



# INFERNO ROAD



# YOU ARE THE DAMNED.

Slaved to the overlords of hell. A soulless grub in a sea of grubs, endlessly writhing in the burning pits of the inferno. Your eternity is suffering and the gnawing hunger for a soul...

## ANY SOUL... ALL SOULS.



# INFERNO ROAD

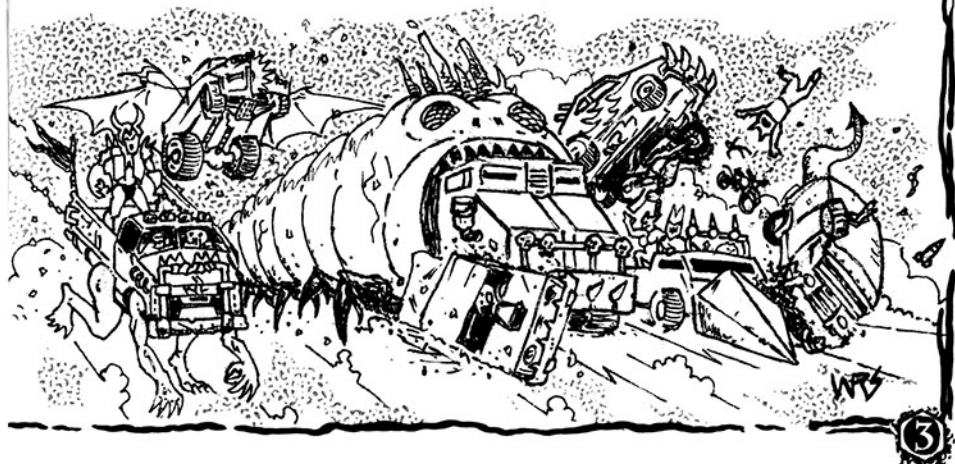
YOU ARE A GRUB

ROLL 3D6 IN ORDER  
FOR YOUR STATS

TAKE 2D4 HP,  
ADD STA BONUS

ROLL D200 OR D300  
FOR TWO FORMER LIVES

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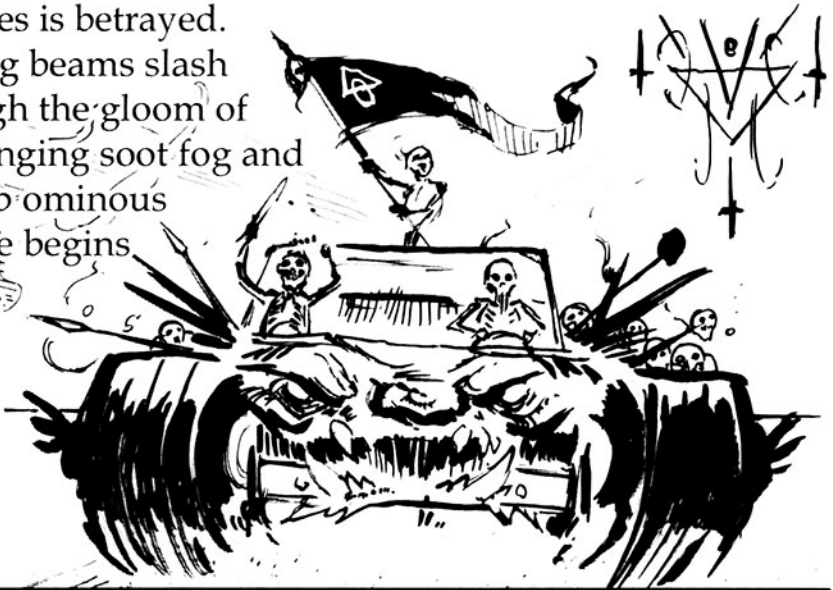


The sky is a roaring fire. Hot sulfurous winds whip over caustic ash dunes and howl through the smoldering ruins of infernal temples and iron prisons. Blue flames of hate burst among the slag heaps of pain. Devil bellies rumble in want of Souls in every hole and crack.

Cutting through it all like a straight razor through soft flesh, a white highway paved with the skulls of the damned stretches to the burning black horizon.

A bellow of boundless rage, titanic and rolling like a great wave of doom, shakes the blackened stones. The Lord of the Flies is betrayed.

Blazing beams slash through the gloom of the clinging soot fog and a deep ominous rumble begins to rise.



## **"Trigger Warning: Everything"**

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# INFERNO ROAD

THE ROOT OF ALL EVIL IS THE HEART OF A BLACK SOUL A FORCE THAT HAS LIVED ALL ETERNITY  
NEVER ENDING SEARCH FOR A TRUTH NEVER TOLD THE LOSS OF ALL HOPE AND YOUR DIGNITY -- ARACH

## TABLE OF CONTENTS

4-7. Intro

8-9 Mechanical Basics

10-11 D200 Past Lives

(add standard occupations to the end to make it d300)

12 The Four Hell Princes

13 Hell Prince Generator

14-29 The Forms

30-33 Upgrades

34-35 Vehicle Generator

36 Crew Generator

38 Mini Boss Generator

40 Soul Tokens

41 Character Sheet

42 Doom Track Map

43 1d4 Soul Forms (inside back cover)

### The Forms

14 Arachnodaemon

15 Brute

16 Grub

17 Harpy

18 Killcycle

19 Motor Devil

20 Pit Imp

21 Spiny Devil

24 Subgrub

25 Succubus (type 1)

26 Succubus (type 2)

27 Twin

28 Unicorn

29 Wingnut

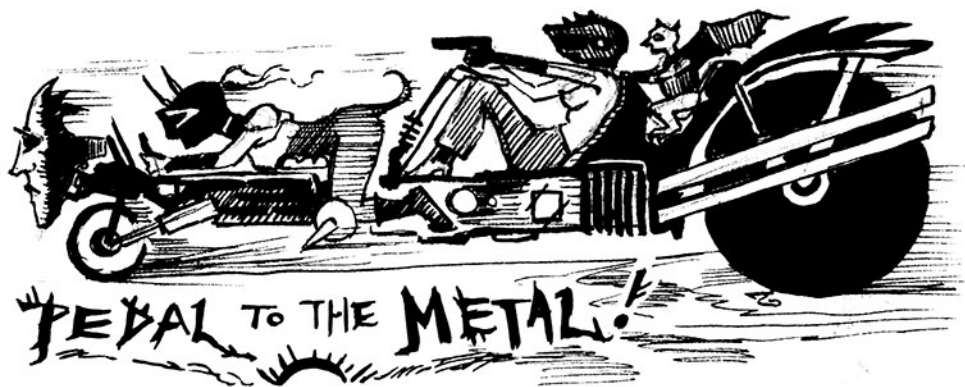


A massive doom wagon thunders over the horizon on steel plated wheels. The juggernaut is armored in slabs of scabrous flesh. Rumbling past in a flash of sparking wheels and stabbing blue exhaust flames, it leaves only the echoes of mournful cries and the stench of burning blood in its wake.

