

CRAWLING UNDER A BROKEN MOON



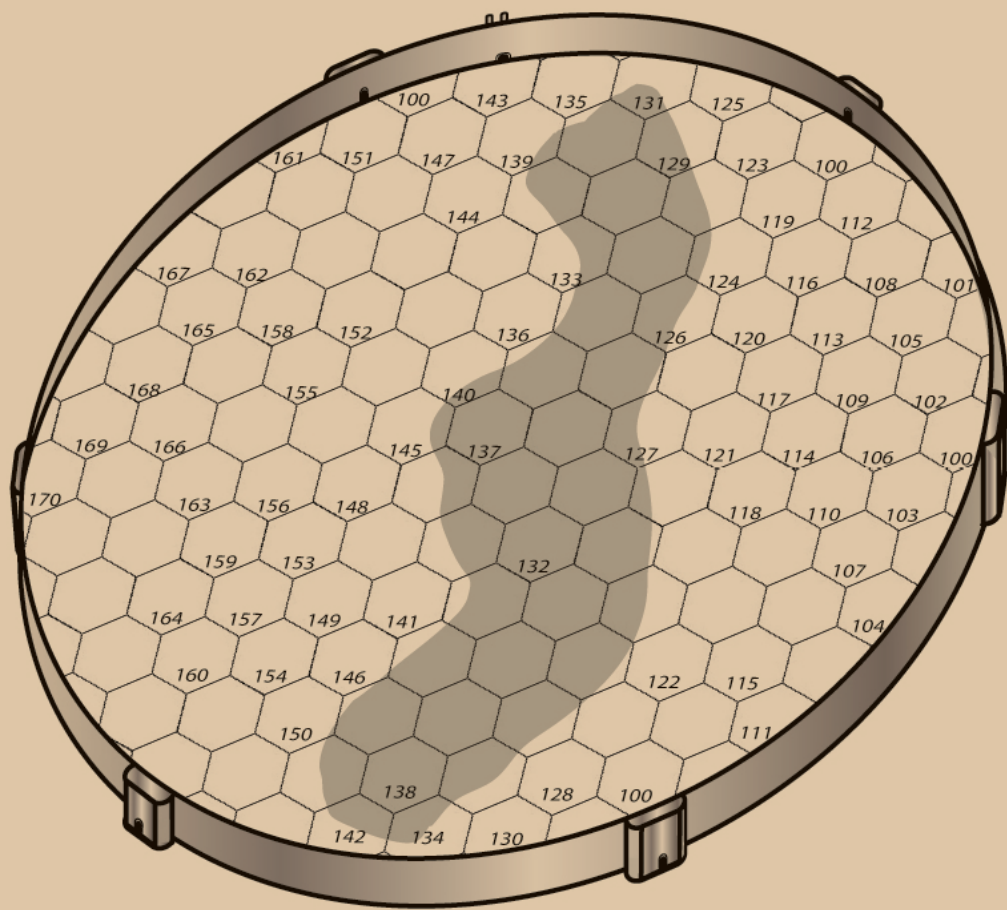
Claytonian2016

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COMPATIBLE WITH
**DCC
RPG**

The Hex Map of Dinotastic Park!



**Hexes 100-134 are in this issue
and the rest will be in issue #15!**

**For the blank Hexes, use the
random generator in this issue
or make up your own mayhem!**

CRAWLING UNDER A BROKEN MOON

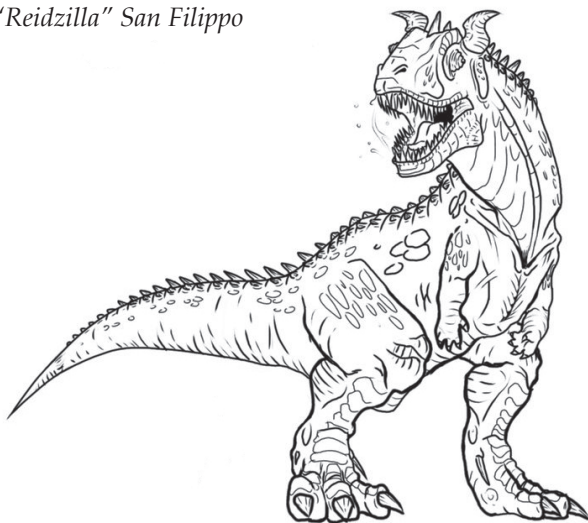
Welcome to the fourteenth issue of *Crawling Under A Broken Moon*!

The contents of this issue can easily be summed up in one word: DINOTASTIC!!!!

This issue is the first part of a semi-hex crawl across the remnants of an abandoned, dinosaur live attraction theme park from another dimension. If that does not sound awesome, please contact your physician for immediate assistance.

Still here? Good! Strap in for a wild dino-filled experience and do not forget to keep your arms and legs inside the ride at all times.

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

The Mysterious Glowing Dome

No one knows when the giant green glowing dome appeared or where it came from, but legends say this world is not its original home. For those who have studied the remaining maps of ancient Umerica, the dome encompasses the majority of the area that used to be called New Mexico.

At its highest point the dome reaches roughly 5 miles into the sky and the width of the dome is over 200 miles, which is also roughly how far away it can be seen from ground level. At the base of the dome is a 150 foot wall of metal that is seamless and featureless other than six entry gates, which are evenly spaced around the circumference. Standing guard at each gate are two large robots with obvious armaments.

Here is a list of rumors the character may run across as they seek information about the dome. Roll a d12 to determine which they hear:

- 1 There is nothing but toothy monsters inside that accursed glowing hell! (*partial truth*)
- 2 Anyone who goes into that alien place never comes out! (*false*)
- 3 I hear that a wily group of raiders make a monthly run into the dome through a secret entrance and came out with treasures beyond imagining. (*partial truth*)
- 4 That place comes from another world! It's not safe to venture within! (*truth*)
- 5 I've heard tales that someone seen folks that look like two-legged lizards coming out of that thing! Not that such things are the strangest stuff I've heard about it. (*truth*)
- 6 I remember a wealthy merchant that said he had seeds from plants that grow inside the dome. He said the place is full of lush greenery but also scaly beasts! (*truth*)
- 7 No one can get into that place because of them big, ancient warbots that guard the place! Why, you'd be a fool to even try! (*false*)
- 8 The place is a resort for them aliens! My pappy said he done seen one of them space saucers fly straight through the dome one night! (*partial truth*)
- 9 Why, good traveler, I know quite a bit! My uncle explored a bit of the dome. I've even got a magic pass that allows you to get in, not that I'll show you without being treated to a good meal first. (*truth - 3d12sp and a Per check (DC 12) will net the person an E-Ticket*)
- 10 Beware going in the dome as the gods themselves cannot pierce its glowing walls! Expect no prayers to be heard or miracles granted! (*false*)
- 11 My son went up to one of the gates to see if he could go in. He said the robots did not try and hurt him at all! They just asked a bunch of strange questions. He was walking through the gate but got scared and ran home. He went back a few years later and I have not seen him since. (*truth*)
- 12 Deep within the dome there is something that calls to me at night when I sleep. I cannot hear what it is saying but I am afraid to find out! (*truth*)

Welcome to Dinotastic Park!

Getting In

The gates on the eastern section of the dome are all locked, damaged, or obstructed. The three to the west are functional and each has two robot guards standing watch at all times. The robots will address anyone approaching within 200 feet in a very loud, enthusiastic voice, "Welcome to Dinotastic Park! Please form a line by the gate and have your Ident cards ready!" The robots will repeat this until they cannot detect anyone within 200 feet or the gate is approached. Once the party is at the gate, the robots will announce that everyone should present their Ident cards and that all Ident card scanners are currently offline, sorry for the inconvenience. If the party mills around discussing how to move forward for more than a minute, the robots will begin cheerfully asking random survey questions. They accept any answer and will continue asking questions until the group enters the gate. They will not hinder anyone from entering as their orders are specific to only being concerned about not letting any park animals leave. Unfortunately, they have a 10% chance of incorrectly identifying anyone leaving by a gate as a park animal.

What is a Semi-Hex Crawl?

The layout of the interior of the park is set up as a hex crawl style map in which only some of the hexes have static encounter text. The others will require rolling on a few random tables to determine what is contained within. This is the first of two parts detailing the park interior and focuses on the eastern half of the grounds.

Common Themes Throughout the Park

Movement

Each hex is roughly 16 miles across. A party moving cautiously or searching everything will only be able to move one hex a day on foot. At a regular pace, two hexes may be traversed a day. Traveling at speed by foot, the group may be able to move up to three hexes in a day. Using a vehicle, a group could move two to three times faster depending on the terrain and occupants of each hex.

Terrain and Scenery

The majority of the park is covered in dense, rich foliage with sparse forests of enormous trees dotting throughout. Wild fruits, berries, grains, and edible tubers grow in hexes intended to contain herbivores. Many hexes will have at least one or more paved roads that are in varying states of disrepair. Hexes that have public buildings and entertainment attractions will have several roads and other possible public transportation means. Research and maintenance hexes will also have more roads and security features.

The park is divided roughly in half (with the western half being larger) by a large artificial sea, named the Hammond sea after one of the parks investors. It originally was designed to house many aquatic dinosaurs and also featured several water attractions for the guest to partake of. Now it serves as a significant barrier between the east and west sides of the park.

Major Inhabitants

There are three major factions that are vying for control of the park:

The Dinosaurs - These are descendants of the original creatures used as attractions of the park. Most of them roam freely across the park as few of the original barriers that separated the dinos into species appropriate enclosures are still in place. While not unified by any sense of the word, these beast are very territorial and will fight to expand their natural habitat to the very edges of the park grounds.

