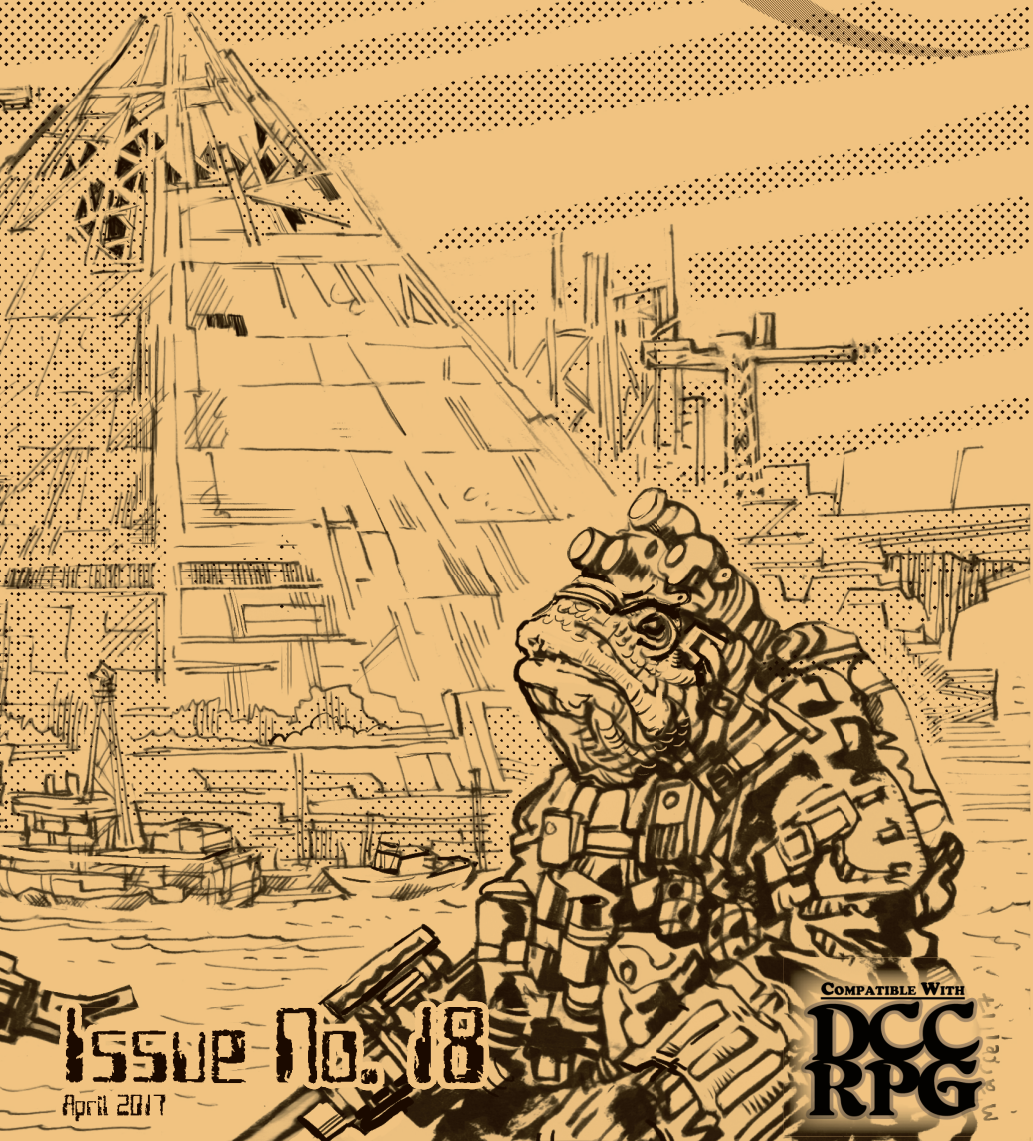


CRAWLING UNDER A BROKEN MOON



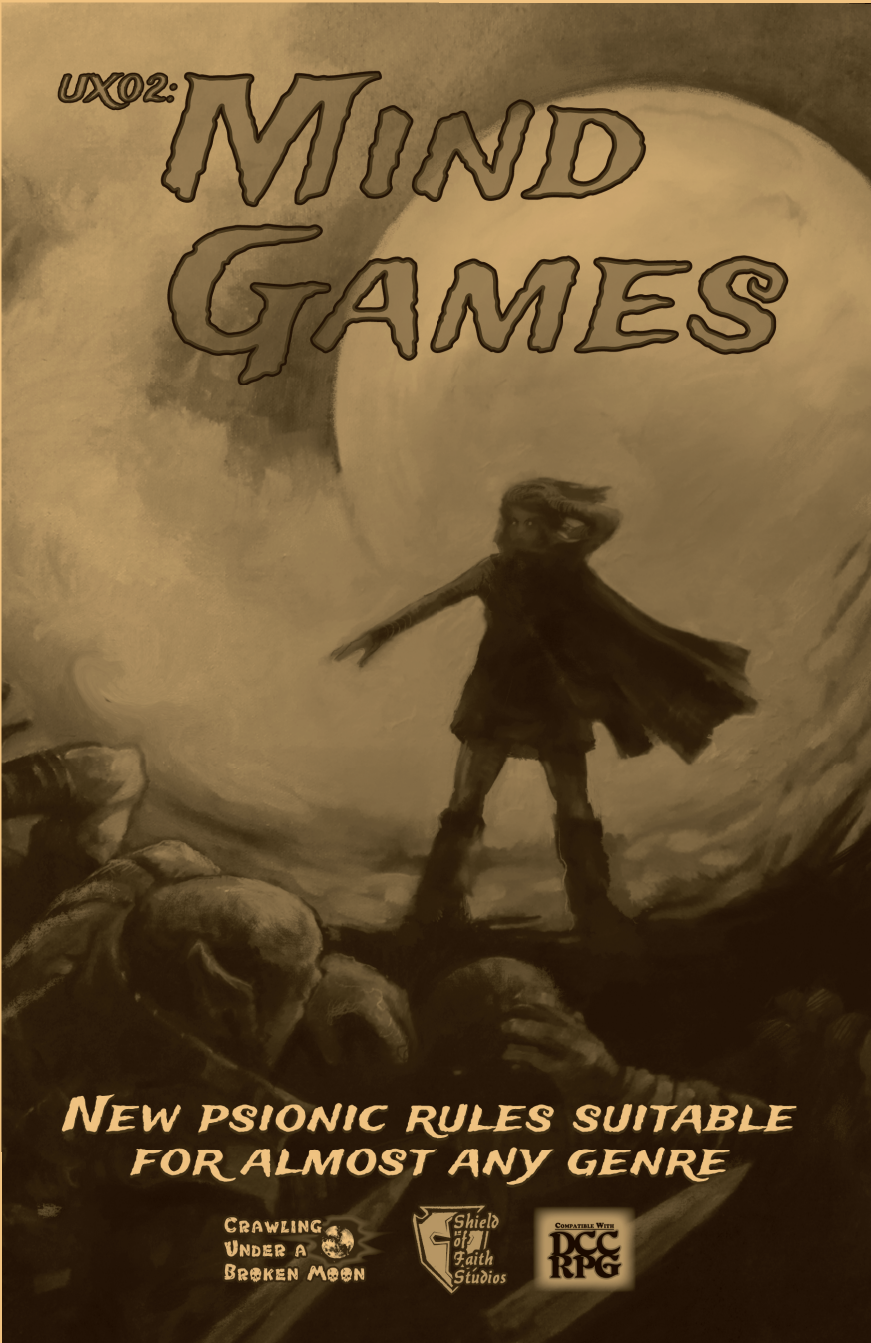
Issue No. 18

April 2017

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CRAWLING UNDER A BROKEN MOON

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

Something fishy is definitely going on with this issue! Fishfolk, fishfolk love, fishfolk hybrids, aquatic monsters, and rules for underwater combat? Yes, it is all here.

Join me as we take a trip down the Mississippi for a heapin' helpin' of Sects, Tugs, and Rock n' Roll! Hail to Tahck'ing, baby!