The Great deceiver howls again, red lightning rips the sky, the ground splits and black blood seeps from the jagged stones.

The Lords of Hell  
have heard their  
master's call  
and rally to his aid.





Roaring and wailing, Soul-fed demon engines, barely contained in speeding warbuggies of every description, thunder over the rise like a pyroclastic tide. Leering devils in black leather grip wheels barely in control of their howling machines. Screaming succubi cling to spiked roll cages, twirling barbed whips over head. Psychedelic fire flares from wicked chromed pipes. Snarling Imps strapped with bandoliers of improvised explosives hop from one swerving machine to the next. Pennants of flayed skin flap furiously from skull festooned banner poles. Thick necked demons pound their chests with iron wrapped fists and chant blasphemous slogans into the burning wind. Diabolists mounted on shrieking war bikes, bound with cold iron and blazing runes, drag unholy icons on chains, throwing waves of sparks. The roaring, shrieking, heavy metal tide thunders on. Fueled by burning lusts and high octane rage, the chaotic convoy speeds after the renegade doom wagon and it's cargo of the Dark Lord's carnal prizes, leaving only burning tire tracks and the wreckage of the fallen in it's wake.

# MECHANICAL BASICS

**1. PLAYERS START AS GRUBS.** They can upgrade by eating Souls. Players use the Forms Spinner and add a random trait from Soul Upgrade chart each time a Soul is eaten. Forms can change but traits stay the same.

**2. GRUBS REVERT TO SUBGRUBS WHEN THEY ARE KILLED.** Subgrubs can be killed and eaten and are considered the same as Souls. Rules for Subgrubs are on page 24. If a Subgrub gets destroyed a player gets a new Grub that is fired out of the DREG WAGON, a catapult truck That follows the caravans of INFERNO ROAD.

**3. EACH PLAYER HAS 2 PAST LIVES.** They are allowed a Luck (Soul) check at anytime to manifest an item pertaining to that past life, but only once per game per life.

**4. EACH PLAYER HAS A HELL PRINCE AS A PATRON.** This is the devil that dropped them onto INFERNO ROAD. All the Hell Princes are beneath Satan himself. Loyalty to a Hell Prince IS UP TO THE PLAYER. The Hell Princes compete to take control of the Devil's Rolling DOOM TRACK and rescue Satan's Wives.

**5. THE PLAYERS KNOW INSTINCTIVELY THE DOOM TRACK IS WHERE THE MOTHER HOARD OF SOULS IS TO BE FOUND.** The players are infinitely hungry for Souls.





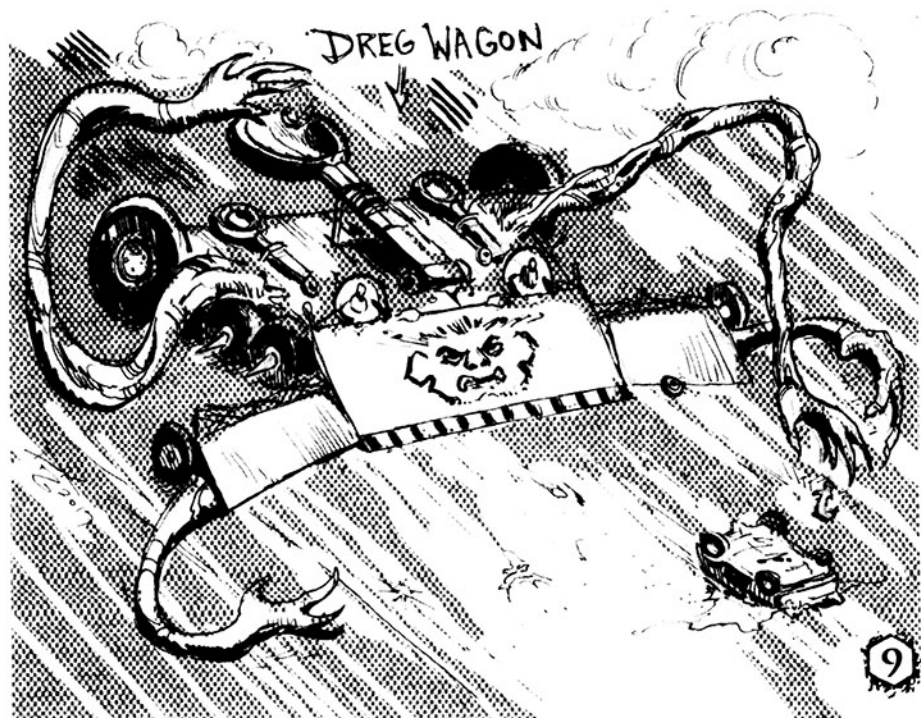
## 6. EVERYTHING THAT PLAYERS KILL HAS AT LEAST ONE SOUL.

Roll on the Soul chart on the inside back cover to see what form it takes. There may be other Souls along the way to be consumed.

## 7. ANYONE FALLING OFF THE CONVOY WILL BE SCOOPED UP BY THE DREG WAGON AND FIRED BACK ONTO A RANDOM VEHICLE (OR TABLE IN MULTI-DM GAME) .

Players picked up by DREG WAGON will be stripped of Souls at the DM's discretion.