The Scale Empire - While most of the Dinosaurs are “natural” the park did engage in a great deal of genetic research and performed many gene modification experiments. The most successful of which are the present day Saurians, highly intelligent humanoid descendants of several species of dinosaurs. They consider the eastern half of the park to be theirs and only have halted their thirst for conquest there as the sea that runs through the middle of the park makes the large scale conquering of the western half very difficult.

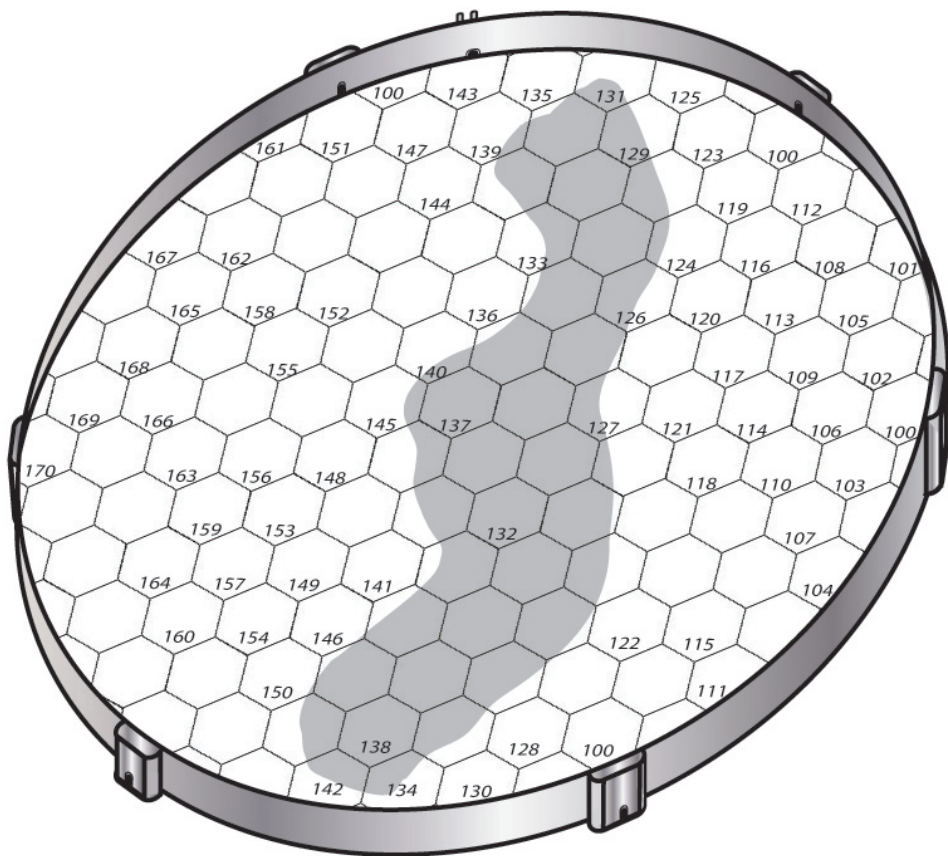
The Once-men - These are the descendants of the park guests that were trapped inside when the dome was ripped from its home dimension and deposited in its current location. Due to many safe guard failures, a large portion of the mutagenic compounds that escaped from the research labs during the relocation flooded the hotels and other “secure” tourist locations that were used as refuges by the stranded humans. This resulted in a rapid biological development of the refugees to a pseudo-neolithic state. More on these peoples will be covered in Part Two, next issue.

Random Encounters

If the group is running into a lot of ho-hum hexes or it just seems like a good random encounter would spice up the session, roll 1d12 to see what the group runs into.

- 1 A flurry of carnage explodes into the scene as a large pack of raptors (2d4+4) and two adult and one juvenile T-Rex are in the midst of a running battle for control of the area. The group is right in their warpath.
- 2-3 The party finds a group of Once-men that have just killed a large herbivore and are starting to skin and butcher it. They will be wary of their kill being stolen but will be willing to trade if approached peacefully.
- 4 In a clearing, a small team of aliens (see CUaBM #8, A is for Aliens) is hypnotizing random dinosaurs and probing them. If approached, they will teleport away, leaving 2d3 probes and a hypno-rifle (Will save DC 18 vs total unconsciousness for 3d3 turns, range 50 feet, has 3d4 charges)

- 5 The area is littered with the corpses of dinosaurs, each with their head and spine removed. There are no tracks or signs of any other creatures in the vicinity, just an eerie feeling like you were being watched.
- 6-8 The party comes across the remains of some sort of funeral pyre. Rooting through the pyre will unearth the bones of several saurians. There is a 20% chance of finding an undamaged magic item amongst the remains. Anyone defiling the site must make a Will save (DC 13) or lose one point of Luck as the spirits of the dead consume it.
- 9 A small rest area here has not been consumed by the wilds. In the center is a food stand with an 8 foot tall mascot statue. This is an Avatar Golem of a lesser Mascot god (See CUaBM #12, pg 26). Make one up or use the example one: Coney.
- 10 Inside of a dino-habitat you find a small, hidden observation chamber. Everything within is ruined except a roughly one foot wide disc of technological origin. This is a Data Disc of a 1st level hologram (see CUaBM #11, pg 23) that is in sleep mode. Touching the disc will reactivate it.
- 11+ Two herds of Triceratops are facing off over the meager picking in this area. They are bullying each other with loud bellows and shoving matches with locked horns. They will be oblivious to the party's presence and the chance of being trampled is high.



Hex Descriptions

Hexes without a number are open for the GM to populate as they see fit. If a random result is desired then use the Random Hex Tables, later in this issue.

- 100** At the end of the tunnel, the group is dumped into a large, open lobby that is now overgrown with lush plant life. There are the remnants of several counters and booths strewn around the room. The only structure still intact is a heavy automated kiosk that will call out at random intervals, "Bring your E-tickets here!" Should one of the group have an E-ticket and be willing to surrender it to the kiosk, they will receive the following items, all branded with the Dinotastic Park logo: A good quality backpack, a compass, a reusable beverage bottle, and a tourist map of the park. The map is severely out of date but studying it (Int check, DC 10) will reveal some of the pre-relocation details in each of the adjacent hexes. If the kiosk is broken into, the only other items within are: 1d3 backpacks, 2d4 beverage bottles, and 6d6 E-tickets.
- 101** This area is heavily fenced off into pasture areas containing many docile herbivores. There is a 30% chance per hour that the group may encounter 1d5 Saurian herdsman tending one of the flocks (stats as a Lizardman, DCC RPG, pg 420).
- 102** The overgrown ruins of a hotel and entertainment complex is spread loosely across this hex strung together by large paved streets, now in poor repair. Many electric trolley cars sit dormant on these roads. Every 4 hours of searching has a 10% chance of discovering a small jackpot of mechanical parts still in usable shape. In the northwestern section of the hex there is a well hidden (DC 15 to see) Saurian lookout tower, with a 60% chance of it being properly manned with guards.
- 103** A former power generation facility with a dangerous, semi-operational power source worshipped by a tribe of egalitarian and hospitable Onemen. The presence of the dangerous power-source keeps them protected from Saurian raiding parties, who know better than to encroach. Prolonged exposure brings a 30% chance of mutation, see sub table: Sub03.
- 104** Private Research Area - Roll 2d3 times on each of the following Feature Tables: Buildings/Habitat & Maintenance, Buildings/Research, Hazards/Facilities, and Resources/Tech.
- 105** Proving Rock - A plateau surrounded by thick jungle. The proving rock itself is craggy and elevated 250' from the surrounding jungle. The proving rock is used for ritual combat between members of the ruling council of the Scale Empire. Once per full moon, ritual combat is fought here to handle affairs of state. PCs visiting the proving rock have a 20% chance of discovering jewelry left behind following a duel.
- 106** SaResFa1 - These dangerous underground ruins comprise a bunker in which early experiments in sentience were carried out on the pre-Saurians. The Scale Empire patrols the area regularly, and occasionally sends expeditions in for secrets of their origin. This is a highly taboo place, only open to the council, guarded by robots and abominations of genetic science.

- 107** The Treechildren - A place where Dinosaurs, Once-Men and Saurians seem to live in peace. All of these creatures live under the control of a mutagenic vegetable hive mind, a complex of tree roots with mind-control spores. The residents will be outwardly friendly, but if PCs accept their hospitality, they need to make a Will save for every day spent in the hex. Day 1 is DC 10 and every additional save adds 2 to the DC. Failure indicates the they will be unable to resist the effect for Xd4 days where X is the number of times they have failed the save so far. Resisting for 5 days in a row makes a PC immune to the tree's control.
- 108** Sacred Hunting Grounds - The thick jungle is stocked with tough herbivorous creatures and is the sole hunting grounds of exultant families of Sorceraptors. PCs entering the surrounding jungle have a 20% chance per hour of becoming the prey of a pack of 2d3 young noble Sorceraptors. Use the witch-scale stats from the twisted menagerie in this volume, or build sorceraptors based on the included class.
- 109** The Grazelands - Carefully tended fields under the nominal control of the Scale Empire, the sauropod-rib and breadbasket of the capital. This area has much more open terrain and carefully tended vegetation than most parts of the empire, and is divided between herdland for docile herbivores and actual farmland for herbivorous members of the empire. 25% chance per 6 hours of encountering a patrol of 8 Saurians.
- 110** The Village of the Exiles - Deep within this rocky hex is a large mountain-like habitat enclosure where deformed Saurians are exiled to. The ramshackle village is home to 4d4x10 saurians that have 1-3 mutations (see CUaBM #2, pg 4) each. If approached in peace, the villagers will offer food and shelter for trade. An offer of good pay might convince one of the young adults to be a guide.
- 111** Robert Bakker Memorial Hospital - The park's primary hospital, now lying in ruins. Offers state of the art medical facilities, but the structure itself is decaying, and in a precarious state nearing collapse. The facility is haunted by haywire security-bots, loose predatory dinosaurs, and dangerous mutants. A successful Luck check may score some medical supplies.
- 112** Kidz Fun Land - A family friendly attraction located near the main gate, formerly a petting zoo for docile stunted dinosaurs, along with a hatchery. The stunted dinosaurs here have long ago been consumed by the society of murderous feral-children (see the Feral Urchin, CUaBM issue #11), the mutated and forever stunted child-lords of this area. The children here stay mysteriously youthful, and attack any interlopers with brutal traps, and strange powers.
- 113** Scale Empire Capitol - Built on the foundation of an entertainment complex that took up most of the hex, it is now a sprawling walled city with only a few of the iconic parts of the former complex still visible, the greatest of which is a huge mock volcano that still smokes continually. Non-saurians attempting to enter the city or found wandering about will be rounded up by the military and brought before the Circle of Claws, the ruling body of Supreme Sorceraptors. The Circle of Claws will be curious as they do not