Reid "Reidzilla" San Filippo



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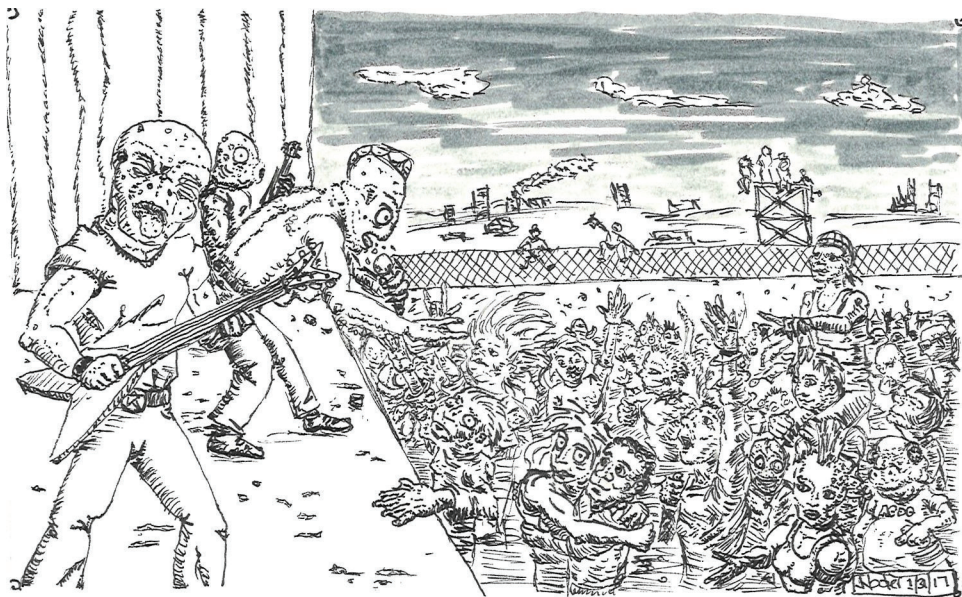
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An Interesting Place to Die

The Menfish Pyramid of the Bass Masters!

By Reid San Filippo and Bob Brinkman

FM99.9 - All Bass Rock, All Day Long

"The Pharaoh of Bass calls to all of the wanderers of the wastes! Come and join us at the gleaming pyramid of bounty, brotherhood, and safety! Leave your lives of fear and desperation to join our eternal cosmic concert to the king of the dimensional seas."

Anyone traveling within 200 miles of the pyramid can easily tune most any radio to hear the multi-band broadcast that transmits day and night. The broadcast alternates between guttural, high energy music and charismatic messages inviting everyone to come to the pyramid of the menfish and join their community. The messages always speak of safety, food, and shelter for everyone.

Many have followed the messages down the Misshippy river and have chosen to settle there among the fishfolk. Even more travel to their port city to trade goods or find work.

Misshippy River Valley

Many areas along the Misshipy river are filled with danger and strange inhabitants. Among those who live in the river valley there are many who worship “Tahck’ing the most merciful” .. His followers are easily spotted, and take great efforts to be visible, often donning the brightest and most reflective items that they can, further adorning themselves with bits of shiny metal. These pilgrims travel the Misshipy river valley, hoping to find converts to their faith (who they then escort to the Temple of Grace. The followers of Tahck’ing are known by their creed, “Do not engage in behavior that is horribly unkind” - a belief that only applies to those who agree to follow their faith. The cult is engaged in a holy war against the fishfolk of the Pyramid (due to them being real tasty when fried up in butter).

Tahck’ing’s Temple of Grace - A sprawling compound, protected from the outside world by a towering wall (adorned with sparkingly polished skulls) is the home of the Tahck’ing’s Cult. Invited guests are treated to lavish feasts consisting of strange meats and fruits while uninvited guests are often turned into....strange meats and fruits. Pilgrims eating at the temple do so in complete safety while strangers dining at the Temple are required to make a DC 10 Fortitude save or be filled with a desire to continue eating. The DC increases by 1 for each failed round and, on failing a DC 20 check, the diner’s guts rupture, leaving an offering to be made into more fried “Balloony.”

Strange-looking and yet inexplicable devices here convert sound into electricity, allowing the cultists to enjoy all the “modern” conveniences. Never plunging into darkness, the lights of the Temple of Grace shine out into the night, pulling power from radios tuned into the broadcasts of the Pyramid’s. The followers of Tahck’ing are immune to the power of the broadcast, favoring their own hymns and songs.

Cave of Repose - Located beneath a massive cemetery, the cave is found at the very center of the Necropolis. The cave is not large, only 60’ across, but has many strange and distinctive features. Heavy looking stalactites hang from the ceiling, appearing to be made of natural limestone. In fact, they are carved of lightweight foam and are held in place by large spikes driven into a concealed wooden ceiling. The center of the cave is a small pool of deep blue liquid. Lines along the side show where the level of the pool has diminished over the years. Characters touching the water find their investigating digits permanently stained blue. The cult of Tahck’ing has set up a shrine here and will gladly offer to dye the shoes of any pilgrim coming to this sacred place (granting a +1 bonus on all personality checks involving the non-fishfolk residents of the Misshipy valley).

Music of Tahck’ing filters through the air here, coming from speakers concealed in some of the false stalactites. This is explained by the cult as a miracle and questioning the holiness of such a gift from the god will lead the cult to immediately attack the blasphemers.

Natchez Vicehall - The Natchez VI was an old steamboat used long ago in an ancient Civil War. It was burned, sunk, raised, restored, and now sits on the banks of the Misshipy river as a gambling hall. Its tall smokestack and curved lines

clearly denote it as a former watercraft, certainly not meant for use on land. The old steamship lists heavily to port and, inside, all tables and chairs have off-sized legs to accommodate the extreme slope. Those unfamiliar with the footing in the Vicehall are down -1 die on all melee actions (spellcasting and ranged attacks are unaffected).

The owner of the Natchez Vicehall is Ol' Striper, an unlikeable raccoon-man with one eye and a number of earrings running the radius of his ears. He is more than happy to cheat people out of their money (if he thinks he can get away with it) and, to that end, will ply players with free moonshine. Each drink consumed increases the difficulty of winning at the card games by +1. To gamble, participants must trade goods (such as food or ammunition) into the communal store and, in return, receive brightly colored tokens. While these tokens can be cashed back in at the store, savvy gamblers hold their winnings and generally purchase the newest items shortly after they get traded in.

Gambling at the Vicehall: There are a number of games of chance, all of them are legit games, save for any card game that Ol' Striper sits in on. It is recommended that players not be told the Luck penalty that is added to their total rolls, so as to allow them to learn the games like any gambler would...by losing.

Slot Machines: 1 token per pull, winning requires a successful Luck check (+2 on the die). Each point under the required number equals a token won.

River-Dice: While not crooked, this game is not as "simple and easy to understand" as craps. River-dice is a fast paced game where the rules are constantly in flux based on the number of players, time of day, and even the croupier's boot size. Winning during a round of play requires a successful Luck check (+5 on the die). Each point under the required number equals the multiple of tokens won. Each point over the required number equals the number of tokens lost.

Hangman's Poker: A truly dangerous game, and a favorite of the hardcore gamblers. Hangman's poker is a game of penalties as well as normal gambling. Winners collect their tokens while losers are all slowly strangled by a mechanical device attached to their chair. A table requires 8 gamblers and winning requires a successful Luck check (+3 on the die). Each point under the required number equals the multiple of 7 tokens wins. Each point over the required number equals the number of tokens lost and, additionally, losers are strangled for 1 point of damage. Restoratives are not allowed at the table. Games continue until the first person dies or runs out of funds. In games where Ol' Striper himself is playing the difficulty on the Luck Check begins at +4 (he cheats). Attempting to escape from the game requires a DC 17 Strength check.

Noodler's Hole - In a backwater off of the backwater, in the corner of a forgotten corner, lies "Noodler's Hole". Legends speak of this place of untainted water and of fish big enough to feed an entire family of mutants. For those with the courage to seek it out and to fish in the ancient way, fishing here will yield fish free of

taint, the meat of which is quite delicious. Those proud few are also very aware of the presence of a massive catfish, and know to avoid him. They will not share that knowledge with newcomers seeking to poach their fishing spot.