## 8. SOULS CAN EITHER BE ADDED TO "SOUL" (AS LUCK) ABILITY SCORE OR EATEN. In some cases the DM may overrule this. Fleeting Luck Soul Tokens are more prone to be lost than Souls in the number written on a character sheet



1-2 Infant  
3 Toddler  
4. Tanker  
5. Banker  
6. Lawyer  
7. Vindictive little girl  
8. Child volcano  
victim  
9. Child kite hobbyist  
10. Civil war veteran  
11. Amnesic ascended  
master  
12 Scientist  
13 Naval officer  
14 Medieval swords-  
woman  
15 Interplanetary  
smuggler  
16 Astral traveller  
17 Witch  
18 Russian poet  
19 Archaeologist  
20 Test pilot  
21 Polo player  
22 Lost cosmonaut  
23 Neanderthal  
Hunter  
24 Neanderthal  
Shaman  
25 Korean war porter  
26 Teenaged napalm  
victim  
27 Bermuda triangle  
sailor  
28 Boxer  
29 Philologist  
30 Depressed failed  
artist  
31 Stalingrad victim

32 Waitress  
33-36 Politician  
37 Satanic teen  
38 gym teacher  
39 Math teacher  
40 pre-school teacher  
41 Skinhead  
42 B&B owner  
43 UFO spotter  
44 Great Lakes sailor  
of 1812  
45 Canadian doom  
medalist  
46 Shell shocked  
trooper  
47 Surrealist sculpter  
48 Maori harpooner  
49 Opium addict  
50 Klartesh smuggler  
51 Manson family  
member  
52 Nazi stormtrooper  
53 Atomic scientist  
54 Red army regular  
55 Rick Greenfield  
star chef  
56 Star Jackson  
57 Dyak Pirate  
58 Legionnaire  
59 Arctic aboriginal  
60 Icelandic vet  
61 Disco dancer  
62 Atlantean  
63 Ansby villager  
64 Last of the  
mohicans  
65 WW1 Tommy  
66 WW2 Jerry  
67 Cartoonist  
68 Kamikaze pilot

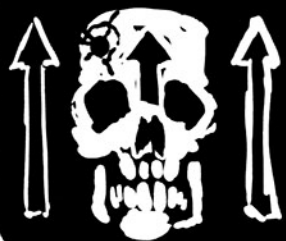
69 Boarding school  
student  
70 Tokyo gore police  
71 Delusional  
super-villain  
72 Mongolian  
horseman  
73 Canadian  
Immigrant  
74 X Games pro  
75 Asian peasant  
76 Wind farmer  
77 Hammer salesman  
78 Preacher  
79 Catholic priest  
80 Serial killer  
81 Press secretary  
82 Swindler  
83 Conquistador  
84 Optimist clown  
85 Pessimist clown  
86 Hockey player  
87 Musketeer  
88 Mongolian  
Bowman  
89 Washed up  
RPG writer  
90 Earthling  
future-women  
91 Earthling  
future-man  
92 Space prospector  
93 Strange man  
94 Ditch digger  
95 Greek philosopher  
96 Egyptian slave  
97 Zulu warrior  
98 Sheik  
99 Whaler  
100 Yourself

101 Your mother  
 102 Cussing pig farmer  
 103 Seamstress  
 104 Ghetto kid  
 105 Elf ( Yes really)  
 106 News model  
 107 Navel officer  
 108 Archeologist  
 109 Mystery cultist  
 110 Irish clogger  
 111 Akkadian  
 conscript  
 112 Modern soldier  
 114-115 Lawyer  
 116-118 Rich fuck  
 119-120 Congressman  
 122 Prisoner  
 123 Prison guard  
 125 Sex criminal  
 126 War criminal  
 127 Doctor  
 128 Loan shark  
 129 Gambler  
 130 Martian colonist  
 131 Fireman  
 132 Hula hoop girl  
 133 Pop Singer  
 134 Egyptian pharaoh  
 135 Hobo  
 136 Voodoo  
 practitioner  
 137 Red army soldier  
 138 Red Navy sailor  
 139 1950s housewife  
 140 1960s housewife  
 141 1970s housewife  
 142 Roman orator  
 143 Ancient greek  
 poet  
 144 Hindu peasant

145 Hindu tax collector  
 146 Hindu gentry  
 147 Railway laborer  
 148 Translator  
 149 -150 Tang dynasty  
 laborer  
 151 Stoner  
 152 Jazz musician  
 153 Girl Scout  
 154 Victorian  
 Inventor  
 155 German  
 communist  
 156 French anarchist  
 157 Nigerian jihadist  
 158 Samoan tattooist  
 159 Sorcerer's aid  
 160 Magicians model  
 161 Sharecropper  
 162 Speakeasy  
 gangster 1920's  
 163 Ballerina  
 164 Mercenary  
 165 Eschewed  
 psychic  
 166 Altar girl  
 167 Renaissance pope  
 168 Renaissance  
 bishop  
 169 Nun  
 170 Satanic nun  
 171 Amoral nun  
 172 Child  
 photographer  
 173 Sub-saharan  
 nomad  
 174 Taxi driver  
 175 Daguerreotype  
 Documentarian  
 176 1980's metalhead

177 Victorian urchin  
 178 Food vendor  
 179 Illegal lab tech  
 180 Librarian  
 181 Cartographer  
 182 Yogi  
 183 Hippy dropout  
 184 Atomic bomber  
 185 Deth ray  
 repairman  
 186 Space marine  
 187 Agent 87234  
 188 Surfer  
 189 80s Valley girl  
 190 Teen musician  
 191 Gang member  
 192 Coach  
 193 Estate tycoon  
 194 Reality show  
 producer  
 195 Sex worker  
 196 Mob wife  
 197 Still born  
 198 Philanthropist  
 199 Dog  
 200 Vampire

# D200 LIVES PAST





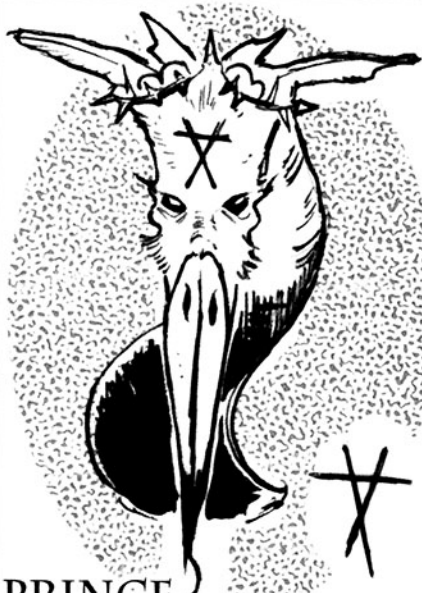
PRINCE  
KARACKAGROTH-  
AZOGAMORG.