know much about the outside world. They will also be eager to enlist the aid of a powerful group to help them in their conquest of the western side of the park. Profitable deals could be made, as well as dangerous enemies.

- 114** The Wild Orchard - The majority of this hex and two other hexes (118 & 121) are engulfed in a massively dense grove of giant fruit bearing trees. These trees bear fruit year round in breathtaking abundance. The continual harvest is a juicy drupe fruit, larger than a fist, in a multitude of colors. While not poisonous per se, it is mildly intoxicating to most living creatures (Fort save DC 9 per fruit). There are always creatures of all kinds sparsely loitering drunkenly about the grove. The only creatures not affected are the numerous Therizinosaurs that dwell here.
- 115** Bonegrounds - Large herbivores are drawn here when they feel their death approaching through disease or old age. Bleached white rib cages of titanic proportions dot the landscape. There is a 40% chance of a recently dead or dying herbivore in good enough shape to scavenge meat. Every hour, there is a 25% chance of encountering d5 scavenging Pteranodons here.
- 116** Scale Empire Muster Fields - Open fields where troops of the scale empire drill under the harsh leadership of Sorceraptors and Battle-Chanters. Frequent patrols, and fairly open terrain. 50% chance per hour of encountering a patrol of 3d4 Saurians, use the lizard-man from the DCC core book, or 1d3+1 Proto-Saurian shock troopers.
- 117** The Grazelands - See **109**.
- 118** The Wild Orchard of Peace - See **114**.
- 119** As **102** but the Saurian lookout tower is in the southeast corner.
- 120** Lair and hunting grounds of Algorax, a legendary Spinosaur named by the local proto-saurian tribes, who worship the beast and raid other tribes to procure sacrifices. There are remnants of Algorax's ancestral pen in the park here, including worn-down enclosures. Algorax is enhanced with a hypermetabolic gland, and seems to reproduce asexually every 30 years.
- 121** The Wild Orchard of Peace - See **114**.
- 122** A large, one story building dominates this hex. The doors will open automatically when approached and lead into a long, winding, dimly lit tunnel. The tunnel floor is a jerky conveyor belt that will activate as soon as several people step on to it. As it rolls forward various holoprojectors will randomly display 3D videos that have degraded significantly in quality so they are now a terrifying cacophony of screeching apparitions and disturbing images. A Will save (DC 13) must be made each turn or become panicked and very claustrophobic. Failing 3 or more saves results in night terrors (no sleep) for 1d4 days. The automated tour will take 2d3+2 turns and ends at an exit.
- 123** The Glasslands - This hex is strewn with massive sheets of broken glass, which rise from the countryside like jagged teeth. An object plunged through the dome some time ago. Scale empire scouts have made scouting runs to try and locate the object that crashed, but have encountered significant resistance from powerful, cybernetically enhanced dinosaurs which seem to

coordinate in their defense of these lands. All dinosaurs encountered (40% chance per hour) in this hex benefit from nano-infestation, and will silently call in reinforcements, who will arrive in d30 rounds.

124 Along the shore line lays the ruins of a massive chain of lake side resorts. While partially overgrown, there ruination has nothing to do with the environment. Several hives of Lobstrosities (CUaBM #1, pg 22) dwell here, at least one of each color. Each hive will have 1d3+1 members and 2d3 young (all action, damage, and Hit Dice are -3 die steps). Considering Lobstrosities are normally solitary creatures, something must be drawing them here other than the wood feast of the resort ruins...

125 As 102 but there are three lookout towers to the south east, always manned to keep an eye on the Hatzegopteryx Queen's brood of flying thieves.

126 Cove of the Lobstrosityrant - Just south of the Lobstrosity hives (124) lies another, smaller chain of ruined lake side resorts around a beautiful, sheltered bay. Investigating the ruins will have a 50% chance per hour of encountering a Lobstrosity (CUaBM #1, pg 22) (random color) scavenging up wood and taking it to cave at the base of the cove. Within the cave is the lair of a Multi-hued Lobstrosity of immense size that controls all of the Lobstrosities. 1d4+1 Lobstrosities (random colors) will be attending their master at all times. Deep in the cave is a dimensional rift that leads somewhere...

Lobstrosityrant: Init -2; Atk claws +8 melee (3d7); AC 24; HD14d10; MV 30' walk, 60' swim, 40' fly; Act 3d20; SP all color abilities; SV Fort +9, Ref -3, Will +4; AL N.

Lobstrosityrant meat will produce 2d4 portions of each color type and can be preserved for up to a week.

127 Decaying beach side luxury resort, formerly the exclusive playground of VIP guests. There is a central hotel, along with a number of cabanas dotting the beach. Due to the scenic location and ready access to fish and old-tech, this area is the regular focus of conflict between Scale Empire scouts and Once-Men. 25% chance of encountering a battle or raiding party every 24 hours here. Roll 2d4 on the resources table if PCs choose to scavenge here.

128 The Northern Death Zone - This hex and 130 is the area that a terrifying carnivore aberration called Quick Death has claimed as his own. Quick Death comes from T-Rex stock with at least the following aberrations: Super Predator, Giant, Nano Infestation (Device x2: Regeneration Unit & Hypermetabolic Gland), Racer.

Anyone moving through this hex or 130 without taking extreme efforts to be undetected has a 40% chance per hour of attracting Quick Death's attention.

129 The Aquatory - Near the shoreline stands a large overgrown building with the word "AQUATORY" spelled out in giant blue letters atop it. The interior is split into an upper and lower area. Upper area: an interactive museum of prehistoric sea life. The majority is still in functional condition and has many signs of makeshift repairs. Lower area: this leads to a glass walled underwater observatory that juts out into the bay. Many of the observation windows have been repaired multiple times and there are a few small leaks.

Behind concealed doors, there is also a functional research area inhabited by several maintenance robots and Dr. Schalallie, who appears as a large raptor with the top of its skull replaced by a human brain in a jar. The Doctor is quite insane but very amicable to making a deal. In trade for capturing and delivering “test subjects” she will offer medical and technical aid.

130 The Southern Death Zone - See **128**.

131 Rookery of the Hatzegopteryx Queen- An offshoot society of sky-sneaks and Pteranodons live in a rookery built in the style of Pueblo villages into natural cliffs alongside the edge of the dome. They hunt the valley below, and are ruled by an unusually large sapient flying reptile, Queen Hatzegopteryx. It is locally rumored that she has control of a data-crystal that once held all the secrets of the park.

132 Isle of Winged Child God - An automated, pristine island entertainment center devoted to casual amorous pursuits. Ruled over by a megalomaniacal robotic Cupid and his robo-courtesans. Enjoying yourself is mandatory and leaving is forbidden.

133 The Ghost of Mr. Hammond - There is an underground bunker here in which a sort of AI representation of the park’s founder exists. His program has degraded and gone mad. The “ghost,” as it were, is projected by hologram projectors, but also has control of several squads of security bots. The AI construct’s ultimate goal is to find a way to hop back to it’s original dimension, but it lacks the understanding to complete this feat.

134 Wreck of the SS Malcolm- This boat was once used to give Mosasaur and Plesiosaur watching tours of lake Hammond. The vessel ran into some rocks about ½ mile off shore, and presents a tempting prize for would be scavengers. There’s a boathouse on shore with several rowboats. If PCs attempt to reach the boat, there is a 50% chance they will be noticed by a hungry plesiosaur or mosasaur (roll d2).

Random Hex Tables

Using these tables, A GM can generate random features to populate a blank hex. Start by rolling 1d3+1 times on the Interesting Features table and then roll 2d4, one for the main result and one for the sub-result, on each resultant Feature table. Some Feature table results may call for rolling on a specific subtable. Once all of the roll results are collected, adjust them to fit together in a way that everything makes sense to be in a 16 mile wide hex area.

Interesting Features Table

Roll 1d4

1 - Buildings	2 - Hazards	3 - Inhabitants	4 - Resources
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Buildings

1 – Resort

1. Decrepit Hotel - May contain some salvage but is structurally unsafe. Consult the Decay & Ruin table (CUaBM #8, pg 8)
2. Souvenir Shop - Well rummaged through but still full of trinkets emblazoned with the park logo. Successful Luck checks can reveal something useful , such as a penknife or mini-flashlight.
3. Pavilion of Food Kiosks - Mobile automated food kiosks will approach any living humanoids and offer up their selections. 35% chance per kiosk that the food is unsafe, Fort save (DC 12) or suffer 1d3 temporary Sta damage.
4. Posh Cottage Village - This small community is well maintained and patrolled by 1d4 Securitybots (CUaBM #1). 50% chance it is occupied by Once-men.