The water of the fishing hole is clean, but murky, and is free of all toxins, radiation, and pollution. Being so far removed from the main waterway has sheltered the water here. However, nature doesn't require horrific dangers to be dangerous, and here in "the hole", nature is the last thing you'd expect to be trying to kill you.

Beneath the waters lies the giant catfish, "Grandfather", hunkered back into his hole, waiting for some poor fool to stick an appendage in to try to pull him out. Grandfather's size and impressive girth make it impossible for him to leave his hole, he thus relies on passing fish and the occasional fool that tries to pull him out. That generally doesn't end well.

Characters who engage in noodling (fishing by pushing one's arm into a hole and forcibly dragging out the fish after it bites down on one's hand or arm) must make a Luck check adding 2 to the roll. A success means that the fisherman takes 1 point of damage and must make a successful DC 8 Strength check to drag out a large catfish. Failure means that the fisherman has stuck his arm into the wrong fishing spot and has drawn the attention of Grandfather.

Grandfather: Init +0; Atk bite +4 melee (1d16), spine slash +0 melee (2d24); AC 14; HD 8d12; MV 10' or swim 40'; Act 3d20; SP land walk, spine slash, unfettered ; SV Fort +8, Ref -2, Will +4; AL N.

Land walk: If freed from his hole (see unfettered), grandfather is capable of surviving on land for up to 48 hours.

Spine slash: When free to maneuver, grandfather can bring his dorsal spine into action, using its massive surface (coupled with his powerful movement) to drag the fin along the length of victims.

Unfettered: upon being reduced to half hit points, grandfather will find the strength to burst from his hole and will wildly attack anything in the area. Without grandfather taking this action it requires a combined strength of 30 to pull him forcefully out into the water.

Pyramid Port City

Misshippy river merchants and sailors all tell tales of the port city next to the Pyramid. It is a thriving center of trade despite the fact that most of the inhabitants are fishfolk. A good profit can be made as long as you follow the rules and make sure your crew always travels in groups. Walking the city streets alone tends to get you married, or worse.

Throughout the city there are many speakers broadcasting live rock music and messages from the Pyramid. A Will save (DC 7) must be made each hour or a desire to visit the Pyramid will begin to form. Failing two such saves will increase the feeling to a compulsion and three or more failed saves will mean that the victim

will require confinement to keep them from seeking entrance to the Pyramid. Once a person has been in the city for over 12 hours, they have developed an immunity to the effect of the broadcast. Should they leave the city for over 48 hours and return, they will have to make the hourly saving throws for the first 12 hours again but at a +1 save bonus.

The Trade Wharf - Dozens of docks are available for ships to tie off and repair facilities are available for rent. Despite their amphibious appearance, the fishfolk dock workers are generally helpful and even friendly... maybe a bit too friendly.

At the end of each pier are warehouses and a cargo trading market where merchants and captains barter for goods, portage and storage. There are also a few small taverns that cater to sailor's needs for food, drink, entertainment, and companionship.

The Central Market - All of the pier streets lead to this hub of buildings, tents, and carts all dedicated to selling wares from all over Umerica. While not as big as the markets of The Citadel of Scrap, this is none the less one of the best places to find what you need. In particular, the market is well known for an abundance of fresh fish and fishfolk workers for hire.

There are also several eateries and hotels to accommodate visitors. The fishfolk servers at these establishments are quite attentive, especially to unmutated humans. Posted in every building will be colorful posters boasting of the free non-stop concert in the Bass Master's Pyramid.

The city watch (identifiable by their black uniforms with hammer and fish badge patches) has a large peacekeeping presence here and will not tolerate thievery or violence. Those that break the peace tend to be dragged off and either are never seen again or returned days later with tight lips and fear in their eyes.

Uptown - This is where the locals live and shop. Many human/fishfolk interspecies couples can be seen here along with a multitude of human, fishfolk, and hybrid children. The living conditions here are not perfect but the place is clean, safe, and everyone is well fed.

Mud Island - Once part of the mainland, this is now truly an island about half a mile from the shore. This is the home to Master Word's Watchhouse and prison. It also houses the majority of Menfish Militia controlled by Master Muscle. A few trusted human locals are allowed to live here but most of the citizens know that it is a place you do not want to be.

The Watchhouse is a fortified building connected to a port where a small fleet of high speed pursuit personal watercrafts are docked. Attached to it is a crude but heavily fortified building that acts as the prison.

Anyone arrested by the Watch are ported here for questioning and/or incarceration. Their methods are rough but not necessarily brutal if the arrestee fully complies. Bribery can definitely lessen charges as long as the Bass Masters have not taken an interest in the arrestee. Those that are incarcerated for any length of time live a hard life building and maintaining equipment for the militia but can earn privileges by volunteering for recreational companionship duty at the militia barracks.

The militia is where the more bestial and brutal fishfolk are employed, as long as they can follow orders. Otherwise, they are incarcerated or sent to work in the sea mines. They live in a series of barracks made from the ruins of a pre-cataclysm suburban neighborhood.

Looking for Work - There are numerous job posting boards on the piers and the central market. Roll 1d8 a few times on the table below to see what jobs might be available:

- 1 Run Down River - (Medium pay) Capt. Muggs is looking for a few cagey folk to accompany him on a delivery run down river to Batten Roog. The catch is that a rogue group of militant fishfolk cultists are claiming part of the river route he needs to take.
- 2 Delving the Stix - (Medium pay) A group of merchants are willing to pay well for a group to strike out into the Old Menfish ruins, enter the Stix museum, and bring back any sound recording equipment and music paraphernalia found. It is reputedly haunted and none of the locals will take the job.
- 3 Who Watches the Watch? - (High pay) A local fishfolk merchant believes that the robberies happening at her warehouses are inside jobs organized by corrupt Watch officers. She wants the group to hold up in a warehouse that she thinks is the next target and capture the robbers by any means necessary.
- 4 Keep Your Guard Up - (High pay) A wealthy fishfolk financier (a cousin of Master Dollar) is looking for some skilled bodyguards for his daughter. He mentions that there have been threats upon her but will not elaborate. This is a ruse as he is looking to hire some strong human males for his daughter to try and seduce.
- 5 I'm Here For My Boy - (Medium pay) A stricken looking human is looking for a few "friends" to help him enter the Pyramid and find his son. He was obsessed with going there and broke out of his cabin on the family boat last night.
- 6 Plundering the King - (Very High pay) An agent of the Bass Masters is looking for some non-fishfolk to travel to Graceland and quietly take care of the strangely dressed cultists that live there. Also, it is rumored that there are guitars there fit for a king that he would like brought back to him.
- 7 Salt and Battery - (Low pay) One of the boat captains is looking for someone to deliver a small package to one of the merchants in the central market. She says it is just some rare salt but if the Watch seems too interested in your group, you might want to run...
- 8 The Black Gator - (Medium pay) A local hunter is hiring crew to help her track down a giant alligator with blue black scales that has been attacking food bearing cargo boats. Of course it is a gator! What other type of black reptile would live in the southern swamps?

The Great Pyramid of Bass

This gleaming structure dominates not only the port city but can be easily seen for miles by those traveling on the Mississippi river. It is a mirrored pyramid over 300 feet tall and roughly 600 feet wide at the base. At night it is lit up bright enough to be seen from space.

The main doors are clearly marked for anyone entering in from the port city. The many guards outside seem more ornamental than threatening and no one is barred from entering unless they seem outwardly hostile. Human guests are beckoned to enter with warm greetings.

The Performance Worship Area - upon entering the main doors, visitors are hit with the hard edge of rock and roll being performed live on a circular stage in the center of the lower level. The entire area is relatively open up to the 100 foot ceiling and it gives the impression of being immense. At the very center of the stage is a stairway leading to an elevator door set in a 20 foot wide pillar that goes up passed the ceiling. The stairs are heavily guarded.

Around the stage is a large group of humans, fishfolk, and other people all enjoying the never ending show. Just outside of the spectator area are numerous stalls serving up free fresh food and drinks. Visitors are encouraged to enjoy themselves and stay as long as they like.

