-55	Beneath some ruined items are some linens and/or textiles sealed in heavy plastic. 1d3 TT
56-70	Clothes in good to OK condition. Pairs of denim jeans. flannel shirts. packs of designer underpants. pairs of rugged boots. 1d12 TT
71-80	Plastic wrapped camping gear. backpacks, canteens, carabiners, and 100ft loops of neon colored rope. 1d20 TT
81-85	1d5 locked sturdy metal cases containing jewelry. DC 18 to open locks. DC 12 to break open. 4 TT per case if unopened or broken open, 6 TT per case if opened carefully
86-90	Cases of foil wrapped sports nutrition bars, 80% chance per bar it is still good. 3d4 TT
91-94	1d7 Power tools in sealed cases. Includes rechargeable batteries, chargers, and heavy duty power extension cables. 2 TT per Power Tool
95-98	Civil defense cache: 1d3 rifles and 2d8 magazines of ammo. 2 TT per Rifle and 1 TT per full Magazine
99+	Deactivated Sentrybot. DC 15 to activate. Roll randomly to determine which person in visual range is recognized as controller. If controller is killed, the Sentrybot will run amuck. 10 TT if inactive . 0 TT if activated as it will follow its controller only.

## Table RMT: Random Mallock Traps

roll 1d7

	Description	DC to spot
1	Restroom aerosol dispenser turned lethal, motion sensitive, releases putrid gas 10ft radius. Fort DC 14 or lose 1d3 Sta.	7
2	Swinging blade trap. Ref DC 10 or suffer 1d5 damage.	11
3	Guillotine blade trap. Ref DC 13 or suffer 2d4 damage. fumble on save means lose one random limb.	12
4	Multi nail gun dart trap. releases a swarm of nails. Ref DC 15 or suffer 1 hp damage per 3 points they fail by.	9
5	Giant nailboard swinging from the ceiling. Ref DC 8 or suffer 1d12 damage.	10
6	Spiked foot trap holes. Ref DC 12 or lose 1d3 Agi.	10
7	Basket full of hungry beetles dumped from ceiling. Ref DC 11 or suffer 1d3-1 damage per round for 1d3 rounds.	8

# TWISTED MENAGERIE

**Malllock:** Init +2; Atk Club +1 melee (1d4), Bug Bomb +2 missile (special); AC 11; HD1d6; MV 30'; Act 1d16; SP Darkvision, +3 to move silently or hide, bug bombs, bug immunity; SV Fort +0, Ref +2, Will +0; AL N.



These pale, misshapen humanoids may have descended from humans that were touched by cosmic radiation or extraplanar energies but now they exhibit little in the way of humanity.

While not remarkable fighters, Malllocks are expert trap makers. They prefer to lead their enemies into well crafted deathtraps versus confronting them directly.

If they are forced into direct conflict, they will first employ their bug bombs. Upon impact they release a swarm of biting

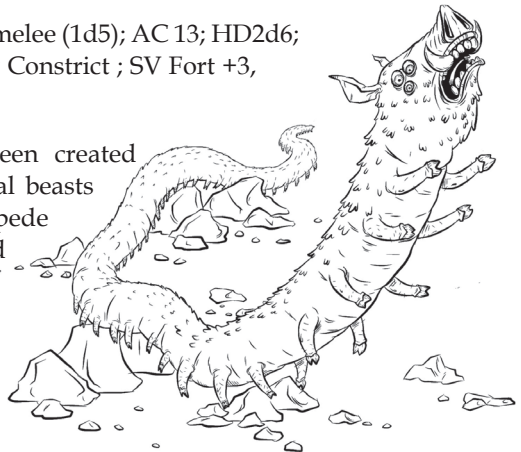
insects on the target, causing 1d3 points of damage for 1d3 rounds. A Malllock will carry either 1 bomb (80%) or 1d3+1 bombs (20%).

Malllocks are immune to all bug attacks due to the strange chemical concoction they coat their skin with on a daily basis. Bugs will simply not attack them.