PRINCE  
EFLOW



PRINCESS  
PURRRSH-  
AKKAZ TREGGAT



PRINCE  
OROBUS- ABIGOR  
ZEPAR



# HELL PRINCE GENERATOR

**INIT** 1D4 1. ALWAYS FIRST 2. ALWAYS LAST  
3.. USE D30 4. PLUS 1D6 EACH ROUND

**ATTK** 1D6 (ATTACK DIE FIRST)  
1. 2D20 WHIP(2D4) & AXE (1D12)  
2. 1D24 BARBED 2 HANDED HAMMER(2D12)  
3. 2D20 BILE(3D6) & SMASH (2D10)  
4. 3D20 TAIL(1D8), BREATH (2D7), PHLEGM(1D6)  
5. 2D24 HAND CANNON (1D10, EXPLODING 10S)  
6. 2D20 BLACK SWORD X2 DAMG=TARGETS AC

**AC** 1D8 PLUS 12 : RUST, FIRE, AND HIDE

**HP** 1D10 1:36 2-5:57 6-7:69 8:89 9:100 10:200

## BODY TYPE /MOVEMENT

- 1D12 1: CHARCOALED HUMANOID, FLOATS,  
2: BEUTIFIC DRYAD, GLIDES/WALKS  
3: ROBOT / TREADS, JUMP JETS  
4: CLOUD OF FLIES, FLOATS  
5: OOZE, WALKS, OOZES

## SPECIAL

- 1D20 6: CENTIPEDE, CLIMBS  
1-3: 1-4 ADDED HEADS 7: CHILD, BLINKS  
4-9: SPIKED ARMOR (+50 HP) 8. SWINE, FLIES  
10-11: BULLET PROOF 9. KITE FLOATS,  
12: IMMUNE SWORDS AND SORCERY 10 GAIN, LIMPS  
13: ALL ATTACKS REDUCE AC 1-4 11 GOAT, JUMPS  
14: MINION : AC:18 HP:50 1-8 ATCK 12 CAT,  
15: ALL ATTACKS REDUCE AC 1-4 13 BLINKS  
16: HOWLING STRIKES: ALL ATCKS +1D6  
17: ALL HITS REVERT OPPONENTS TO GRUBS  
18: SUPER SPEED ALWAYS GOES FIRST +5 TO HIT  
19-20: ALL HITS ARE CRITS +1D100 HP

# Arachnodaemon



ADD TWO  
UPGRADES

REPLACES  
OLD AC

AC: 12

+AGL MOD

1D6 HP,  
+STA, MOD

ROLL 1D3 FOR NUMBER OF ADDI-  
TIONAL STAB ATTACKS , EACH DOES  
1D4 HP

YOU CAN BURN SOULS(AS LUCK) TO  
AID OTHER PLAYERS AT A 1:2 RATIO

FLING WEBS: MOVE BETWEEN VEHI-  
CLES FLAWLESSLY

# Brute



ADD ONE  
UPGRADE

REPLACES OLD AC

AC: 13

+AGL MOD

1D10 HP

+STA MOD

ADD TO EXISTING HP

† REROLL STR AND KEEP IF BETTER

† GAIN SAWED-OFF SHOT GUN (1D6 DMG IN A 10FT FAN) 10FT RANGE, NEVER RUNS OUT OF AMMO

† CAN PUNCH FOR 1D8 DMG

† 1D4 UNHOLY DEED DIE

† CROTCH FACE EATS FIRST MISSILE FIRED AT A BRUTE EACH COMBAT ROUND BECAUSE THAT'S WHAT A CROTCH FACE DOES

# GRUB



AC:10

+AGL, MOD

2D4 HP,

+STA, MOD

ROLL 3D6 IN ORDER  
FOR STATS IF STARTING NEW

TAKE 2D4 HP, ADD STA BONUS

ROLL D200 OR D300  
FOR TWO FORMER LIVES

ONCE PER GAME  
MANIFEST AN ITEM THAT  
PERTAINS TO EACH LIFE



# Harpy

+ ADD ONE  
UPGRADE

AC: 16

+AGL, MOD

1D10 HP,  
+STA, MOD

DISCARD A  
KITTEN KNEE TO  
AVOID A CRIT

+ FLIGHT,  
CAN CARRY ONE MED SIZED ALLY BUT MAY  
NOT MAKE MELEE ATTACKS

+ UNHOLY DEATH FROM ABOVE DEED D6

+ GAIN NEW MELEE WEAPON (1D10DMG)

+ BOMBER: ROLL TO HIT AS NORMAL, ONLY  
RUNS OUT OF AMMO TYPE ON A FUMBLE

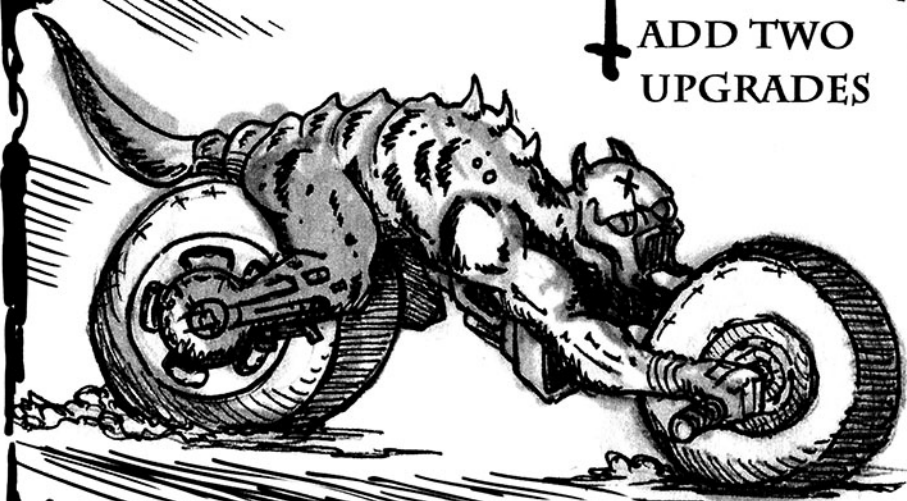
TYPE 1: ACID BAGS EFFECTS 10 RADIUS!  
DOES 1D12 DAMG.