Should access to the central elevator be gained by permission or force, it leads to the upper levels of the Pyramid. Without a special key, the elevator will not ascend passed the counsel room. It is a DC 16 check to attempt to pick the special lock.

Every hour a person stays in the performance area watching the show, eating, and drinking they must make a Will save (DC 11) or begin having a serious beer goggle effect towards the fishfolk of the opposite gender in the crowd. As the primary reason most of the fishfolk are at the performance is to find a spouse, any attempts by the victim to act on their new perceptions will be warmly received. Each additional failure will increase this effect until they have failed a number of saves equal to their Will save score. At this point the victim will be very turned on and become totally enamored with the fishfolk person they have been conversing with and will declare their undying love for them. Master Mouth or one of his clergy will most certainly have had their eye on this couple and will immediately steer them to one of the many Chapel Pools of Bliss at the edges of the lower level to marry them.

The enamour and passion will fade after 2-3 days of marital bliss in the chapel pool, at which point the victim will realize the predicament they are in. Should they choose not to fight it, they will be welcomed into the local community, given a house, and offered a choice of jobs

Bass Master Council Room - This is where the Bass Masters meet to discuss plans or to give audience to others. The room is large and lavishly decorated. It has six fancy, high backed chairs, one of which is more grandiose and is obviously intended for the Pharaoh. The only obvious exit is an ornate door with a symbol

of the local god Bass on it. There is a hidden door to the east (DC 15) that leads to a reinforced fire escape stairwell.

Other than a wet bar in the corner of the room there is nothing else of interest.

The Sanctuary - Behind the ornate door lies an even more lavish room with several benches all directed towards an icon of Bass mounted to the wall. The icon appears to be a wooden plaque with some sort of fish mounted to it. If approached, it turns its head towards the person to face them, then wiggles its tail on its trophy plaque and sings lines of lyrics from several random songs. The person who first approached must then attempt to roll under their Luck. Consult the chart below to determine what happened. After the icon has spoken to the first person to approach, it will not awaken again.

Rolled over by more than 5 - The disjointed song lyrics seem to burden your soul and drains one point of Luck from you.

Rolled over their Luck - The lyrics seem to have no meaning to you and you feel cheated somehow.

Rolled under their Luck - As you hear the lyrics they form some sort of meaning in the back of your mind. Within the next hour you can declare a prophetic epiphany and reroll any one failed die roll.

Rolled under by more than 5 - The lyrics touch your soul, in a good way. You gain one point of luck.

The Upper Levels - Using the special key or rigging the elevator will bring them up to the next level. The elevator doors open to a hallway that leads to the personal quarters of all the Bass Masters, except the Pharaoh, and a reinforced door labeled "CAUTION: BROADCAST ROOM".

Quarters of the Bass Masters - Each of these doors are locked and require a lock pick check (DC 13) to open and (DC 15) to avoid tripping an alarm that will summon 2d4 Menfish guards in 1d4 rounds.

Dollar - This room looks like a cross between a bedroom and a bank office. There is a desk in the corner with multitudes of paperwork and financial ledgers. Should a person with an appropriate occupation make a DC 14 Int check, after taking a few minutes looking over the books they can see that Dollar is embezzling a great sum of wealth for his own use. The location on the outskirts of town where it is stored is listed.

Other than that, a DC 12 Int check can find the hidden stash of goods in the room containing: 3d6pp of medical goods and a mint condition pistol with a full magazine.

Thrash - The walls of this room are covered in dozens of rock band posters with notes attached to them about the possible hidden meanings and messages of each one. There is a large bed in the middle of the room and the

floor is strewn with various band tee shirts and articles of women's lingerie. On various stands are 4d4 different electric guitars in excellent condition.

In a cabinet, there is 3d4pp worth of narcotics and a sealed bin containing 3 pounds of fresh black licorice.

Mouth - This room is packed with books based on divinity and marine life. There is a winding path leading through it to a small desk, a bed, and a bathroom. There is nothing of value here other than books.

Muscle - The door of this room has a shotgun trap (DC 15). If undetected it will deliver 2d10 damage to the person opening the door and set off the alarm. The room is very clean and orderly. In addition to a bed and dresser, the room has three locked gun cabinets (DC 14 to open).

(1) Two assault rifles and 15 pre loaded magazines, 30 rounds each.

(2) A case of 12 frag grenades and a case of 20 smoke grenades.

(3) Two pistols and one sub machine gun. Also 100 rounds of pistol ammo and 10 pre loaded SMG magazines, 30 rounds each.

Word - This room is sparsely decorated and gives the impression that it does not see much use. This is because Word usually stays out at the Watchhouse.

The Broadcast room - Behind the heavy steel door (DC 17 to pick) is a room full of electronic broadcasting equipment being run by a shackled robot. If no fishfolk are present, it will kindly ask to be released. It has no combat capability but it is very knowledgeable about technology (+6 to all tech rolls). If salvaged, the equipment in the room is worth a fortune.

The Pharaoh's Penthouse - The last stop of the elevator is the penthouse suite of the Pharaoh. It is a vision of decadence and depravity, including a few "pet" humans chained up for his amusement.

There is also a domestic style robot that approaches the party and asks how their day is going. This is a password prompt and if no one answers "swimmingly" the robot will reveal it is a combat model and attack.

Killbot: Init +5; Atk claw +3 melee (1d6) or blaster +3 missile (1d6, range 40/80/120); AC 16; HD 3d10; HP 17; MV 40'; Act 2d20; SP Ignore the first 1d3 points of damage from any attack; SV Fort +5, Ref +2, Will NA; AL L.

The rest of the penthouse has a luxurious bedroom, huge bathroom including jacuzzi, and a small well stocked kitchen. There is a small safe in the bedroom, DC 16 to open. It contains 3d10pp worth of valuables, 32 hollow point pistol bullets (+1d3 damage), and an ank pendant that heals 1d3hp when worn while sleeping.

The Bass Masters

These are the undisputed rulers of the Menfish area. Their primary goal is to continue growing their community until it is large enough to form another colony along the Misshippy. The long term plan is to eventually have complete control over the entirety of the river and its commerce.

The radio broadcast is doing wonders for “recruiting” new community members and the Bass Masters are enjoying their tremendous success. Only Master Muscle is still alert for hints of danger to their community.



The Pharaoh of the Bass - The Pharaoh is an attractive human / fishfolk hybrid male with a commanding, almost hypnotic, presence. He dresses in Egyptian-ish clothes and a pearl handled .44 magnum revolver is at all times at his side.

Due to his perceived connection to the “god” Bass, most of the fishfolk practically worship him. In their eyes he has brought an unbelievable bounty of wealth, safety, and potential mates to his people. He revels in the power his position gives him and spends a good deal of his time enjoying his favorite vices.

Master Dollar - A lean fishman with a crafty look about him, Dollar is all about profit and affluence. He is dressed in the finest suits he can acquire and is adorned with lots of gold chains and other jewelry. He always has his ledger book with him and a pocket full of nice pens.

While not adored like the Pharaoh, all of the big time merchants that do business in the city know Dollar is the one who controls the money. To get tight with Dollar is to set yourself up for big profit.

Dollar also controls all of the gambling in the city and likes to take high risk chances when the potential payoff looks big enough.



Master Thrash - This tall and stocky fishman is dressed as a stereotypical heavy metal rocker with black leather, spikes, and really big hair. He always has something to say on any topic put before him. Most of Thrash’s time is spent organizing the live music performances in the Pyramid and performing.

Unlike most of his fellows, Thrash is quite devoted to the god Bass as he has had several prophetic encounters with the singing wall idol in the sanctuary. Following these messages has helped the community in many ways and he does not understand why the Pharaoh refuses to believe that Bass is actually real.

Master Mouth - This fat, jolly looking fishman gives the appearance of being everyone's wise old grandpa. He is dressed in catholic style vestments adorned with Egyptian symbols. He always has a bottle of good booze on him and some wry humor to share with the faithful.

