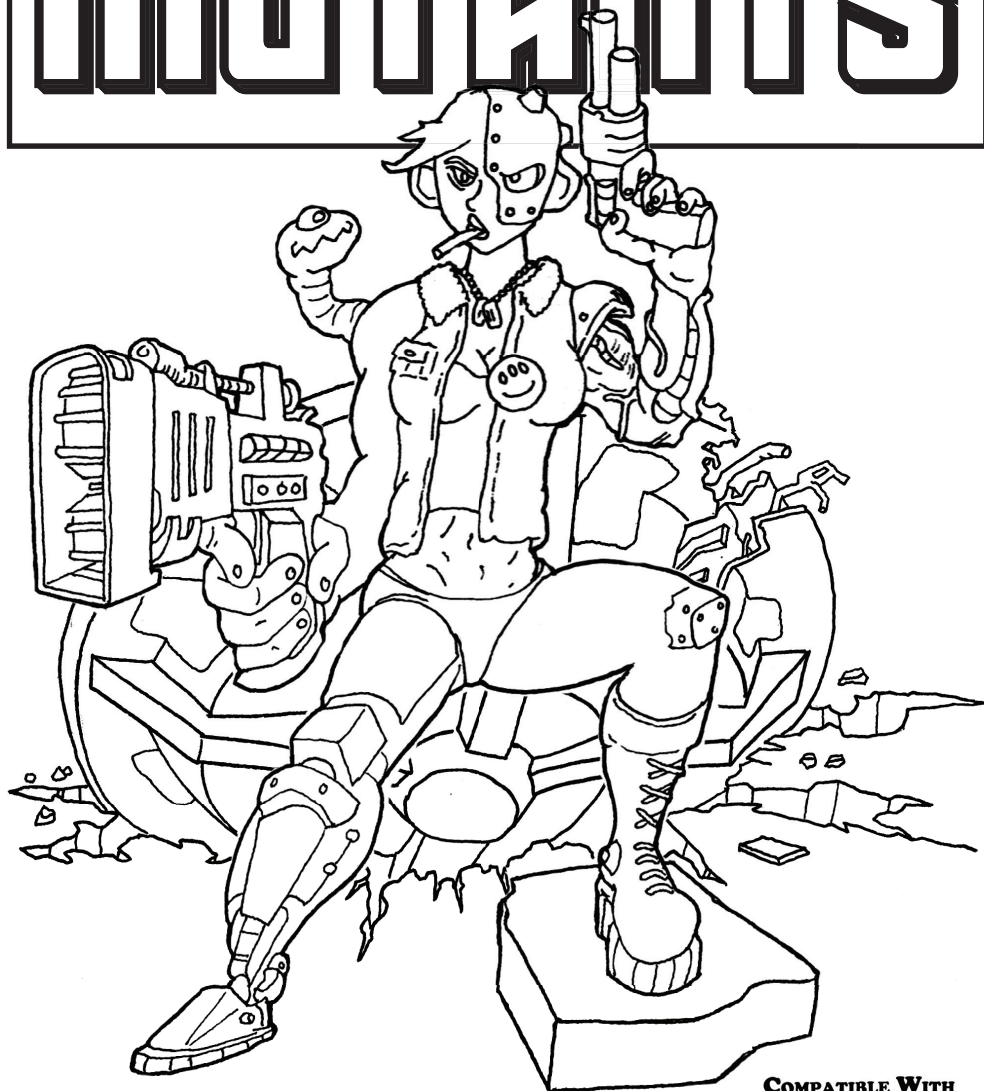


MOON MUTANTS

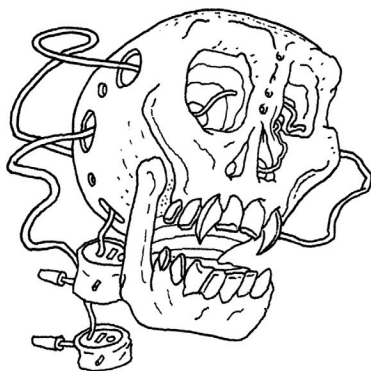


ISSUE No. 2

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IN THIS ISSUE:

- TOOLKIT FOR GENERATING GADGETS & GIZMOS
- A NEW CLASS: THE FERRODRUID
- NEW ATMOSPHERE & LAND VEHICLES
- NEW MONSTERS IN THE MUTANT MOONAGERIE
- AND A NEW ADVENTURE:

URTHBOUND & DOWNED

- ALSO: RELICS OF THE FORMAT WARS,
PERSONAL VEHICLES, & RIDING BEASTS

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MOON MUTANTS

Foretold in the ancient calendars, early in the 21st century a rogue object from deep space hurtled between the Earth and the Moon. Its passage caused catastrophic destruction around the globe, ripping the very fabric of time and space itself; yet mankind survived.

Over six centuries later, the Moon itself is reborn. Reformed from its shattered remnants as a bubbling orb of undulating scar tissue, it struggles to properly heal itself while splitting apart in the swell of explosive growth. It pulses with lambent life, hiding its denizens within the potent glow of the pinkzone. Wonders and horrors unimaginable wait within the unplumbed depths of the Mutant Moon. Will you brave the uncertain future in the shadow of this lunar weirdscape?