Malllocks are very sensitive to bright lights and will never willingly enter into direct sunlight. If forced into such a situation where they cannot escape from bright light, they suffer -4 to all actions.

**Pigtipede:** Init +0; Atk Tusks +2 melee (1d5); AC 13; HD2d6; MV 40'; Act 1d20; SP Trample or Constrict ; SV Fort +3, Ref +0, Will +2; AL N.

Rumored to have originally been created to help world hunger, these feral beasts are not an easy meal. The Pigtipede appears to be a cousin of the wild boar with an astounding 100 pairs of legs. When fully mature they can reach a length of over 120ft.



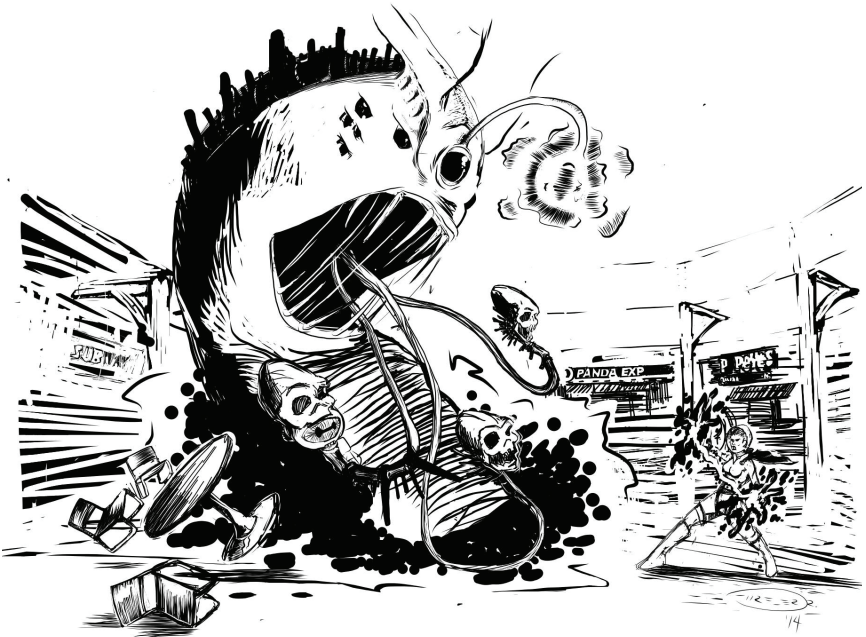


Pegtipedes will lurk behind cover and charge at their opponents, trying to take them unaware. Also, any critical hit on a charge automatically results in a trample as the Pigtipede runs over the target with its 200 hooves, delivering and additional +3d4 damage.

When not able to charge into combat, Pigtipedes that score a gore attack have a 40% chance to immediately wrap their long bodies around the victim. Each round thereafter, the Pigtipede attempts another gore (always against the grappled target) and also constricts the same target for an automatic 1d5 points of damage. The Pigtipede will remain wrapped around its prey and going for 1d3 rounds after it is dead, ignoring all others in the area.

If captured very young, it is possible to domesticate the Pigtipedelets, so long as they are given space to run and plenty of food.

When properly cooked Pigtipede meat is delicious and safe to eat regardless of what the omnivorous beast feeds on. Sages believe this is due to their extensive digestive tract.



### Theszolokomodra

This is ancient multi-dimensional being that looks like an alien hydra with 1000+ heads that regularly emerge through dimensional portals throughout the multiverse. The portal in the mall is one of these and many wizards have come here over the centuries to seek power.

Should anyone successfully alert Theszolokomodra, one of its giant alien, serpentine heads will emerge from the portal. It can reach anywhere in the lower and balcony area. If anyone attempts to harm the head they will melt into a pool of goo, no save.