TYPE 2: TIRE KILLING CALTROP

TYPE 3: HORROR SPEARS- (1D30DMG)  
TARGET ONE CREATURE, IF HIT  
VICTIM IS TRANSFIXED (-4 AGL) SPEAR  
CAN BE REMOVED FOR ADDED 1D10 DMG

# Killecycle

† ADD TWO  
UPGRADES



REPLACES OLD AC

† FASTER ON THE GROUND  
THEN ALMOST EVERYTHING  
WHEN IN FULL CYCLE FORM

AC: 13/17  
PART/FULL  
+AGL MOD

† CAN TAKE RIDERS

† CAN CHANGE AT WILL TO  
ARMED GUY WITH WHEEL  
FOR FEET

2D6 HP,

+STA. MOD

† REGENERATE 1HP PER ROUND,

ADD TO EXISTING HP

† ALSO REGENRATES RIDERS  
BECAUSE IT FEELS GOOD TO RIDE



## KILLCYCLE MURDER JUMP ATTACK:

CAN LEAP OVER OTHER VEHICLES BY  
SUMMONING INVISIBLE RAMP AND  
TARGET ONE PASSANGER FOR  
DECAPITATION. VICTIM GETS TO  
CONTEST YOUR D30+SOULS ROLL WITH  
THIER D20+SOULS ROLL. FAILURE  
INFLECTS 20D6 DAMG.  
VICTIMS MIGHT SURVIVE  
DECAPITATION

# Motor Devil



REPLACES OLD AC

AC: 13

+AGL MOD

8D10 HP,

+STA, MOD

ADD TO EXISTING HP

RETAIN STATS, BUT  
STR AND STA  
BECOME 18

ADD  
TWO  
UPGRADES

FUNCTIONS AS  
SELF PILOTING  
VEHICLE.

GAIN ONE  
LARGE WEAPON  
DMG 2D10

HURL LARGE OB-  
JECTS AT JUDGES  
DESCREPTION

GAIN SECOND  
RAMING/CRUSHING  
ATTACK, DMG 3D6

FAST  
MOVEMENT

# Pit Imp

↓ ADD ONE  
↑ UPGRADE



REPLACES

OLD AC

AC: 14

+AGL MOD 6

1D6 HP,

+STA, MOD

ADD TO  
EXISTING HP

- † FLY: CAN ONLY HOLD SUBGRUBS
- † GAIN TWO FIRE ARMS 1D6 DAMG WITH EX-  
PLODING 6S RUN OUT OF AMMO ON FUM-  
BLES
- † AMBIDEXTEROUS: CAN MAKE 2 D20 AT-  
TACKS
- † INVISIBLTY ONCE PER REAL TIME HOUR  
: CHANGE VISIBLE WHEN YOU ARE HIT OR  
YOU ATTACK. -4 AC, PAIRED WITH FLIGHT  
PLAYER CAN LURK AT ANY OTHER TABLE  
WITHOUT GAINING ATTENTION FROM  
OPPONENTS, SUPRISE ATTACKS MADE AT  
+4
- † WITHERING INSULTS : ONCE PER REAL  
TIME HOUR : CAN TARGET OTHER PLAYER  
AND STEAL 1D4 SOULS IF A SOUL CHECK  
(ROLL UNDER) IS MISSED

# SPINY DEVIL



† ADD ONE  
UPGRADE

REPLACES OLD AC

AC: 12

+AGL MOD

1D8 HP,

+STA MOD

ADD TO  
EXISTING HP

† RETAIN STATS ,BUT REROLL AGL AND  
KEEP IF BETTER

† CAN JUMP ANY DIRECTION 10FT

† ADDITIONAL SPINE ATTACK :

1D8 DMG, 10FT RANGE OR

1D24 ATTACK IN MELEE 1D8 DMG

20-24 COUNT AS CRITS

† SUPERIOR CLIMBING, FALLING,  
GRABBING , ROLLING, & TUMBLING

† GAIN LONG KNIFE (1D7DMG)







# Subgrubs

SUBGRUBS  
ARE CRAP &  
DO NOT  
HAVE  
UPGRADES



REPLACES  
OLD AC

1 HP

ALL STATS  
ARE A 3.



✦ SUBGRUBS CAN ATTACH TO A WILLING HOST. OTHERWISE THEY CAN ONLY MOVE 1 FT PER ROUND

✦ ADD 1D4 TO ANY ROLL OF YOUR HOST ONCE PER ROUND

✦ SUBGRUBS CAN GROW INTO GRUBS WHEN THEIR HOST EATS A SOUL. THE SOUL HAS NORMAL EFFECTS FOR THE HOST IN ADDITION TO GROWING THE SUBGRUB

✦ A HOST CAN HAVE MORE THAN ONE SUBGRUB ON THEM. IF A PLAYER ACQUIRES A SUBGRUB THAT IS NOT OWNED BY ANOTHER PLAYER WHEN THE PLAYER EATS A SOUL THEY WILL HAVE TWO CHARACTERS.

# Succubus (type 1)



ADD ONE  
UPGRADE

REPLACES OLD AC

AC: 11

+AGL MOD

1D6 HP,

+STA MOD

ADD TO EXISTING HP

RETAIN STATS ,BUT  
REROLL PER AND  
KEEP IF BETTER

CAN SPEND 1 SOUL  
TO HEAL ANOTHER  
PLAYER OR SELF 2D4  
HP OR 2 SOULS FOR  
3D4 HP

FLAME HEAD:  
ANYONE  
STRIKING A

GAIN TWO NON-  
FIREARM WEAPONS

SUCCUBUS TYPE 1 WITHIN 5FT

WILL TAKE 1D8 FLAME DMG

# Type 2 Succubus



ADD ONE  
UPGRADE

REPLACES OLD  
AC

AC: 14

+AGL MOD

1D12 HP,

+STA, MOD

ADD TO EXISTING HP

ADD 3 TO AGILITY

GAIN 1 BLACK METAL MELEE WEAPON, (DMG 1D10) & 1 HELLFORGED FIREARM (DMG 1D12, 12 EXPLODE, 1 ON DAMG MEANS OUT OF AMMO) 1 SHOT PER ROUND

AMBIDEXTEROUS (MAKE TWO D20 ATTACKS)