3 – Habitat / Maintenance

1. Access Outbuilding - 50% chance it is still securely locked. Leads to an underground facility, see sub table: Sub05.
2. Concealed Food Storage Blind - Made to look like the surrounding terrain. 70% chance it is still securely locked. May contain preserved grain or preserved meat carcasses.
3. Motor Pool - Houses small, short range vehicles. 50% chance of functional vehicles being present. See sub table: Sub04.
4. Security Outbuilding - 25% chance it is still securely locked. Has a holding cell, break area, and a gun locker (20% chance of remaining weapons).

2 – Entertainment Area

1. Small Amusement Park - see sub table: Sub01.
2. Swimming Pool and Spa Center - Automated maintenance systems have kept it clean and running. 50% chance it is occupied by Once-men.
3. Complex of Nightclubs and Fine Dining - Nearly overgrown, this area still may hold foodstuffs that are still edible. Successful Luck checks can reveal something safe to eat.
4. Survey Vehicle Rental - Houses small, short range vehicles. 40% chance of functional vehicles being present. See sub table: Sub04.

4 – Research

1. Observation Station - contains dozens of camera monitors covering this hex and all adjacent ones. 35% each hex that they still work.
2. Veterinarian Outpost - 20% chance it has not been broken into and cleaned out.
3. Genetics Sub Lab - 30% chance of Mutagenic exposure, see sub table: Sub03.
4. Hatchling Nursery - Used to populate the Dino population before the relocation. 35% chance of viable Dino eggs still in stasis.

Hazards

1 – Terrain

1. Densely forested, travel speed is halved and visibility is 50ft at best.
2. Large rock formations throughout the hex. Travel speed is halved and climb checks are required.
3. Sinkholes leading to underground areas. Failed Luck checks require Ref save vs falling in. See sub table Sub05.
4. Swampland, Very difficult to traverse without boats. May require Fort saves vs insects or disease.

2 – Facilities

1. Intermittent enclosure force field activation. Failed Luck checks result in obstruction or impact damage.
2. Chemical Pipeline Leak: See sub table Sub02.
3. Automated pod trap. DC 15 Reflex save, or be carried unwilling 1 hex away to a proto-saurian killing zone.
4. 2d3 Securitybots (CUaBM #1) are patrolling the hex and will attempt to corral any creature they find into pens. Non-lethal only.

3 – Hunting Grounds

1. A pack of Raptor Aberrations hunt here. 40% chance per hour of encountering a pack of 2d3 of them.
2. Solitary burrowing Carnotaur hides here to ambush. 60% chance of attacking large groups or those with vehicles, 20% otherwise.
3. A large pod of herbivores dwells here. A few hours after the group enters the hex, a ravenous Spinosaurus beings its attack upon the pod from only a few dozen yards away.
4. Within a heavily forested area, a group of 2-5 Giant Beetles (DCC RPG, pg 397) attack from surprise (the beetles have a 1d24 action die for the first round).

4 – Other

1. Red Claw Mercenary shocknet traps - Ref save (DC 14) to avoid. If caught, Fort save (DC 16) vs paralysis.
2. A large garden of carnivorous plants. Passing through requires either suffering 2d6 attacks (atk 1d6+1 / 1d3 damage) or Fort save (DC 13) or fall asleep, GM choice.
3. The group comes across an old battle scene. When someone tries to search a well equipped corpse, an explosive on it goes off causing 3d8 damage to everyone within 60 feet.
4. A discovered cache of food crates looks like a treasure trove. Unfortunately, it is contaminated. Anyone eating it must roll on sub table: Sub03.

Inhabitants

1 – Predator

1. Flocks of Pterodons dwell in several artificial habitats. They fight over the bountiful rabbit population in the hex.
2. Amongst the picnic areas strung together by an overgrown hiking path, dozens of Compsognathus packs prey on anything under 10 feet tall.
3. Clear paths criss cross this hex. Those that partake of them will find they are not game trials but the tracks of a Titanoboa.
4. 1d3+1 young T-Rex males are here fighting over a T-Rex female.

2 – Herbivore

1. A small family of Argentinosaurus call this hex home. The foliage here has been severely grazed.
2. Several herds of Triceratops are living amongst the ruins of various amusement areas - see sub table: Sub01. As they are entering the breeding season, they will not be docile.
3. A large number of Therizinosaurus living in the thick of a dense forest of giant trees. They will ignore anything other than an outright attack.
4. A large lake in this hex has drawn many different herbivore herds here.

3 – Scale Empire

1. Dueling Sorceraptors in the throes of a Magic and Claw duel. Surrounded by d14 Saurian attendants.
2. An Imperial proto-saurian shock troop is camped here, awaiting orders. They are bored, lazy, and looking for entertainment.
3. An artificial habitat aviary here houses a small guild of Sky Sneaks. They are more than willing to make deals that are profitable.
4. A large collection of saurian farms are spread over the hex. They will be very wary of any non-saurian but not aggressive.

4 – Other

1. A crater containing an alien crash site dominates the hex. Devolved offspring of the aliens live in hidden caves and are quite xenophobic.
2. 3d4 Securitybots (CUaBM issue #1) are combing the hex looking for something. What it is they may not remember.
3. An encampment of Red Claw Raiders, heavily armed and alert. They number 3d6+3 raiders and 1d5-2 vehicles.
4. A clan of nomadic Once-men are wandering about this hex. They are open to trade if approached peacefully.

Resources

1 – Tech

1. An underground maintenance area (see sub table: Sub05) holds 1d3 running vehicles. See sub table: Sub04.
2. An offline Securitybot (CUaBM #1) is lying in a maintenance shed. If charged up, it will randomly pick one member of the group as its controller and follow their orders.
3. Within an office building complex, one office still has power. Inside is a running server room and 3d4 computer stations.
4. Within a ruined motor pool, several large vehicles are inoperable but unsalvaged.

2 – Natural Goods

1. A secluded medlab holds research about several medicinal prehistoric herbs growing throughout the park. With this knowledge, a successful Luck check per hex will discover some growing there.
2. The fruit trees in this hex have dropped their fruit and the ground is littered with rotting pulp and seeds. 5d6 bags of seed can be harvested per day.
3. A fields of wild tobacco-like leaves dominate this hex. It is quite potent and rich tasting. 6d6 sheaves of fresh leaves can be collected per day. It will need many weeks to properly air-dry.
4. A hidden cache contains 1d4+1 bundles of cured dino-leather and 2d3 weapons made from sturdy dino-bone and sinew (Spears & Hand Axes).

3 – Equipment

1. A strange, alien container holds a Silver Suit and Bubble Helmet (CUaBM #11, pg 19).
2. A first-aid station contains 3d4HD of high-tech healing supplies. They may be used as needed.
3. A maintenance robot sits dormant in a field. Within its storage hopper are several power tools and a solar charger.
4. A security shed holds a sealed gun locker, DC 14 to open. Within are 1d3 Tranq-rifles (Fort DC 16 vs unconscious, Range 70/140/210) plus 4d6 tranq-rounds, 1d4+1 Shotguns plus 1d24 shells each, and 2d3 Stun Batons (Fort DC 12 vs Paralysis).

4 – Food

1. Unguarded dino eggs. D10 ostrich sized eggs. Parents returning in d5-1 turns, where a result of 0 = 5 rounds.
2. A large grove of deliciously pungent fruits trees heavy with fruit. 3d100lbs can be harvested per day.
3. A fine dining area of a resort still has power and the deep freezers are well stocked. There is a 60% the ovens and grills still work.
4. Thundering bellows draw the group to a battle site where a T-Rex and a Triceratops have just killed each other. Quite a bit of fresh meat and dino-hide could be harvested.

Sub Tables

Sub01 - Amusement Facilities (roll 1d12)

- 1-4 A multi-theater cineplex - A majority of the theaters (3d4) are still active and showing distorted and degraded 3D movies on a regular schedule. Their is a 20% chance per theater of there being 1d3 occupants (Saurian, Once-men, or alien) attempting to divine the future by “reading” the signs and images.
- 5-6 Dino-golf - A spacious 18 hole golf course the is immaculately cared for by 6d6 robots that are very hostile towards all intruders, including anyone without golf passes.
- 7 Animatronic Dino-circus - A large tent-like building houses a number of robot performers attempting to put on regular interactive performances. The robots will target one of the group members and attempt to include them in their act. Unfortunately, there is a 65% chance that the robots are psychopathic...
- 8+ Ride park - The site contains 3d3 different thrill rides connected by a winding path. There is a 15% chance of each ride still being functional. A successful Luck check at a functional ride will find some good salvage or equipment.

Sub02 - Chemical Leak (roll 1d12)

- 1-4 Contaminated water - Exposure requires a Fort save (DC 11) or contract a tropical disease.
- 5 Toxic waste - Exposure causes 1d3 Sta damage and 15% chance of mutation (see CUaBM #2, Table Mu-2: Base Mutation Table, pg 4).
- 6-7 Petroleum - Direct exposure causes 1hp of chemical burn damage. Vapor exposure requires Fort save (DC 12) or suffer -1d to all actions for 1d3 turns. The vapor is easily ignitable and explosive.
- 8+ Plant fertilizer - Exposure causes 1d4 damage from chemical burns and Fort save (DC 9) vs poison (blindness or 1d3 Sta damage).