He is the matchmaker between new arrivals into the pyramid and the fishfolk that have earned the right to hang out in the entertainment areas. He spends most of his time watching the crowds to see which human newcomers are most affected by the subliminal messages and drugged food. Then he works on matching them up with the fishfolk person he thinks suits them best. Usually this quickly escalates to a marriage and a 2-3 day honeymoon in one of the numerous Chapel Pools of Bliss off of the performance area.



Mouth agrees with Thrash that Bass is much more than a figurehead false god and has also heard the singing wall idol spout prophetic messages.



Master Muscle - Muscle does not care what others think of him. He is a gruff and dangerous looking fishman that only speaks when he has something important to say. He dresses in modern military style fatigues, plus body armor when in public, and he is always armed with his favorite axe and sub machine gun plus various other weapons. He is not a psychopath but he has no problem killing to achieve victory.

While his job is to take care of things when Master Word cannot keep order or when raiders attack, he is quite concerned at the nonchalant attitudes in most of his fellow Masters since the prosperity boom. He is alert to the point of minor paranoia that another power sees the Pyramid as ripe pickings.

Master Word - A scary looking fishman wearing a dark robe in an amalgamated style of both Egyptian robes and British judges robes. When in public he always carries a large two-handed hammer and has body armor on underneath his robes.

His primary job is to oversee the Watch, and the judicial system. When the Watch needs to take widespread public action Master Word is usually at the forefront of the operation.

Word and Muscle often butt heads over who has authority in emergency situations but Word is privately afraid of Muscle and will always back down. He thinks Muscle's paranoia about eminent attack needs to be addressed by the Pharaoh.



What the Carp is Bass?

The exact nature of the local god Bass is a highly debated topic in the port city. Many a heated brawl has started over someone proclaiming that Bass was just made up by the Masters so they can have a reason to be in charge. Others claim that they have received the blessings of Bass and are very devout. The following are just a few of the possibilities of who and what Bass might be:

- ▶ Bass was initially made up but has now come into being through all of the psychic energy being produced in the Pyramid.
- ▶ Bass is really a wily demon that is messing with the Bass Masters and is manipulating them to further its own ends.
- ▶ Bass is none other than the god Kizz in disguise. He loves what the Masters are doing here but knows they would not accept him in his normal form.
- ▶ Bass is just a mechanical novelty item that was twisted into a semi-living, insane creature by the cataclysm. On occasion its lyrical ranting can affect whoever is listening to them.
- ▶ Bass was initially a construct of the Bass Masters but a rival fishfolk cult has remotely gained control of it and are using it to cause division amongst the masters.



Hybrid Character Class

by Talon Waite

A new alluring character class to get hooked on



The Hybrids are a result of the crossbreeding between the humans and the Menfish of the Bass Masters. Hybrids naturally possess an intoxicating beauty and appear almost perfectly human. Though, upon closer inspection these Hybrids possess fish like qualities such as completely black eyes, webbed fingers/ toes, and gills behind their ears.

Hybrids can be found most concentrated around the Menfish Pyramid but due to unusual circumstances they can be found in other locations as well.

Hit Points: A Hybrid gains 1d6 hit points at each level.

Weapon Training: A Hybrid is trained in the use of blackjack, dagger, blowgun, dart, long sword, short sword, sling, trident, net, pistols, shotguns, and short bow. They can wear most armors but usually choose their armor carefully as it affects their ability to swim easily.

Alignment: Hybrids usually have a strong family bond and sense of community. Most Hybrids tend to be either Lawful or Neutral but a few selfish Hybrids of the Chaotic alignment exist.

Aquatic: Hybrids possess gills in addition to lungs that let them breathe underwater indefinitely. They also can add their level as a bonus to all swimming checks. Their swimming speed is increased by +10ft, and they ignore the speed penalties and fumble penalties for fighting in deep water/ underwater.

Elemental Fury: Hybrids are exceptionally dangerous when fighting underwater or in other wet environments such as swamps or even if it is raining. The presence of water tends to feed them in unnatural ways. They gain a cumulative +1 bonus to attacks and saves for every two levels they possess.

Unnatural Physique: Hybrids are unnaturally gorgeous due to an odd quirk of genes with the mixing of the Fishmen and humans. When conducting any action where their looks plays a factor they gain a +4 bonus to Personality tests.

Pheromones: The hybrids have the ability to release concentrated pheromones three times per day that have an intoxicating effect in addition to inciting passion in anyone within 30ft that fails a Fort Save (DC 9 + Level) . The people affected by this suffer a -2 penalty to all actions that do not involve indulging in one’s base desires for 2d6 rounds.

Natural Weapons: They possess a set of wickedly sharp retractable claws on each webbed hand. These claws deal 1d6 damage and possesses a paralytic poison. Those struck must make a Fort save (DC 9 + Level) or suffer -1 die step to all actions for one round, this effect can stack.

Table HY-1: Hybrid

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



Blood Dimmed Tides

By Talon Waite

Combat in water deeper than knee high can be dangerous even for the most prepared. One must understand all the dangers of water before choosing to fight in or around it as well as consider their opponent - especially if that opponent has a home field advantage.

When fighting in deep water (above ankles) the following rules apply;

- ▶ Speed reduced by 5ft.
- ▶ +1 to all fumble rolls

When fighting Underwater the following rules apply;

- ▶ Speed Reduced by 10ft.
- ▶ +2 to all fumble rolls
- ▶ Armor check penalty applies to all swimming checks
- ▶ Danger of drowning
- ▶ Due to the friction of the water - all attack rolls and damage rolls on weapons not designed for underwater combat except daggers receive a -1 die step

New Equipment

Weapon	Damage	Range	Cost in GP
Bang Stick	1d16	-	100
Harpoon	1d10	-	6
Trident	1d8	10/20/30	4
Net	Special	10	3
Spear Gun	1d6	30/60/90	25

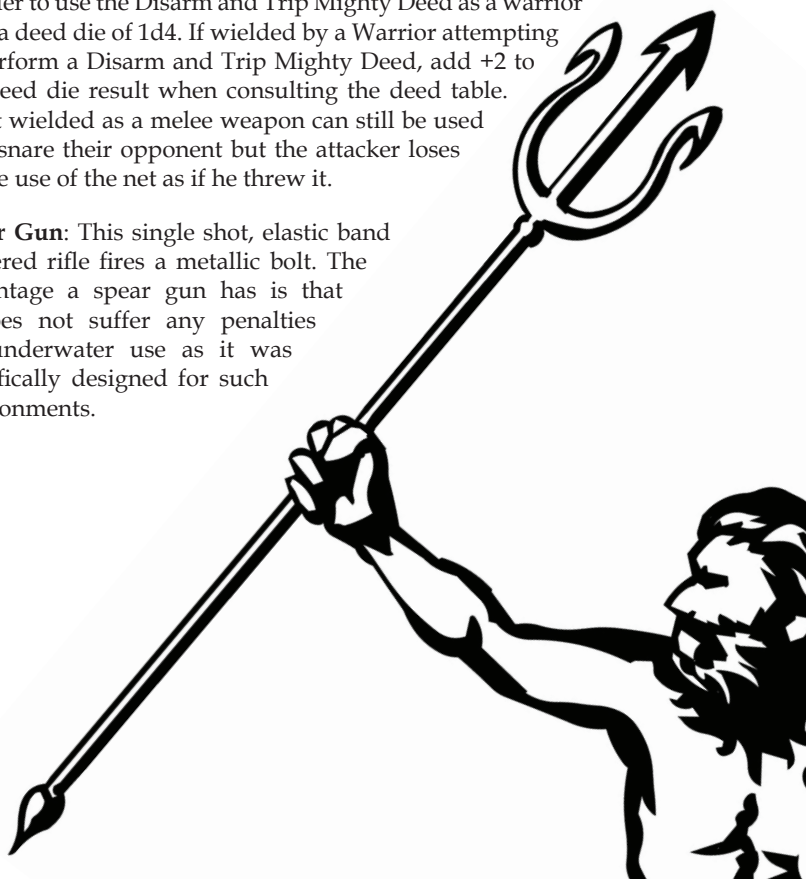
Bangstick: These four foot long poles are designed for defense against large aquatic animals. They are loaded with a single 12 gauge shell and the business end has a dual spring mechanism that fires the shell. When the end is jammed against a creature the spring compresses and sets off the shell. This weapon was made for underwater use and does not suffer the reduced die step for attacks or damage.