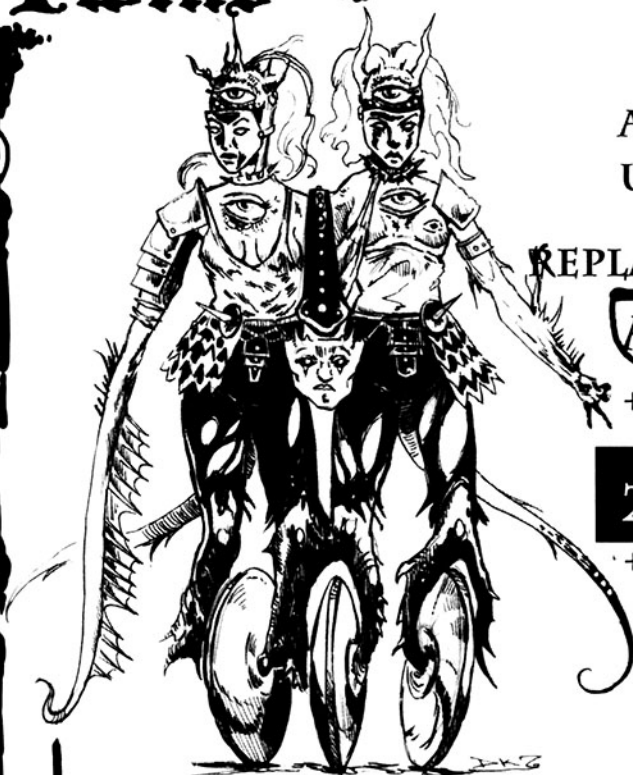
## ALLURING HELLBILLY GAZE:

ONCE PER REAL TIME HOUR, CLAIRVOYANTLY SPEAK TO A CHARACTER AT ANOTHER TABLE WITH A FAKE ACCENT OF YOUR CHOICE. ATTEMPT TO CONVERT THEM TO YOUR HELL PRINCE. VICTIM IS ALLOWED A DC 17 WILL SAVE TO RESIST. SUCCESS EQUALS, AT MINIMUM, PLAYER CANNOT ATTACK FOLLOWERS OF YOUR HELL PRINCE OF WHOM THEY HAVE KNOWLEDGE. RECOMMEND SOULS BONUSES TO VICTIMS THAT

26 ROLEPLAY CONVERSION.



# Twins



ADD TWO  
UPGRADES

REPLACES OLD AC

AC: 16

+AGL MOD

2D10 HP

+STA MOD

ADD TO  
EXISTING HP

+3 STA +3 INT -3 AGL

+ CAN TRAVEL AS FAST AS VEHICLES,  
AND HOIST/ TEATHER SELF WITH  
TAILS.

+ GAIN ADDITIONAL LASH ATTACK:  
1D6 DMG. PLUS TURN GRUBS TO  
DUST ON ANY EVEN NUMBERED HIT

+ GAZE ATTACK: DC 20 WILL SAVE TO  
TURN ANY LESSER MINION (OR GRUB)  
INTO A SUBGRUB. NPC SUBGRUBS  
CAN BE RETREAVED AND HOSTED

+ IMMUNE TO GAS, & PARALYTIC  
ATTACKS

# Unicorn



ADD ONE  
UPGRADE

REPLACES OLD AC



+AGL, MOD

**2D4 HP,**

+STA, MOD

**ADD TO EXISTING HP**



IMMUNE TO FIRE



REROLL ALL STATS EXCEPT SOULS



GAIN ABYSSAL MEAT CLEVER,  
GIVES +2 TO HIT, 2D6 DAMG. CRITS  
ARE X4 DAMG.



SPEND ONE SOUL TO TELEPORT ANY-  
WHERE, INCLUDING OTHER TABLES,  
YOU ARE ALLOWED TO OBSERVE  
ANOTHER TABLE FOR 10 MINUTES  
BEFORE DECIDING TO TELEPORT.  
YOU CAN OBSERVE & CHOOSE NOT  
TO TELEPORT. YOU CAN SPEAK TO  
PLAYERS AT ANOTHER TABLE TELE-  
PATHICALLY WITH YOUR CHEST  
MOUTH

# Wingnut



+ ADD ONE  
UPGRADE

REPLACES OLD AC

AC: 15

+AGL MOD

2D4 HP

+STA MOD

ADD TO EXISTING HP

+ FLYS

+ CAN USE WEAPON  
WITH TAIL

+ HARMFUL SPELL: PLAYER DESCRIBES  
SOMETHING COOL AND ROLLS TO  
HIT, JUDGE RATES IDEA 1-10 (DC SAVE  
11-20 FOR VICTIM)  
SPELL DOES 1D6 DMG WITH SAVE, 2D8  
DMG IF SAVE IS MISSED

## + SUMMON ASS DEVIL:

1. CHOOSE PLAYER AT YOUR TABLE AND  
ASSIGN ASS DEVIL

2. PLAYER MUST APPROACH OTHER TABLE  
AND MOCK THE PLAYERS AT THAT  
TABLE.

3 OTHER TABLE CAN ONLY BE RID OF ASS  
DEVIL BY PAYING IT 1D6 SOULS. FOR EACH  
5 MINUTES OF MOCKERY ASS DEVIL PLAYER  
CHOOSES PLAYER AT OTHER TABLE TO  
REVERT TO A GRUB OR SUBGRUB. AFTER 2  
DEGRADATIONS, OR ASS DEVIL PLAYER IS  
PAID OFF WINGNUT PLAYER AND ASS DEVIL  
PLAYER DICE OFF FOR ACQUIRED SOULS.

# UPGRADES

1. Blasphemous Runes +1AC
2. Screaming Tits +1 AC
3. Scorpion Tail 1d8 dmg for d3 rounds
4. 100 Eyes +1 AC
5. Rusting Metal Skin +4 AC
6. Flaming Skin 1d4 dmg on contact
7. Ass becomes an angry face - can cast sleep at +2
8. Acid Bile Vomit Stream - 1d6 dmg/Cone
9. Bat Wings - Fly
10. Wolf face - extra d4 bite attack
11. Stomach Maw - 1d8 Chomping
12. Crotch Tentacles - +10 to grappling
13. Blood Dripping Talons - 2x d4 dam
14. Giant crab claw - d8 dam
15. Curling Doom horns - d6 gore
16. Smoldering Antlers - d6 gore
17. Spiked Lizard Hide - +2 AC
18. Lava Spew - 1d6 lava dmg/cone
19. Razor sharp cloven hooves - 1d6 stomp dam
20. Nipple Slaves - d4 writhing demonettes chained to your nipples. +3 PER
21. Belligerent Penis - giant schlong with a face on the end, barks insults +2 PER
22. Snakes for Eyes - 2x d4 damg snake bite
23. Bird Head - 1d6 pecking damg
24. Double Bird Head - 2xd6 pecking dam
25. D6 Extra Arms +1 attack each
26. Snakes for fingers - d4 snake damg exploding
27. Rats for Skin - +2 AC