Sub03 - Mutagenic Exposure (roll 1d12)

- 1-3 Devolution - The victim slowly transforms into a neolithic version of themselves. Each day for 2d4+3 days, a Fort save (DC 10) must be made to avoid permanently losing 1 point of both Per and Int but raises either their Str or Sta by 1 point.
- 4-6 Scales - The victim's skin painfully develops large patches of scaly hide over the course of 2d3 hours. This lowers both their Agi and Per by 1d3+1 but raises their AC by the same amount.
- 7-9 Transmogrify - The victim takes on animalistic features. Roll on the Hybridization/Animal Subtable from CUaBM #2, page 4, to determine the extent of the mutation.
- 10+ Fangs & Claws - The victim's mouth, hands, and feet shift and warp as they gain natural claw and bite attacks, doing 1d5 damage per attack. They now suffer -2 die steps to all actions requiring fine manual dexterity or speaking.

Sub04 - Park Vehicles (roll 1d12)

- 1 1 Wrangling Mech - (treat as keeper light mech, CUaBM #7, pg 11) and 6d10 points of fuel.
- 2-6 1d3 Jeeps - (treat as keeper pick-up trucks, CUaBM #6, pg 12) and 5d5 points of fuel.
- 7 1 Tour Bus - (treat as keeper Semi with a trailer dedicated to seating, CUaBM #6, pg 12) and 5d10 points of fuel.
- 8+ 2d3 ATVs - (treat as keeper motorcycles, CUaBM #6, pg 12) and 5d5 points of fuel.

Sub05 - Underground Structure (roll 1d12)

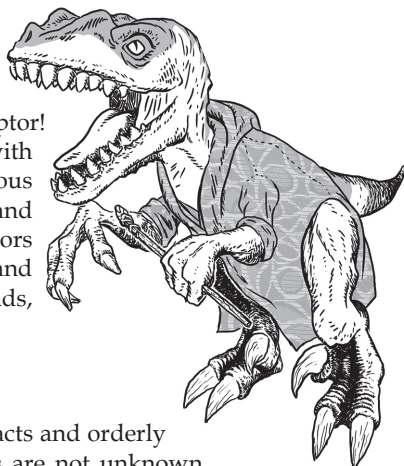
- 1-3 Holding cell - This structure was designed to hold a young adult dinosaur specimen and then release it into the park wilds. There is most likely (80% chance) an intact tunnel leading to a research lab within the hex.
- 4-6 Access tunnels - A network of tunnels leading to some of the buildings with this hex and possibly (35% chance per hex) to the adjacent hexes.
- 7 Cryo-chamber - Within there are 4d3 people in stasis since the relocation. Use the Y is for Yestermen table from CUaBM #9 to determine who they are.
- 8+ Storage facility - This structure will hold building and maintenance materials for the other features located in the hex.

Saurian Character Classes of the Scale Empire

Amidst the strange, rich culture of the Scale Empire there are a few iconic pursuits that many aspire to. Below are three of those that are developed as full character classes. While they would most likely appear in a campaign centered within the Dinotastic Park, there are many entrepreneurial and tragic reasons as to why a saurian PC might appear anywhere within Umerica.

Sorceraptor

Sorceraptors are descended from the most vicious, clever and social of dinosaurs, the raptor! Keen intellect and evolving contracts with supernatural patrons allows them to use dangerous and powerful magic. Through powerful sorcery and understanding of social dynamics, Sorceraptors rule over Saurian society. A Sorceraptor stands roughly 5 feet tall with a tail, long dextrous hands, and a curved claw on the foot.



Hit Points: d6 per level

Alignment: Sorceraptors are creatures of contracts and orderly minds, and tend towards Law, but exceptions are not unknown, and sorceraptors often tend towards the alignment of their patron.

Weapon Training: A Sorceraptor primarily uses her killing claw, a sharp hooked claw on the foot capable of dealing d4 points of damage. Additionally, they are trained in the use of the dagger, sling, dart and club. They never use armor with a fumble die greater than d8.

Pack Tactics: Allies may add the Sorceraptor's Pack die to their action die rolls under two conditions:

- ▶ The Sorceraptor spent an action last round barking out tactical advice to the party.
- ▶ The ally's actions are in line with the advice given.
- ▶ The Pack die applies to all attacks for one round.

Magic: Sorceraptors command unpredictable and powerful magic abilities through careful study, and contact with supernatural patrons. At 1st level, a Sorceraptor knows 3 randomly determined spells, in addition to patron bond and invoke patron. Sorceraptors cast spells by rolling their action die, and adding a bonus based on their level and intelligence bonus.

Spell-Burn: Sorceraptors are capable of temporarily reducing their Strength, Agility and Stamina scores and adding the result to their spell checks. This must be determined prior to rolling the spell check, as detailed in the Dungeon Crawl Classics rulebook page 107.

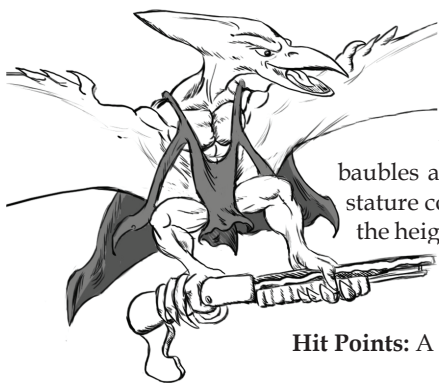
Magic Claw: As a Sorceraptor gains in power, she imbues her killing claw with some of her sorcerous power, making the killing claw unique, and apt for ritual duels with other Sorceraptors. At 3rd level, the claw counts as a magic weapon, and gains one of 7 descriptors which adds a die of magical energy damage. At 5th and 7th levels, the claw increases in power, gaining a prefix or a suffix to either alter the means of attack, or cause a status effect to harm her foes. At 9th level the claw enhances further, moving the magical damage up to a d6. Saves difficulty for status effects = 10+Level+intelligence bonus.

Table SR-1: Magic Claw Table

Descriptors	Prefixes - personalize	Suffixes - status effect
1. Fire - d4 fire damage	1. Speedy - free d14 claw attack	1. Stunning - fort save or be stunned for 3 rounds
2. Void -d4 negative energy damage	2. Accurate - +1 atk bonus	2. Draining - fort save or drain d3 hp from target
3. Sonic -d4 sonic damage	3. Guarding - + 1 AC as shield	3. Slaying (Specify type of creature)
4. Storm -d4 shock damage	4. Climbing - +2 bonus to climb checks	4. Entangling - ref save or foe become stuck
5. Acid- d4 acid damage	5. Rending - +1 on critical dice rolled	5. Nausea- fort save or fall ill, vomiting for 1 round
6. Force- d4 force damage	6. Sweeping - free attack against 2nd target on a hit	6. Confusion - will save or lose next round in confusion
7. Tornado- d4 wind damage	7. Long - functionally increases reach, granting +1d3 initiative in claw duels	7. Poisoning - fort save or take d4 stamina damage

Table SR-2: Sorceraptor

Level	Attack	Crit Die /Table	Action Dice	Pack Die	Ref	Fort	Will	Spells Known	Max Spell Level
1	+0	1d6/II	1d20	d2	+1	+0	+1	3	1
2	+1	1d8/II	1d20	d2	+1	+0	+1	4	1
3	+1	1d8/II	1d20	d3	+1	+1	+2	5	2
4	+1	1d10/II	1d20	d3	+2	+1	+2	6	2
5	+2	1d10/II	1d20+1d14	d4	+2	+1	+3	7	3
6	+2	1d12/II	1d20+1d16	d4	+2	+2	+4	8	3
7	+3	1d12/II	1d20+1d20	d5	+3	+2	+4	9	4
8	+3	1d14/II	1d20+1d20	d5	+3	+2	+5	10	4
9	+4	1d14/II	1d20+1d20	d6	+3	+3	+5	12	5
10	+4	1d16/II	1d20+1d20	d7	+4	+3	+6	14	5



Sky-Sneak

Daring acrobats taking flight on leathery wings, Sky-Sneaks have an affinity for shiny baubles and deadly danger. A Sky-Sneak is short in stature compared to other saurians, standing around the height of a human child, with sharp eyes, batlike wings, and a long beak. Sky-Sneaks excel at stealth, trickery, and spotting danger.

Hit Points: A Sky-Sneak gains d6 hit points at each level.

Alignment: Sky-Sneaks tend towards rash and self-centered action, and as a result, many find themselves closely aligned with chaos.

Flight: A Sky-Sneak can take flight on batlike wings, achieving a flight movement rate of 60' per round. The judge ultimately has discretion over whether or not a Sky-Sneak would have the space to take flight in any situation, but in general, a Sky-sneak will either need to disembark from a high position, or have at least one round's worth of movement to get going.

Awkward Ground Movement: Owing to short legs and a preference for flight, a Sky-Sneak's movement rate on the ground is 15' per round.

Brittle Bones: A Sky-Sneak has light bones to allow for flight. This delicate build is not without disadvantages, and as a result, a Sky-Sneak suffers more intensely from critical hits than other characters. An enemy who scores a critical hit on a Sky-Sneak rolls one higher on the critical die chain than normal. For example, a 3rd level warrior who would normally roll d16 on chart IV would roll a d20 on critical chart IV against a Sky-Sneak.

Keen Sight: A Sky-Sneak's life often depends on the ability to accurately gauge distances from obstacles, prey and predators. As a result of the synergy of honed instinct, keen eyesight and intellect, a Sky-Sneak is able to accurately discern ranges, accurate up to a foot.