Harpoon: This is basically an oversized spear with a hooked, bladed point and exposed metal shaft before the wood handle starts. These can be fired from mounted harpoon guns which are usually attached to a cable to wheel in whatever creature they hit.

Trident: This three pronged spear was originally designed for fishing and other water uses and due to such design it does not suffer the die step penalties related to fighting underwater. In addition, due to the weight of the three prong design the character throwing the Trident can add his Strength score up to the second range increment.

Net: Nets come in different shapes and designs as well as being made out of different materials but they all function the same way. A folded net can be treated like a thrown weapon that ignores any armor bonus to AC because armor is not a real defense against a net. If the opponent is hit, he is considered entangled and suffers a -1 die step on their action dice, -4 penalty to all rolls related to Agility, can only move at $\frac{1}{2}$ speed, as well as being considered prone (opponents receive a +2 bonus to hit). An entangled creature can escape with a Strength check DC of 18, can spend two rounds cutting himself out (with small bladed weapons as bigger weapons get entangled), or having someone else cut them free. If the net thrower decides to control the trailing end of the rope and drag around their opponent the situation becomes an opposed Strength check to control the netted person's movement. Optionally, a net can be wielded in one hand as a melee weapon that does 1d3 damage, and on a hit allows the wielder to use the Disarm and Trip Mighty Deed as a warrior with a deed die of 1d4. If wielded by a Warrior attempting to perform a Disarm and Trip Mighty Deed, add +2 to the deed die result when consulting the deed table. A net wielded as a melee weapon can still be used to ensnare their opponent but the attacker loses future use of the net as if he threw it.

Spear Gun: This single shot, elastic band powered rifle fires a metallic bolt. The advantage a spear gun has is that it does not suffer any penalties for underwater use as it was specifically designed for such environments.



The Old Mutant and the Sea

New vehicle rules for watercraft to ride the toxic waves.

While the waterways of Umerica hardly resemble their former pre-cataclysmic state, many folk still use them as a means of travel that is slightly safer than land transit. They follow all of the rules for vehicles (including Quality levels and Control rolls) with the following exceptions:

Watercraft do not need engines to move. Non-powered watercraft are either propelled by rowing or sails.

Falling out of a moving watercraft is much less lethal than other vehicles.

Table WSPD-1: Watercraft Speed levels

Speed level	Handling Modifier	Wipeout Die	Ram/Collision Damage Bonus	Rough MPH	Move Per Round
1	+2	0	+0	5	40'
2	+1	1d3	+0	10	80'
3	0	1d6	+1	20	160'
4	-1	1d10	+2	35	280'
5	-2	1d12	+4	45	360'
6	-4	1d14	+6	55	440'
7	-6	1d16	+8	70	560'
8	-8	1d20	+12	90	720'

The Vehicle Control roll (watercraft edition)

In addition to the normal modifiers a watercraft has the following additional modifier to the roll:

Rough waters	+2
The craft has taken on water	+2
Stormy weather	+4
Squall conditions	+8
Traversing light rapids	+4
Traversing heavy rapids	+8
Traversing a minor waterfall	+10

Table WWO-1: Watercraft Wipeout Results

Roll the Wipeout die appropriate to the Speed rating of the watercraft (determined on Table WSPD-1) and subtract the pilot's Luck mod. Luck may be burned to affect this result. If a drop in height would cause the craft to make contact with the ground they suffer the Crash Damage listed for the height level they lost control at plus the Collision Damage Bonus for the speed they were traveling at.

- 1-3 **Rough Sailing:** Speed is reduced by 1 and all vehicle control checks next round are at -1 to the roll.
- 4-6 **That was a Rock:** Speed reduced by 1 and craft must make a Fort save (DC 10) or all actions are taken at minus one die step until repaired.
- 7-9 **Hold on!** Speed is reduced by 2 and craft must make a Fort save (DC 15) or all actions are taken at minus one die step until repaired. There is a 15% that the watercraft will capsize. If not, there is a 20% chance it will spring a leak.
- 10-12 **Major Tippage:** Control is lost for 1d3+1 rounds plus speed is reduced by 2 and must make a Fort save (DC 15) or all actions are taken at minus two die steps until repaired. There is a 30% that the watercraft will capsize. If not, there is a 40% chance it will spring a leak.
- 13-15 **Man the Lifeboats!** Control is lost for 1d5+1 rounds and Speed is reduced by 2 and there is a 35% chance of control damage causing all future vehicle control checks to be made at minus one die step. If the loss of control results in a collision, there is a 40% chance that the fuel system catches fire and explodes in 1d5 rounds (no effect for sail or row boats). There is a 50% that the watercraft will capsize. If not, there is a 65% chance it will spring a leak.
- 16+ **Total Titanic:** Control is lost and the craft capsizes. All passengers suffer 2d4+collision bonus damage and must make a Ref save (DC 12) or begin to drown. If the loss of control results in a collision, there is a 60% chance that the fuel system catches fire and explodes in 1d5 rounds (no effect for sail or row boats).

***Springing a Leak** - A leaking vessel will sink in a number of minutes equal to the size of it's Hit Die (i.e. d10 = 10 minutes). A person bailing can make a Sta check (DC 12) to cancel out the leak each minute. Additional bailers can remove one minute's worth of water each on successful rolls.*

A repair check (DC 14) is required to stop the leak while the craft is in the water. This is reduced to DC 10 if the craft is in dry dock.

Non-Powered Watercraft Types

Raft - Usually these crafts are made of logs bound together and not much else. They can carry 1-4 passengers and a small amount of cargo.

Raft: Init +1; Atk rundown +1 melee (1d4+Ram); AC 10*; HD d4; Speed cruise 1/ max 1; Act 1d20; SV Fort -2, Ref +1, Will NA; Fuel Tank NA; Guzzle NA.

* Vehicle only, passenger(s) use individual ACs

Basic Traits: Nimble, Very Dangerous, Open

Rowboats - These are the standard 1-3 passenger watercraft with a set of oars.

Rowboat: Init +2; Atk rundown +2 melee (1d5+Ram); AC 11*; HD d6; Speed cruise 1/ max 2; Act 1d20; SV Fort +0, Ref +2, Will NA; Fuel Tank NA; Guzzle NA.

* Vehicle only, passenger(s) use individual ACs

Basic Traits: Nimble, Open

Small Sailboat - These are single-masted short-range craft that can carry 1-4 crew.

Small Sailboat: Init +0; Atk rundown +4 melee (1d7+Ram); AC 13*; HD d8; Speed cruise 2/ max 3; Act 1d20; SV Fort +3, Ref +1, Will NA; Fuel Tank NA; Guzzle NA.

Basic Traits: none

Large Sailboat - These are multi-masted long-range craft that can carry 3-6 crew and cargo.

Large Sailboat: Init -2; Atk rundown +6 melee (1d10+Ram); AC 15*; HD d12; Speed cruise 2/ max 3; Act 1d20; SV Fort +6, Ref +0, Will NA; Fuel Tank NA; Guzzle NA.

Basic Traits: Living Quarters, Access Deck

Powered Watercraft Types

Personal Watercraft (water bikes) - this covers 1 and 2 rider jetski and waverunner style craft.

PWC: Init +5; Atk rundown +1 melee (2d4+Ram); AC 12*; HD d6; Speed cruise 2/ max 5; Act 1d20; SV Fort +0, Ref +3, Will NA; Fuel Tank 1d5; Guzzle 1.

* Vehicle only, passenger(s) use individual ACs

Basic Traits: Very Nimble, Very Dangerous, Open

Bowrider - These are 2-4 passenger runabout-style vessels.

Large Car: Init +2; Atk rundown +4 melee (2d6+Ram); AC 14*; HD d10; Speed Level cruise 2/ max 4; Act 1d20; SV Fort +2, Ref +1, Will NA; Fuel Tank 1d8; Guzzle 3.