27. Rats for Skin - +2 AC
28. Pointed Whiplash Tail - d4 damg trip attack
29. Giant Mouth - swallow enemy whole vs DC10 REF save
30. Swords for hands - 2x d6 damg
31. Eye lasers - 1d7 laser damg
32. Snake body for legs +3 AGL
33. Skull head - +1 PER
34. Swollen Brain - +3 INT
35. Increased Muscularity +3 STR
36. Blood Rocket Fists - 2x d6 ranged
37. Cat Knees - +3 AGL
38. Dinosaur for a head - d6 bite atk
39. Hypno Tits - DC 15 save vs Will or be stunned for d4 rds
40. Giant arms +2 to hit in melee
41. Chicken feet +2 AGL
42. Roller Skate feet +20 move
43. Extra Head - +1 INT
44. Machine gun limb d8 x d3 dmg  
D6 shots roll to see what limb
45. Howling shoulder gargoyles - +2 to hit
46. Corpulent +4 AC
47. Flailing infernal chains  
d6 damg to random target each round
48. Detachable flying head - head can fly and move freely  
of body, body continues as normal.
49. Crotch Face - can cast Magic Missile at +2
50. Vomit flock of birds - d6 damg to everyone in  
10' radius DC 15 to use.



51. Giant - +5 STR

52. Biomech Chainsaw arm d8 dmg

53. Biomech Drill arm d8 dmg

54. Burning Angel wings - fly

55. Motor Head - head is a roaring engine

+3 STA

56. Acid pustules - if hit take damage as normal but attacking weapon is destroyed.

57. Fish for a head - spew poisonous brine d6

58. Biomech grappling claw arm - ranged d4 dmg.

10 REF save or snagged

59. Scabrous flesh - Scab armor +2 AC

60. Biomech body +5 to all FORT saves

61. Body of Imps - body is composed of your HP worth of small devil imps. if you die they split up. with 1 hp each.

They can recombine if a DC 15 REF save is made one try per rd.

62. Iron shod fists - d8 punching

63. Head Cannon - one soul per shot, d10

64. Intoxicating stench - radius 5' DC10 WIL save or lose d3 INT and AGL gain d3 STR and STA.

65. Wheels for legs - Move +30' AGL -4

66. Burning skull flails for arms -2x d8 dmg

67. Floating Orb Body - fly

69. Long poison tongue - 1d4 +d4 poison

70. Glue skin - AC +1 and sticky

71. Skeletal - AC +3 immune to crits

72. Flaming Piss - d6 fire damage

73. Rocket elbows - Fly

74. Helicopter Hunchback - fly

75. Tentacle feet - +3 AGL





76. Suckers - +5 to REF saves
77. Demonic fangs d6 bite
78. Chest Face- breathes fire d10 cone
79. Screeching armpits - DC15 WILL save or stun for d3 rds
80. Large Tusks - d10 gore
81. Nose bees - swarm (single use) becomes autonomous.
82. Smog belching pipes - cloud of smoke +2 AC
83. Infinite Coke Pinkie -d3 INT and PER +d3 str and STA
84. Biomech chomping mouth - d8 bite
85. Electrical skin - successful melee attacker takes d6 lightning damage
86. Barbed hide - successful melee attacker takes d4 barb damage
87. mono tread for feet - move +10' AGL - 4
88. Molten talons d10
89. Mechanical centaur body - move +20'
90. Mechanical Arms - +4 STR
91. Crown of Horns +1 AC
92. Spiked tail - d8 tail dam
93. Knuckles of Brass +3 melee damage
94. Mechanical Telescoping legs - increased jump
95. Insect wings - fly
96. Insect legs - increased jump and +3 REF saves
97. Klartesh brazier head - exudes cloud of psychedelic smoke. All affected make DC 15 FORT save or roll drug effects
- 98-100 Roll Twice



# Random Vehicle Generator

- 1 Locomotion (wheels or not)
- 2 Chassis
- 3 Armor
- 4 Front/Ram
- 5 Power Source
- 6 Heavy Weapons
- 7 Interior
- 8 Crew



## 1. Locomotion: D6

1. Iron shod wheels
2. Treads
3. Mechanical legs
4. Spiked rollers
5. Monster truck tires
6. Hover Engines

## 2. Chassis: D6

1. Motorcycle (1)
2. Buggy (2)
3. Sedan (3)
4. Pickup (4)
5. Big truck (5)
6. War Bus (6)



## 3. Armor: D6

1. Scrap Metal Sheeting
2. Monster bones
3. Corpses
4. Scabs
5. Spiked Armor
6. Dragon Skin

## 4. Front/Ram: D6

1. Spiked Plow
2. Gnashing Iron Jaw
3. Spinning saw blades
4. Screaming Impaled victims
5. Grabber claw
6. Auger

## **5. Power Source: D6**

1. Chained Demons
2. Magical Blood Boiler
3. Orgasms
4. Nuclear Shit
5. Giant Beast Heart
6. Nun Furnace



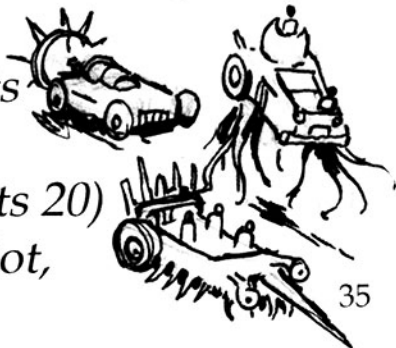
## **6. Heavy Weapons: D6**

1. Harpoon gun
2. Net launcher
3. Spear cannon  
(fires 10 spears per shot)
4. Flamethrower
5. Pneumatic saw arm
6. Sledge hammer chukka



## **7. Interior/Cabin/Crew Area: D6**

1. Pilot seat and gunner bubble
2. Pilot seat and open top gang hold (fits 10)
3. Pilot seat, Secondary Pilot seat,  
Look out nest, armored crew hold (fits 5)
4. Open topped Pilot seat,  
3x one man weapon turrets
5. Armored pilot seat,  
open topped crew hold (fits 20)
6. Possessed vehicle no pilot,  
10 hand holds for gangers



# TYPE OF CREW APPEARING    DISTINGUISHING FEATURES    VEHICLE DECORATIONS

1	HELL FRAGGLES	MANACLES AND CHAINS	LARGE FISH
2	HALF BIRD/HALF MAN	ARROWS AND KNIVES IN FLESH	BUTT TRUMPETS
3	CAACKLING DEVILS	ARMED WITH COOKWARE	LARGE SCREECHING BIRD HEAD
4	LIZARDS WITH HUMAN HEADS	HEAVY BLACK METAL ARMOR	MECHANICAL TORTURE DEVICES
5	FOLK WITH FISH HEADS	COVERED IN MOUTHS	ABUSED HUMANS IN CAGES
6	GIBBERING DEMONS	ON FIRE	MUTANT MUSICIANS