Feats of Trickery: Sky-Sneaks depend on feats of trickery to escape predators, catch prey, accumulate shiny baubles and scout ahead.

Success when using skills means the following:

Acrobatics*: The Sky-Sneak is able to accomplish an acrobatic feat, such as a tight dangerous twist through a canyon, or balancing on a small ledge.

Bombard[®]: The Sky-Sneak is able to accurately bombard a foe from on high with a large stone or other heavy object, dealing damage based on the size and range of the object dropped.

Sneak Quietly*: The Sky-Sneak is able to move quietly and avoid attention.

Backstab: The Sky-Sneak is able to inflict critical damage on an unaware foe.

Table SSK-1: Dropped Objects Damage

	Under 50' Atk / Dam	50-250' Atk / Dam	251-1000' Atk / Dam	1000'+ Atk / Dam (Hits next rnd)
Small Object (Less than 5#)	+0 / d4	-2 / d6	-1d / d8	-2d / d16
Medium Object (5-25#)	+0 / d6	-2 / d8	-1d / d12	-2d / d24
Large Object (25# or more)	-2 / d8	-1d / d12	-2d / d16	-3d / d30

Hide From Predators*: The sky-sneak is able to effectively take cover, get low, or hide in shadows to avoid the visual attention of predators and foes.

Steal Shiny*: The Sky-Sneak uses sleight of hand to take an object from someone's person, or an unguarded object without drawing attention

Disable Tech*: Allows the Sky-Sneak to attempt to disable mechanical traps or other technical obstacles

Survey§: When the sky-sneak takes wing on a thermal, and looks down from below, this skill allows them to make sense of what they're seeing, and aids in finding patterns and things of interest. Additionally, this skill could be used to discover big picture patterns and otherwise interpret data.

Coax Magic§: This allows the Sky-Sneak to attempt to trick magic or technical devices into working in spite of not understanding them.

Mimic Voice‡: Attempt to mimic the voice of another for the purpose of trickery, DC 10 against a relative stranger, DC 15 for a passing familiarity, 20 for a friend or lover.

Table SSK-2: Skill Advancement

Skill	1	2	3	4	5	6	7	8	9	10
Acrobatics*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Bombard§	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Sneak Quietly *	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Backstab	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Hide From Predator*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Steal Shiny*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Disable Tech*	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Survey§	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Coax Magic§	d10	d10	d12	d12	d14	d14	d16	d16	d20	d20
Mimic Voice‡	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9

*The Sky-Sneak's agility modifier applies to these skills

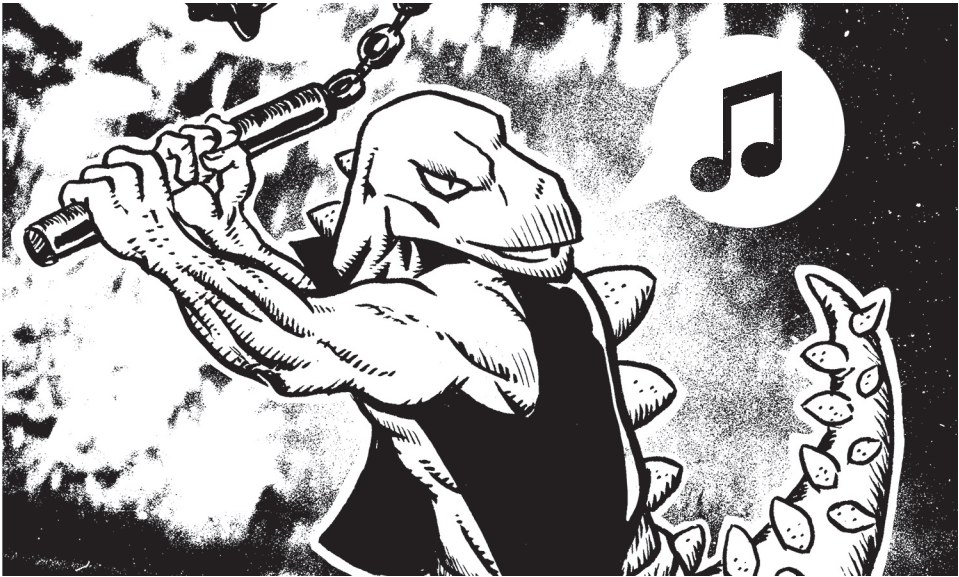
§ The Sky-Sneak's intelligence modifier applies to these skills

‡ The Sky-Sneak's personality modifier applies to these skills

Luck die: A sky-sneak often survives just as much on luck as on skill. When a sky-sneak uses a point of luck, their player rolls a Luck Die and adds the total to the roll. Additionally, a sky-sneak regenerates lost Luck at a rate of 1 per day.

Table SSK-3: Sky Sneak

Level	Attack	Crit Die /Table	Action Dice	Pack Die	Ref	Fort	Will
1	+0	1d8/II	1d20	d2	+1	+0	+1
2	+1	1d8/II	1d20	d3	+1	+0	+1
3	+2	1d10/II	1d20	d4	+2	+1	+1
4	+2	1d10/II	1d20	d5	+2	+1	+2
5	+3	1d12/II	1d20+1d14	d6	+3	+1	+2
6	+4	1d12/II	1d20+1d16	d7	+4	+2	+2
7	+5	1d14/II	1d20+1d20	d8	+4	+2	+3
8	+5	1d14/II	1d20+1d20	d10	+5	+2	+3
9	+6	1d16/II	1d20+1d20	d12	+5	+3	+3
10	+7	1d16/II	1d20+1d20	d14	+6	+3	+4



Battle Chanter

Battle Chanters carry the blood of pugnacious herbivores in their veins. They are dangerous combatants known for bellowing out chants that protect their adopted herds. Battle Chanters are massive, often 6 to 7 feet in height and solidly built, with thick hide and bony plates protruding from their spines.

Hit Points: A Battle Chanter gains d10 hit points at each level.

Alignment: Battle Chanters can be of any alignment, however their tendency towards group cohesion lends itself best to Neutrality or Law.

Weapon Training: A Battle Chanter is trained in the use of the club, staff, polearm, handaxe, mace, spear, warhammer, longbow, blowgun, shortbow and sling. A battle-chanter uses any armor, and is capable of moving at full speed in armor due to hulking physique and willpower.

Natural Armor: Due to a thick hide and tough build, a battle chanter gains a +3 bonus to AC.

Battle Chant: A Battle Chanter can opt to bellow out a chant during combat to aid their allies or hamper their foes. Battle Chanting is invariably quite loud, and once a chant has begun, stealth and surprise are no longer feasible options. The Battle Chanter can opt to chant on any round by rolling a d14 and adding their level and personality bonus, then comparing the result to the chart below.

Table BC-1: Battle Chanting

- | | |
|-------|---|
| 1-3 | The Battle Chanter lets out an unpleasant and off key chant, suffering a hit to confidence that provides a -1 penalty to next round's chant. |
| 4-8 | The chant is certainly loud, but lacks the inspirational quality needed for mechanical effect. |
| 9-13 | Allies are inspired, or alternately foes are demoralized providing either a +1 bonus to allies or a -1 penalty to foes attacks and will saves within a range of 30'. |
| 14-16 | The chant could either aid allies and hamper foes significantly (as above, but with a +2 bonus/penalty) or cause a tier 1 rhythm effect. |
| 17-19 | Major boon to allies, either in the form of a tier 2 rhythm effect, a tier 1 rhythm effect and a +2 bonus/penalty, or a +3 bonus/penalty, with a range extended to 45'. |
| 20+ | Legendary Bellow-Chant! +4 bonus to allies attacks and will saves or -4 penalty to foes within a 60' radius and one tier 3 rhythm effect. |

Rhythm Effects: These extra effects either help allies or hamper foes. When a save is called for, the difficulty is based on the roll achieved to set off the effect itself. Effects come in 3 tiers based on the roll needed to activate them.

Tier 1 Rhythm Effects

Quick-foot: This up tempo chant livens up the battle chanter's allies, providing a movement bonus of 10' per round for 3 rounds

Defensive Chant: This slow, methodical chant aids the battle chanter's allies in focusing and effectively defending themselves, adding a +2 bonus to AC, and a +2 bonus to reflex saves for 3 rounds.

Droning Chant: This discordant chant is vexing and distracting to the battle-chanter's foes, and reduces their action die by 1d when they are performing actions requiring concentration, such as spell-casting, skill checks or aiming at a long distance.

Twisting plants to the rescue!: The plants of the forest harry the battle-chanter's foes, they must make a reflex save. If successful, the foe suffers a -2 to AC and attacks. If failed, the foe loses their next action.

Tier 2 Rhythm Effects

Berserker Chant: This angry up tempo chant inspires allies to reckless violence. For the next 3 rounds, they gain a +4 to attack and damage -2 AC.

Nature's Allies!: The chant entrances local vermin, including large insects, rodents, lizards and snakes, who harry foes for d6 damage resisted by reflex.

Sickening Chant: The strange and high pitched bellows of this chant effectively work to sicken foes in the radius. Enemies caught in the radius of this effect must make a fortitude save or fall ill, wasting their next round losing their last meal in a spectacular manner best left up to the judge's discretion. Success on the save means temporary queasiness, resulting in -2 to fort and will saves.

Chant of Clarity: This chant is precise, and of a tempo that aids allies in concentration. Allies making rolls for precise work, such as skills, spells and complex attacks such as called shots gain a +1d bonus.

Tier 3 Rhythm Effects

Deafening Bellow-Chant: Fort save or d12 damage to foes, and d6 rounds of deafness, as blood drips from ears.