* Vehicle only, passenger(s) use individual ACs

Basic Traits: Open

Trawler - This covers long-range cruising boats with an enclosed cabin containing a small kitchen and bathroom. Crew Capacity: 3-5.

Trawler: Init -1; Atk rundown +5 melee (2d7+Ram); AC 14; HD d12; Speed Level cruise 2/ max 4; Act 1d20; SV Fort +4, Ref +0, Will NA; Fuel Tank 1d20; Guzzle 5.

Basic Traits: Mini Living Quarters, Access Deck

Cruiser - These are larger versions of the trawler designed with a bit more comfort in mind. Crew Capacity: 3-6.

Cruiser: Init -2; Atk rundown +6 melee (2d8+Ram); AC 15; HD d14; Speed Level cruise 2/ max 4; Act 1d20; SV Fort +4, Ref -1, Will NA; Fuel Tank 1d24; Guzzle 7.

Basic Traits: Living Quarters, Access Deck

Houseboat - These large watercraft are small homes with a boat built around it. Crew Capacity: 4-8.

Houseboat: Init -4; Atk rundown +5 melee (2d10+Ram); AC 15; HD d16; Speed Level cruise 2/ max 3; Act 1d20; SV Fort +5, Ref -4, Will NA; Fuel Tank 1d30; Guzzle 10.

Basic Traits: Living Quarters x3, Access Deck

Yacht - This covers the giant, multi-level ocean voyage ships that often have a mini dock in the back for a Bowrider sized craft. Crew Capacity: 8-12.

Yacht: Init -3; Atk rundown +7 melee (2d12+Ram); AC 18; HD d20; Speed Level cruise 2/ max 5; Act 1d20; SV Fort +6, Ref -3, Will NA; Fuel Tank 1d30; Guzzle 9.

Basic Traits: Deluxe Living Quarters, Mini-Dock

Watercraft Vehicle Traits

The following normal Vehicle Traits can be applied to all watercraft except Rafts and Rowboats: Armored, Big Tank (powered only), Dangerous, Enhanced Handling, Extra Cargo, Fuel Efficient (powered only), Open, Possessed, Reserve Tank (powered only), Tough, Very Dangerous, Weapon Mount

New Traits

These cannot be installed on Rafts, Rowboats, or PWC.

Access Deck - Attached to the rear of the boat, the platform make entering and exiting the water easier for swimmers and PWC riders. A smaller craft (PWC or rowboat) can be tethered here.

Deluxe Living Quarters - This boat has an extensive kitchen facility and multiple bathrooms capable of servicing 8 people comfortably or double that with difficulty.

Hydrofoils - These are shaped vanes (foils) that lift the hull clear of the water to increase the boat's max speed by +1. The craft's Ref save is also increased by +1 when traveling faster than Cruise speed.

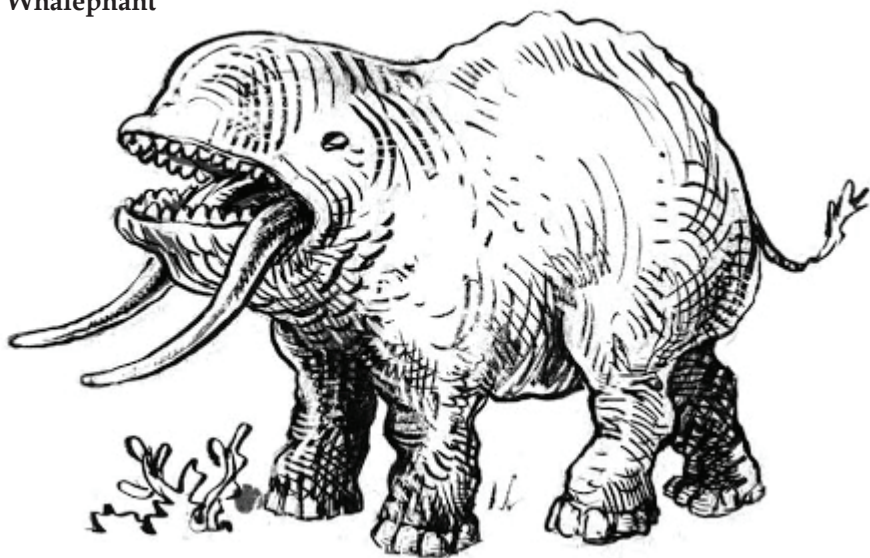
Living Quarters - This boat has a full kitchen and bathroom facility capable of servicing 5 people comfortably or double that with difficulty.

Mini-Dock - This allows the craft to house a smaller craft (2 PWC, 1 rowboat, or 1 bowrider). The craft is housed in the water for easy exit and docking.

Mini Living Quarters - This boat has a tiny kitchen and bathroom facility capable of servicing 3 people comfortably or double that with difficulty.

TWISTED MENAGERIE

Whalephant



Whalephant (amphibious mutant behemoth): Init -2; Atk tusk gore +5 melee (2d6+3) or bite +4 melee (3d3+3); AC 15; HD 6d8; MV 30, swim 50'; Act 2d20; SP Trampling Charge, Pod Attack, stealth +4; SV Fort +6, Ref +1, Will +3; AL N.

Whalephant Calf (juvenile amphibious mutant behemoth): Init 0; Atk tusk gore +2 melee (2d3+1) or bite +1 melee (1d3+1); AC 13; HD 2d8; MV 30, swim 50'; Act 1d20; SP none; SV Fort +3, Ref +1, Will +1; AL N.

These hefty beasts can be found roving coastal waters and large ocean fed rivers throughout Umerica. They tend to travel in family pods of 2-12 members, 1-4 of which will be calves. While they generally prefer to swim, they have no problems lumbering across the land for days at a time.

Despite their large size Whalephants are able hunters and can be quite stealthy when necessary. These omnivorous predators are observant and never seem to target sentient prey, preferring to stalk dumb herd animals and consume foliage over anything else.

Whalephants gain a +d3 on all attack and damage rolls if there are at least 3 pod members present in the combat. This bonus die increases one step for every additional 3 pod members present, to a maximum of a +d5 for 9 pod members.

These creatures do not react well to threats or anyone getting to close to their calves. Should they sense that any of their young is in eminent danger, the Pod Attack bonus is increased by +1 die step and they gain a +4 bonus to Will saves until the threat is gone.

Whalephants display a high degree of intelligence and have very good memories. They can recognize individuals after only one meeting, especially those that have threatened their pod before. Most will avoid the sounds of motors or machines as they know such noises can lead to danger or attack.

If captured while quite young, these beasts can be easily trained and are quite loyal and friendly to their adoptive families. They will willingly act as mounts or beasts of burden as long as they are treated kindly. If well rewarded and pampered, Whalephants can even make devastating combat mounts. Abusive treatment, on the other hand, will have a 5% chance per week it goes on that the beast will turn on its owners in a frenzy of rage.

Hippotaur



Hippotaur (humanoid hippofolk): Init +0; Atk warclub +4 melee (1d10+2) or bite +3 melee (1d5+2); AC 12; HD 2d10; MV 40, swim 40'; Act 1d20; SP Sudden Charge; SV Fort +3, Ref +1, Will +4; AL N.

Hippotaur Warpriest (spellcasting zealots): Init +1; Atk great warclub +5 melee (2d7+3) or bite +4 melee (1d5+3); AC 15; HD 4d10; MV 40, swim 40'; Act 2d20; SP Sudden Charge, Spellcasting; SV Fort +4, Ref +1, Will +6; AL N.

These xenophobic folk make their homes in secluded lakes and swamps. There they maintain a simple, lackadaisical lifestyle of farming vegetation to sate their herbivorous appetites and constructing large thatched huts on the shore to live in.