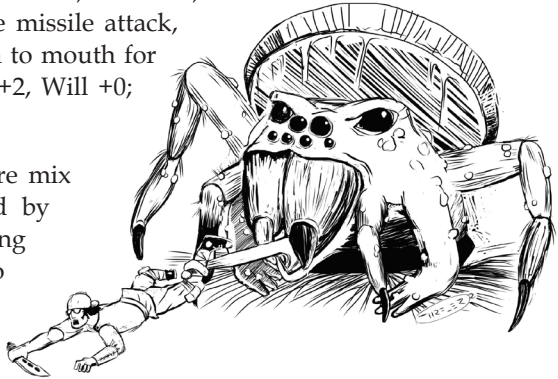
It will look over any people in its vicinity and scan them for usefulness. It will scan anyone with an INT of 13+ or anyone asking for power. The scanned person must make Will Save DC 12. If a sacrifice is made during the scan, they may add from a +1d3 for a worthy minor offering to a +1d10 for a live human sacrifice.

Failure means they suffer 1d3 permanent INT loss that Theszolokomodra consumes. Success means the person gains a permanent +1d3 to a random stat. If the person makes the Will Save by 6+ (DC18), they have gained high favor and will hear Theszolokomodra in their mind and feel a squirming presence in their gut as a Servitor Worm is magically placed inside them. This gives another permanent +1d3 to a random stat.

Anyone with a Servitor Worm can petition Theszolokomodra to be their Patron. See Issue #4 for Patron info for Theszolokomodra!

**Trapdoor Toadspider:** Init +0; Atk bite +2 melee (1d3+2); AC 12; HD1d8+1; MV 20'; Act 1d20; SP Tongue Lash - 20' range missile attack, target entangled and drawn to mouth for auto bite ; SV Fort +5, Ref +2, Will +0; AL N.

These creatures are a bizarre mix of spider and toad created by an insane nanovirus A.I. long ago. Since their escape into the wild they have spread throughout Umerica. They tend to settle in groups of 3-12.



Their preferred method of hunting is to dig a series of tunnels with each entrance covered by trap doors made from nearby materials and webbing. Each door is set with motion sensitive triggers connected by webbing strung throughout the tunnels. Movement around a door will be sensed by the Toadspider regardless of which tunnel it is in. Any undetected ambush made via their trap doors allows them to add +1d6 to the initiative and attack rolls for that round.

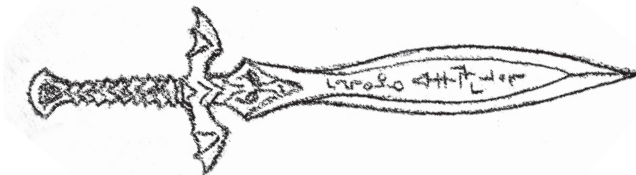
In times where the hunting is lean, the Toadspider will begin croaking out a low thrumming beat in the center of their tunnels. This will project out for about a quarter mile and be very enticing to creatures of animal intellect. Once the area is rich with prey, the Toadspiders will strike.

**Vendibeast:** Init +1; Atk bite +3 melee (1d6+1) or Spit Soda Can +1 missile (1d5+see below); AC 13; HD3d8+3; MV 30'; Act 2d20; SP Unkillable - If reduced to 0 hp it will revive with full hp in 3d30 minutes; SV Fort +3, Ref +3, Will +3; AL N.

Due to massive cosmic distortion this soda vending machine has become a living predatory engine of hunger and rage. Left to its own devices it will go on an endless killing spree but some have been found in the service of powerful beings associated with the cosmic distortion.

As long as it stays within 1000ft of the source of the distortion, it cannot be permanently killed. If it is reduced to 0 hp, it will just appear dead until it regenerates.

If opened once while it appears dead, 2d7 glowing cans of soda can be harvested from its innards. Each will have a random potion effect and will stay potent for 1d100 days. If the deathblow was a critical hit, then the soda cans will spill forth on their own when the Vendibeast “dies”. These soda cans will regenerate at a rate of 1 per 1d3 days.



## Coming Next Issue!

Patron write-ups for The Earth Brain of the Cyberhive, Theszolokomodra, and Kizz - the intergalactic god of Rock & Roll.

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- \* Rules and tables for generating post apocalyptic 0-level characters
- \* The Mall Maul: A post apocalyptic 0-level funnel adventure set in the ruins of an abandoned mall

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