Chant of second wind: This soothing chant heals allies d6 points of damage in the effect radius.

Bewildering Chant: Will save or foes act randomly for 1 round, roll d7 and consult: 1. Flee 2. Curl up in fetal position 3. Attack at random 4. Stand still 5. Drop weapon 6. Dance! 7. Disengage from combat and charge a distant foe

One with nature: These calming tones pacify natural animals who can resist with a will save. Additionally, it turns vermin and plants against the chanter's foes. If any are present in the area, foes must make a reflex save or take d10 damage and a -4 to attacks for the next round as they are swarmed.

Talented Musician: Battle Chanters are accomplished musical performers and receive a bonus based on their level to all performance checks. This bonus is NOT applied to Battle Chanting rolls.

Table BC-2: Battle Chanter

Level	Attack	Crit Die /Table	Action Dice	Ref	Fort	Will	Performance Bonus
1	+1	1d10/III	1d20	+1	+0	+1	+2
2	+2	1d12/III	1d20	+1	+0	+1	+3
3	+3	1d14/III	1d20	+2	+1	+1	+3
4	+4	1d16/IV	1d20	+2	+1	+2	+4
5	+5	1d20/IV	1d20+1d14	+3	+1	+2	+5
6	+6	1d24/V	1d20+1d16	+4	+2	+2	+5
7	+7	1d30/V	1d20+1d20	+4	+2	+3	+6
8	+8	1d30/V	1d20+1d20	+5	+2	+3	+7
9	+9	2d20/V	1d20+1d20	+5	+3	+3	+7
10	+10	2d20/V	1d20+1d20	+6	+3	+4	+8

TWISTED MENAGERIE

Once-men

Once-men: Init +1; Atk club +2 melee (1d4+2) or grapple +3 melee (1d3+2 subdual); AC 11; HD 1d6+1; MV 30'; Act 1d20; SP Sneak +5, Track +3; SV Fort +3, Ref +1, Will +1; AL N.

These are what is left of the unfortunate human park patrons that were caught in the interdimensional storm that ripped the park from its original home dimension. Between the exposure to extra dimensional forces and the mutagenic compounds released from the park labs they have devolved into a race similar to the prehistoric neanderthals.

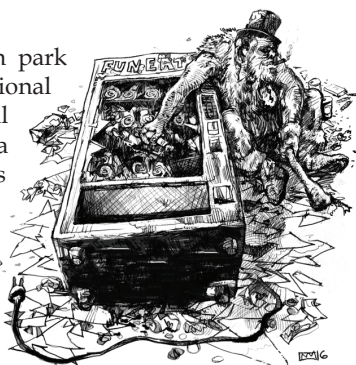
The Once-men mostly live in the ruins of the many resort hotels and tourist facilities that can still offer sufficient shelter from wild predators and Saurian raiders. The majority of these structures reside in the northern section of the park although there are several secluded tribes living in fear under the shadow of the Scale Empire in the southern section.

These beings are generally peaceful and only respond with aggression when threatened. The majority of their time is spent gathering food, raising crops, and reinforcing the defenses of their homes.

Once-men do not recognize any deities but they do idolize the images of the normal humans that still survive within the park. These "Great Ancestors" are believed to have transcended to a higher existence and the Once-men are eager to follow in their footsteps. Any normal human that a Once-man encounters will be treated with respect and awe, unless the human acts unkindly or hostile towards the Once-man.

In their search for transcendence, a few Once-men have achieved the development of heightened mental powers. In most cases these are just crude extra sensory abilities but some have cultivated true psionic abilities. These Cro-Mentalists will be covered in the next issue but about 1 in 10 of all Once-men encountered will have some special psi-ability. Roll 1d7 on the table below to determine what kind of psi-ability they have.

- 1 Danger Sense - Never surprised.
- 2 Quick Healer - Heals 1hp per turn.
- 3 Painful Stare - Can stare at an opponent causing them to make a Will save (DC 12) or suffer a -1 to all actions for the next 1d5 rounds due to a headache.
- 4 Muscle Whisperer - Can "hear" what an opponent's muscles are preparing to do. Gains +1 to Init, AC, and to Hit versus one opponent each round.
- 5 Soul Seeker - gains +1d4 to tracking action rolls versus living creatures.
- 6 Mesmerizing Stare - Can stare at an opponent causing them to make a Will save (DC 12) or be unable to take any action while their gazes are locked.
- 7 Mindsight - Can "see" perfectly in any circumstance, even when blinded.



Purebreed Dinosaurs



Compsognathus

Raptor

Dilophosaurus

Mosasaur

Titanoboa

Init	+3	+4	+2	-3	+4
Atk	Bite +2 (1d3 + venom)	Bite +3 (2d3+2)	Bite +1 (1d4+1) Spit +4 venom)	Bite +12 (5d10+10)	Bite +8 (1d8+constrict)
AC	12	15	15	18	16
HD	3d6 per swarm	3d10	2d8	20d12	8d8
MV	20ft	60ft	40ft	Swim 40ft	30ft
Act	2d16	1d20	1d20	1d30	1d20
SP	Venom (Fort DC 9+1 per Bite vs numbing sleep)	Pack Attack (+1d2* to att/dam when 3 or more)	Spit Venom (30ft, Ref save, DC 12 vs blindness)	Swallow whole (15+)	Swallow whole (19+) Constriction (1d10 dam per round)
SV	Ref +5 Fort -2 Will -2	Ref +6 Fort +3 Will +3	Ref +4 Fort +2 Will +1	Ref -2 Fort +8 Will +3	Ref +2 Fort +6 Will +2
AL	N, Carnivore	N, Carnivore	N, Carnivore	N, Carnivore	N, Carnivore



Therizinosaur

Triceratops

Ankylosaur

Brontosaurus

Argentinosaur

Init	-2	-1	-2	-6	-8
Atk	Claw +7 (1d12+3)	Horn gore +8 (3d7+3)	Tail Club +7 (2d8+6)	Tail whip +10 (2d16+8)	Tail whip +12 (2d20+8)
AC	15	17	22	18	20
HD	8d10	10d10	12d10	16d12	22d12
MV	20ft	40ft	20ft	45ft	50ft
Act	1d20	1d20	1d20	1d24	1d24
SP	Claw crit on 18+	Horn crit on 18+	Trample	Tail crit on 18+, Trample	Tail crit on 16+, Trample
SV	Ref -1 Fort +6 Will 0	Ref -1 Fort +7 Will -2	Ref -4 Fort +12 Will -4	Ref -6 Fort +10 Will -2	Ref -8 Fort +14 Will -2
AL	N, Herbivore	N, Herbivore	N, Herbivore	N, Herbivore	N, Herbivore



Pteranodon

Hatzegopteryx

Carnotaur

T-Rex

Spinosaurus

Init	+4 (Flying) -5 otherwise	+3 (Flying) -6 otherwise	+2	+1	+1
Atk	Beak +5 (1d6)	Beak +10 (2d6)	Bite +9 (1d12+3) Tail +6 (1d8+1)	Bite +12 (2d12+6) Tail +9 (1d10+4)	Bite +14 (2d14+8) Tail +11 (1d12+5)
AC	15 (Flying) 9 otherwise	15 (Flying) 9 otherwise	15	16	18
HD	4d8	10d8	8d12	12d12	15d12
MV	Fly 70ft Ground 15ft	Fly 50ft Ground 15ft	50ft	50ft	50ft
Act	1d20	2d20	2d20	3d20	3d24
SP	Swoop attack (+1 die step to attack roll), Drop	Beak crit on 18, Swoop attack (+1 die step to attack roll), Drop	Camouflage (+8 to hide/sneak)	Swallow whole (18+)	Swallow whole (16+)
SV	Ref +5 Fort +0 Will +0	Ref +3 Fort +5 Will +1	Ref +3 Fort +5 Will +1	Ref +2 Fort +7 Will +2	Ref +2 Fort +9 Will +3
AL	N, Carnivore	N, Carnivore	N, Carnivore	N, Carnivore	N, Carnivore

Camouflage - This dinosaur's skin coloration will partially shift to match the terrain around it. This gives it a +5 to all attempts to sneak up on its prey.

Constriction - If this dinosaur scores a bite attack they immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target at +1d4 to hit) and also constricts the same target for automatic damage each round. A Str or Agi check (DC 18) is required to get free of the coils.

Drop - A flying dinosaur that has successfully carried off its prey can choose to take a round to climb high in the sky and then drop it the next round. A dropped victim will take (1d8+4)d6 damage upon impact and any 6s rolled result in a broken bone.

Pack Attack - Raptors gain a +d2 on all attack and damage rolls if there at least 3 pack members present in the combat. This bonus die increases one step for every additional 3 pack members present, to a maximum of a +d7 for 18 pack members.

Spit Venom - the spit attack has a range of 30/60/120. On a failed Ref save (DC 12) the victim is blinded for 1d3 turns by a burning sensation that forces the eyes closed and swells the eyelids shut.

Swallow whole - This dinosaur can, if the die on a successful attack meets the threshold, forgo a normal bite result to attempt to swallow a man-sized opponent. The victim gets a Ref save (DC 15) to avoid their grisly fate. If the save is failed, they immediately take damage from a bite attack and are swallowed. Should the swallowed victim survive its consumption, it is now trapped in the beast's stomach where it takes damage each round thereafter equal to 1d6 acid and 1d6 constriction. A trapped victim can try to cut its way out with a small weapon (such as a dagger) by inflicting 15 points of damage against AC 13. If a victim does manage to cut its way free, the dinosaur must make a Fort Save (DC 18) or die in 1d4 rounds from internal bleeding.