Observers would note that they seem to always plod along with a dozy gait and never are in a hurry to do anything. This impression is quite wrong as if any

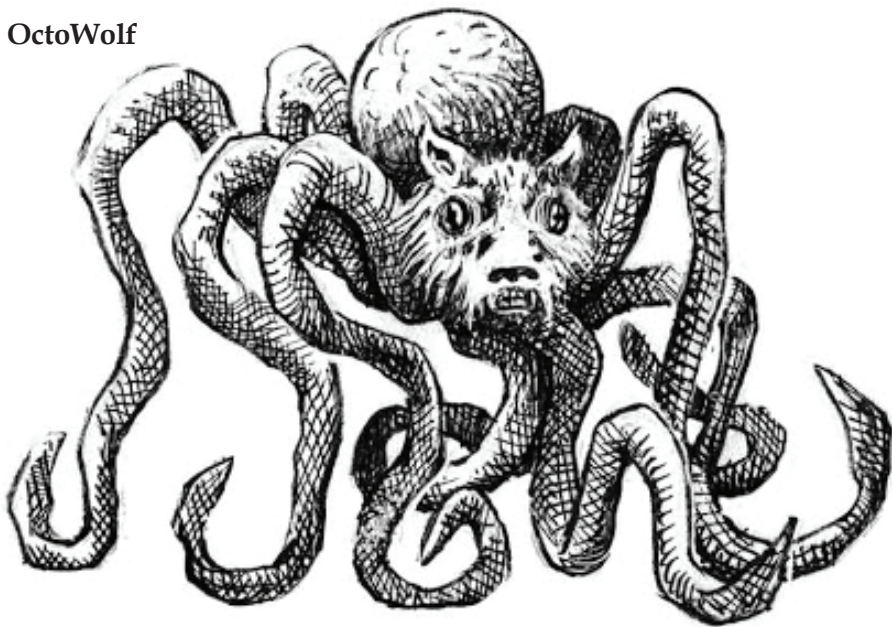
person or beast is spotted anywhere nearby, a Hippotaur will burst into a fury of movement to attack the invader. This will give them a +5 to their initiative and +1d3 to hit on the first round of combat. In addition, they will fight to the death trying to drive invaders from their lands.

All Hippotaurs are armed with a special warclub that they make as part of their coming of age ceremony. They are exquisitely carved with detailed murals of natural scenes and visions from Grokk. The wood has been treated with a mystic blend of oils and saps that renders it harder than iron. Each can fetch between 80-160gp in the right markets.

Some Hippotaur communities are led by a Warpriest of Grokk and are even more intolerant of those who would trespass upon their lands. Hippotaurs led by a Warpriest are driven by brutal zeal and will fight on after reaching 0hp for 1d3 rounds before collapsing and dying.

Warpriests can also lay on hands and cast spells as a 3rd level Cleric (casting roll: 1d20+3). They have access to the following spells: Holy sanctuary, Paralysis, Word of command, Curse, & Wood wyrding.

OctoWolf



OctoWolf (extra dimensional amphibious predator): Init +3; Atk bite +3 melee (1d6) or grapple talons +3 melee (grapple +1d3 damage per round); AC 13, underwater 18; HD 3d6; MV 15' (40' in trees), swim 70'; Act 1d20+2d16; SP +5 to sneaking, Ink cloud, Feint, Immune to blindness in water; SV Fort +1, Ref +3 (+5 in water), Will +2; AL C.

It is said that these vicious predators hail from another, nearby dimension and that they slip through planar cracks into the waters of Umerica. Being too clever and fast to be prey for most of the native Urth sea predators, the only reason they have not dominated the seas is that they are highly territorial and generally kill each other on sight.

While they appear to be a creature of the sea, they are amphibious and can move about on land for up to 48 hours before requiring a return to the water to survive. When on land, they prefer to hunt in forested regions where they can climb into the trees and move swiftly among the branches via octo-limbed brachiation. There they will hunt birds and other arboreal creatures.

In the water they are much more of a threat. They move effortlessly with lightning speed as they hunt. When facing larger, more dangerous prey they can attempt to deceive it by feinting. The target must make a Will save versus the OctoWolf's attack roll. If this is failed, the OctoWolf gains +1 die step to its attacks against the target next round.

Another tactic they employ is to dart towards their foe as though they are charging, only to move to the side at the last moment and release a 20' wide cloud of pitch black ink. Anyone caught in the ink cloud is completely blind and suffers -4 to all actions. The OctoWolf has a multitude of motion sensitive cells on each tentacle, effectively making it immune to blindness while in the water. Using this tactic, it gains +1 die step to all attacks until the cloud dissipates in 1d4+1 rounds. An OctoWolf may only release one cloud every 4 hours.

Another curiosity regarding these creatures is their magpie-like desire to collect shiny objects. Should a foe appear to be too difficult to attack or an opportunity present itself, an OctoWolf can employ the following Thieving skills at a +4 bonus to filch a desired sparkly treasure: Sneak silently, Hide in shadows, Pick pocket, & Climb sheer surfaces. Should one find an OctoWolf's underwater den, it will contain 10d100cp in shiny bubbles and have a 33% chance of containing something of high value as well.

Menfish

Menfish (humanoid fishfolk): Init +0; Atk claws +2 melee (1d6+poison) or bite +2 melee (1d4); AC 13; HD 1d8+4; MV 25, swim 50'; Act 1d20; SP Psychic Wail; SV Fort +3, Ref +0, Will +1; AL N.

It is said that these deep sea Menfish, or 'fishfolk' as they are commonly known, existed on Urth long before humans ever did. After the cataclysm, they were certainly one of the first of the indigenous species to recover and reclaim a part of



Umerica from the ruins. The most notable land based fishfolk community is the port city surrounding the Menfish Pyramid on the shore of the Misshippy river.

Oddly enough, these fishfolk can interbreed with humans to produce beautiful hybrid children. This is the reason most land dwelling male and female Menfish are always on the lookout for a human lover or spouse to breed with.

Anyone struck by their claws must make a Fort save (DC 12) or suffer -1 die step to all actions and -5 move for 1d3 rounds due to their paralytic poison. Further failed saves due to successive strikes increase the duration by 1d2 rounds.

When pressed, a Menfish can bellow out a sonic blast that also causes confusion. Anyone within 10' of the creature must make two saves, one Will (DC 12) and one Fort (DC 12). Failing the Will save means the victim's mind is flooded with disturbing flashes of emotion and is dazed for 1d4 rounds. Failing the Fort save means the victim is knocked prone by the force of the bellow. These abilities can be used equally as well on land and underwater. If the below was made underwater, failing either save indicated the victim will also begin drowning unless they are aquatic or have a breathing apparatus. A Menfish can only create one such wail per day.

Some Menfish have learned how to adapt this ability to create a continual, and more enjoyable, lesser effect through singing and have become famous entertainers in the Misshippy area.

Hybomination *by Talon Waite*

Love Gone Terribly Wrong

Hybomination (Deformed Fishfolk Hybrid): Init +4; Atk Twelve tentacles +4 melee (1d6 +1 plus grapple) or bite +4 melee (1d8+1); AC 15; HD 3d8+2; MV 15' or Swim 60'; Act 2d20+1d16; SP +6 sneak silently; SV Fort +1, Ref +3, Will +3; AL C.

The Hybomination is a rare and freakishly mutated monstrosity hybrid from the coupling of humans and the fishfolk. The birth of such a creature is horrific as it literally eats its way out of its mother, resulting in death.

The Hybomination has glossy grey and green slime covered skin, a faceless head - thus sensing prey by electroperception, and where the arms should be are six writhing tentacles on each side. Its stomach hosts a large gaping maw with rows of shark like teeth and a barbed tongue. From the waist down the creature ends in a large powerful tail with flippers at the end allowing movement on land and flawless swimming underwater. Those that fall victim to its bite are left with embedded bacteria covered teeth that cause excessive bleeding - the victim loses 1d3-1 hp per round until magical or advanced medical healing is received or the victim spends one full round removing the teeth from the wound.

The most horrific thing about the Hybomination is that on an instinctual level it knows that it cannot breed with its own kind and seeks to breed with other humanoid beings, often by force. The offspring of the Hybomination have a 50% chance (1-3 on a d6) to be one of them. The other 50% end up being Menfish Hybrids.



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> The Menfish Pyramid of the Bass Masters!

* The Hybird, A new alluring character class

* New rules for underwater combat

* New rules for watercraft creation
and combat

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