CREW

3D6

READ

A CROSS

1. POOR AC:10,HP:4    2. PESTILENT AC:16,HP:1    3. MALEVOLENT AC:12,HP:9



	DESCRIPTOR	TYPE	OUTFIT	3D6 MINI- BOSS GENERATOR
1	RABID	OGRERESS	CHAINMAIL ONESIE	
2	LEPEROUS	GIANT FROG	SPIKED PARTIAL PLATE	
3	FLAMING	LIZARD MAN	LIVING HELL BATS	
4	BLOOD WEEPING	GOAT MAN	MANSKIN CHAPS & THONG	
5	SINGING	GOB-LYNN	SCREAMING METAL FACES	
6	CHANTING	GYROCOPTER	RANK FUR BRITCHES	

ADD 1D4+1 UPGRADES/HP= 5D10 +25 /AC=10+2D4 / 2 ATCKS (1D10DMG)





# SOUL TOKENS



NAME:

AC

HP

STR

AGL

STA

INT

PER

SOULS

Former  
LIVES #1:

#2:

CURRENT  
FORM

3:-3 4-5:-2 6-8:-1 9-12

13-15:+1 16-17:+2 18-20

STAT MODS — 18:+3

ABILITIES:

INFERNO  
ROAD

REF:

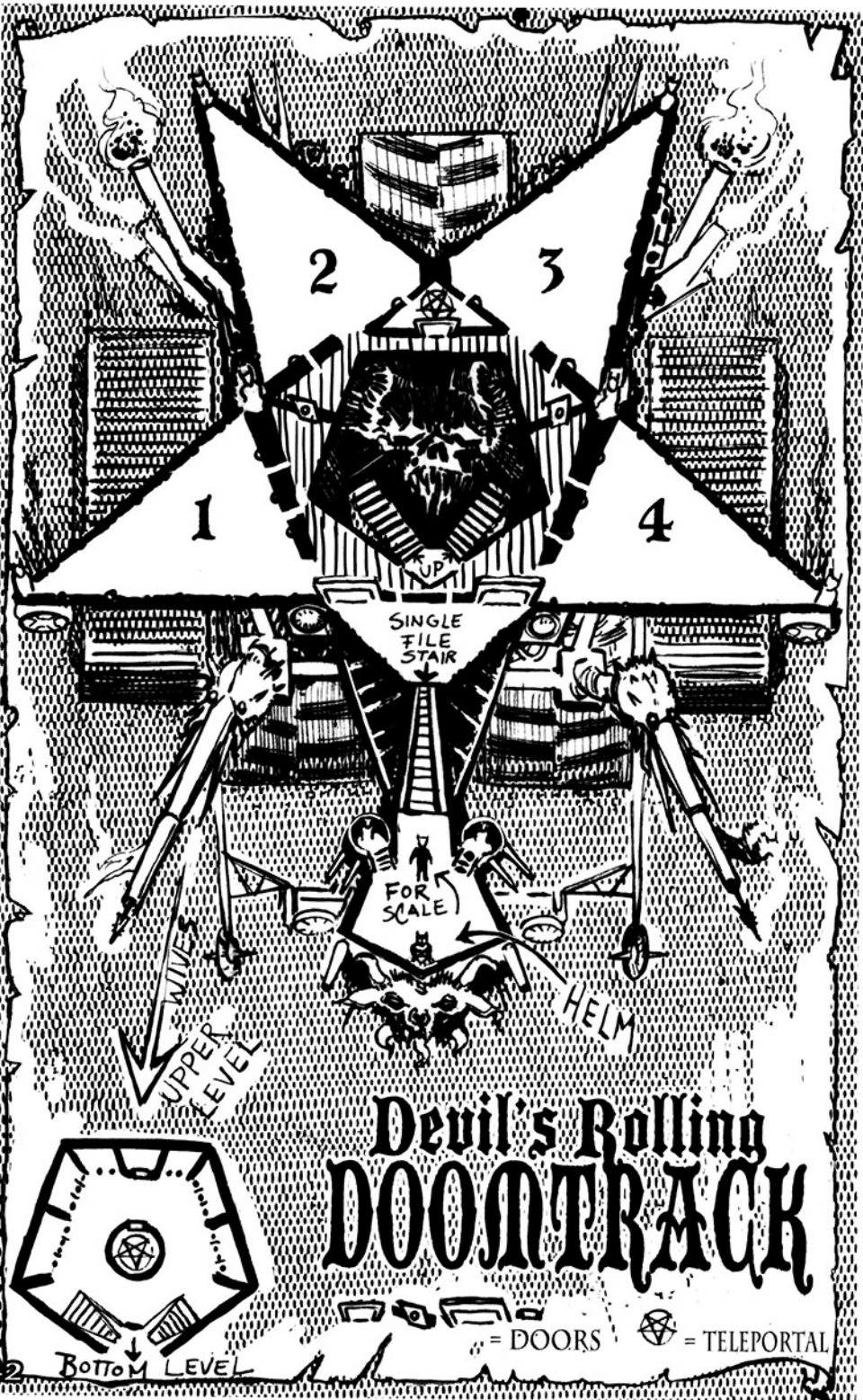
FORT:

WILL:

INITIATIVE:

SPEED:

STUFF ↓



# SOULS TAKE ID4 FORMS

1. CANCER!



DOES NOT MOVE

2. CANCER!  
WORM.



MOVES REALLY SLOW

3. CANCER  
CHICKEN!



RUNS AWAY!

4. SUB  
GRUB!



SEE SUB GRUB  
PAGE 24



The roars of the betrayed Dark Lords shake the foundations of hell. The Grand Architect of Evil is enraged. Satan shakes his chains and the whole of hell shakes with him.



Above you on the black cliffs stands your master, a black prince of hell. The beast thrusts its arms into the sulfurous air and howls along with its lord and master.

The ground shudders and your pit boils and froths. You and your ilk are cast up in a great hissing geyser. There is a terrible shriek and a thunderous flap of leathery wings as you are snatched from the air in the stone talons of some horror made of lies and murder. The sounds of your master's mocking laughter echoes as you are borne away.