Swoop Attack - Pteranodons can forgo their action for one round to dive bomb a target the next round at +1 die step to the attack roll. If successful and the target is no bigger than man-sized, it has grasped its prey in its talons mid-flight and has carried it off. In a fumble, the swooping dinosaur crashes to the ground taking 5d6 damage.

Trample - These giant dinosaurs can kill a man just by overrunning them. Anyone caught in the path of this dino when it take a round to charge forward must make a Ref save (DC 12) or suffer 1d3xN damage where N is the ½ of the dino's HD.

Venom - The bites of these tiny dinosaurs can bring down even large sized prey if they attack in sufficient number. At the end of each round, every opponent that took damage from a bite must make a Fort save with a DC equal to 9 plus the total number of bites they suffered that round. A failure causes them to suffer a cumulative -1 to all actions each round as they quickly fall into a numbing sleep. This means after three rounds the penalty will be -3. Future successful bite will not speed up the effect. Once the penalty reaches a penalty of 6 plus the victim's Sta mod, they fall totally asleep and are unable to feel any pain as the beasts begin to feast.

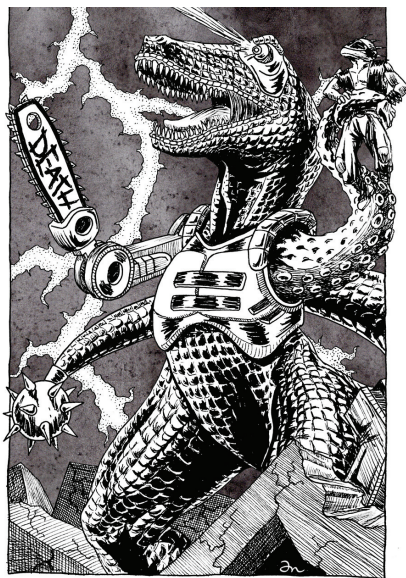
Dinosaur Aberrations

While most of the dinosaurs that roam the remnants of the park are still true to their basic genetic heritage, the genetic experimentation conducted before the park was ripped from its home dimension and the mutagenic compounds released from the park laboratories since then have altered more than a few creatures.

To create a Dino-Aberration, select a pure dinosaur and apply one or more of the following mutation templates to it or, roll 1d20 to choose a random template.

1-3 Super Predator - Increase Init by +1d3+1, Increase Atk bonus by +1d3+1, Increase attack damage dice by +1 die step each, Add +1hp per HD, Increase MV by +10', Increase all Action dice by +1 die step each, change the AL to C. This beast will now hunt and kill for sport instead of just survival.

4-6 Nano Infestation - Increase attack damage dice by +1 die step each, Increase AC by +2d3, Increase Hit Dice by +1 die step each, Increase Fort save by +1d3+1. This beast has been inhabited by millions of nanobots that are slowly upgrading it by replacing its normal tissues with superior synthetic ones. There is a 25% chance that it will now feature a built-in device or weapon to better help it survive. Roll 1d10 on the table below to determine what kind of device is now part of their body.



- 1 Energy Cannon - Atk +4 missile (1d10) range 40/80/160.
- 2 Regeneration Unit - Automatically recovers one HD of damage per turn, even if at or below 0hp. Will require massive fire, acid, or disintegration damage to permanently kill it.
- 3 Advanced Sensors - Add +1d6 to all perception actions. Also gains +1d3 to hit on all attacks.
- 4 Multi-lens Eyes - Can now see in the UV, Infrared, and Thermal spectrums. Immune to all normal and magical darkness effects.
- 5 Heavy Armor Plating - Increase AC by an additional +1d3+1. MV is decreased by 5'.
- 6 Reinforced Skeleton - Add +1d6 to all Strength actions and Increase Fort save by an additional +2d3.
- 7 Hypermetabolic Gland - Gains an additional 2d16 action dice. It now must consume double its normal food intake.

- 8 Chemical Defense System - If the beast suffers more than 50% of its total HP in combat, it releases a paralytic gas. Everything within 20ft must make a Fort save (DC 13) or be paralyzed for 2d4 rounds.
 - 9 Electro-Charge Unit - All attacks inflict an additional 1d4 electrical damage. In addition, the victim must make a Fort save (DC 10) or suffer a -1 die penalty to their next action.
 - 10 Roll two additional times on this chart. There is no limit to the number of times this result can be rolled.
-
- 7-8 Stealth Ops - The hide of this beast will blend its coloration to match its surroundings, with a high degree of accuracy, and the padding on its feet muffles nearly all sound of movement. It gains a +8 to all stealth actions. In addition, any attacks made upon an unaware target deal an extra +1d6 damage and automatically score a critical hit.
 - 9-11 Racer - Increase Init by +1d3+2, Increase AC by +2, Increase MV by 50%, Increase Ref save by +2d3. This beast is built to run at top speed for long periods. It can maintain a run for a number of turns equal to its Fort save +1.
 - 12-14 Livestock - Dino-burgers don't grow on trees. This beast has double the normal HD, decreases Atk bonuses by -2, and lowers MV by 25%. It is a giant with way too much muscle tissue even for its larger skeleton. The taste of the meat is superb.
 - 15-16 Crossbreed - Take two different pure dinos and blend their stat blocks, keeping the best of each set of stats. In addition, it will have all of the special abilities of both breeds.
 - 17-18 Hybrid Traits - This beast has been gene spliced with DNA from another Phylum of animal. Roll 1d7 on the table below to determine what kind of trait is now part of their body.
- | | |
|---|--|
| 1 | Multifaceted Eyes - The beast has fixed, multifaceted insect-like eyes that gives it nearly 720° vision. -2 die steps to all sneak and Backstab attempts against the beast. |
| 2 | Clinging Pads - The surface of its footpads can stick with amazing grip to any surface, allowing it to climb like a spider. It can traverse vertical surfaces at ½ move and upside down surfaces at ¼ move. |
| 3 | Sticky Projectile Tongue - The tongue of this beast can launch at high speed up to 150% of the length of the beast from its mouth at a target (Atk +3 missile). Once struck, the target must succeed a Grapple check (opposed Str, beast gets +1 die step) or be pulled into the mouth and suffer the beast's bite damage. |
| 4 | Gills - The beast is now an amphibian and can function equally as well underwater as on land. Its Swim speed is equal to its normal Move. |
| 5 | Burrowing - The front claws of the beast are spade-like and excellent for quickly digging into the ground. It can tunnel at a speed of 1ft x HD per round. |
| 6 | Echolocation - Using nothing but pulses of sound, this beast can "see" in nearly all directions at once. It is immune to all blindness effects and can only be surprised on a natural 20. |
| 7 | Climbing - The beast's claws are perfect for climbing and maneuvering within trees large enough to support its weight. Predators will gain a +1d8 to all ambush attempts involving leaping from the upper foliage of a tree. |
-
- 19 Giant - Decrease Init by -1d4+2, Increase Atk bonus by +1d3+3, Increase attack damage dice by +2 die steps each, Increase HD by 50%, Increase MV by 50%, Increase all Action dice by +1 die step each, Increase Fort save by +1d3+1. The beast is now at least twice as big as a member of its base stock.
 - 20 Double Trouble - Roll again twice and combine the two results. There is no limit to the number of times this result can be rolled.

Proto-Saurians

Wild Proto-Saurian: Init +1; Atk bite/claw +2 melee (1d5+1) or tail slam +3 melee (1d6+2); AC 12; HD 1d8; MV 30'; Act 1d20; SP Sneak +4, Track +4; SV Fort +3, Ref +1, Will +0; AL N.

Proto-Saurian Shock Trooper: Init +2; Atk war spear & shield +3 melee (1d8+2), bite/claw +2 melee (1d5+2), or tail slam +3 melee (1d6+3); AC 15; HD 1d8+4; MV 30'; Act 1d20; SP Sneak +5, Track +5; SV Fort +4, Ref +1, Will +1; AL N.

Witchscale: Init +2; Atk bite/claw +2 melee (1d5) or tail slam +3 melee (1d6); AC 12; HD 3d8+3; MV 30'; Act 1d20*; SP Sneak +6, Track +4, Spellcaster (wiz lv 1); SV Fort +3, Ref +2, Will +4; AL N.

These anthropomorphic dinosaurs are a living evolutionary ancestors to the cultured Saurians of the Scale Empire. While generally dim-witted and primitive, Saurian scholars have found they can be trained and have a marvelous talent for violence. A large portion of the Scale Empire infantry is made up of "domesticated" Proto-Saurian shock troops.



Left to their own devices, proto-saurians live deep in the wilds in nomadic, xenophobic tribes. Within these tribes, a strict social order is maintained with the rare sorcerous Witchscales undisputably at the top. Further down the ranks are crafters, hunters, gathers, and then hatchlings.

Even amongst these neolithic humanoids, a few have felt the blood call of magic. Those that survive a brutal apprenticeship are known as Witchscales, rulers who are greatly feared and respected by all other Proto-Saurians. While not as powerful as the Sorceraptors of the Scale Empire, they still have the spellcasting ability of a 1st level wizard with a casting action die of 1d16. In addition, they are skilled in extracting spellburn from sacrifices, willing or unwilling, gaining 1 point for every 3 attribute points carved from their victims.

Coming Next Issue!

Return to Dinotastic Park!

- ▶ The second half of the semi-hex crawl in a extra-dimensional abandoned theme park!
- ▶ The write-up on the Red Claw raiders and their organization.
- ▶ A Twisted Managerie full of psychic-cavemen and religious robots!
- ▶ And much, much more!

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In this issue:

- * A semi-hex crawl in a 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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