Welcome to the second issue of *Moon Mutants*. We're glad to see you back! This is the second Umerica zine for the *Dungeon Crawl Classics* RPG. It follows in the weird footsteps of *Crawling Under a Broken Moon*, the very first Umerica zine. *Moon Mutants* sets the stage for an alternate future of Umerica's Urth, over six centuries after an Inter-Tribal War decimated all life. Most of the action takes place on the reborn Moon, usually known as either Mother Moon or the Mutant Moon. You'll notice many references to existing material from Umerica, and we encourage you to go buy it all.

This issue adds new methods of travel, weird technology and gadgets, a new class, new vehicles, new monsters, and a new adventure. Mix any of this content with your existing Umerica DCC game for an extra dose of weird wonder. Moon Me!

TECHNOLOGY ON THE MUTANT MOON

ONE MAN'S TREASURE IS ANOTHER MAN'S TRASH

When innovation begins to form an endless loop, the end result is redundancy. Currency and economic systems have begun to form the same pattern, but certain materials retain their value even long after economic collapse has ruined a society. Metal can be worked into small bits, carried and traded as currency, or used for practical ends. Metal is precious, and it forms the backbone of every technologically advanced civilization.

SIM CARDS ARE AS NUMEROUS AS PENNIES

Copper pieces are abundant on the moon. After the great conflict, metal deposits were depleted, and the only abundant workable metal remaining was copper. This metal became the workhorse of industry over the course of six centuries, and it was repurposed for every use conceivable. Now there's more copper than is practical to use, and it is often so available that you can earn a living by gathering copper bolts from the gutters. Titans of industry are outlived by the titans they create. Every machine has needs, and even machines that have outlived their original purpose can find new life and renewed meaning on the lunar surface.

THE BALANCE IS SHIFTING

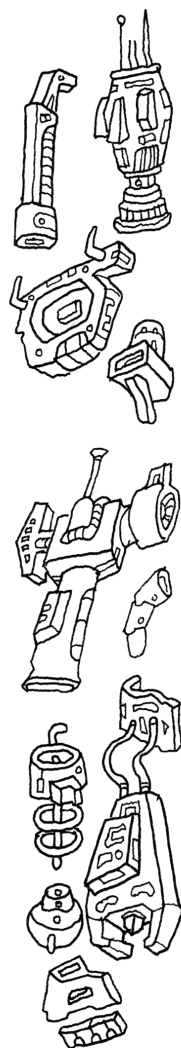
The natural equilibrium has shifted from Balance to Chaos in the space between Urth and Mother Moon. Natural cycles, forces, and patterns have accelerated rapidly, and every ecosystem shows signs of these changes. On the Moon and also on Urth, adventurers will encounter forms of life that have adapted to conditions beyond science or reason. Many creature entries and historical references are covered in Umerica sourcebooks and also the original *Crawling Under a Broken Moon* zine. This issue will revisit some of the themes from issues #1-4, looking at them through a warped telescope lens showing us the glowing center of Umerica's "moonlit zone." Walk with me now as we explore this weird future together, utilizing the popular technology, media, and travel machines of the sixth century and perhaps we'll even join the moonlings on their next tour of Urth. From a safe distance, of course!

After all, we don't want to get our ship shot down in the imminent crossfire between the warring factions, do we?

GADGETS & GIZMOS TOOLKIT

Junk is littered across the lunar surface, giving scavengers and desperate fortune seekers plentiful options for survival and trade. Whenever an unknown device is found, roll 2d24 on the table below to determine the function of the device. The immediate usefulness of the item may not be readily apparent, and physical features vary wildly. Judges are encouraged to use creativity when explaining the aspects and moving parts of these esoteric implements. After determining the item's form and function, roll on table MM00 (*Moon Mutants #1* pg. 8) to determine its composition.

1	disposable	1	hammock
2	all-purpose	2	tether (10'-100')
3	streamlined	3	grapple-hook
4	collapsible	4	sampler
5	handheld	5	scanner
6	ray-proof	6	harvester
7	hydro-collecting	7	container
8	extendable	8	fastener
9	energized	9	habitat
10	oxygen	10	tent
11	modular	11	prod
12	tractable	12	hotplate
13	noise-cancelling	13	communicator
14	glowing	14	generator
15	self-balancing	15	stabilizer
16	pocket-sized	16	freezer
17	universal	17	box
18	multi-function	18	tool
19	galvanized	19	footlocker
20	magnetized	20	media player
21	pressurized	21	beacon (on/off only)
22	remote-activated	22	battery
23	grounded	23	metal pole
24	acclimating	24	emergency blanket



HOW IS IT POWERED?

If a discovered device has any kind of function, there is a 50% chance it will require a specific type of power source. Roll 1d30 and use the table below to determine what kind of power source it requires.

1	self-powered
2	divinely powered
3	internally powered
4	requires lunar energy
5	works inside power fields
6	uses quantum centrifuge
7	powered by magnetism
8	powered by unseen energy
9	needs fossil fuel
10	feeds on friction
11	works with latent magic
12	powered by cosmic rays
13	possesses metabolic cycle
14	needs to be hand-cranked
15	powered by generator
16	requires solar wind
17	fueled by chemical reaction
18	psionically active
19	leeches off trapped elements
20	needs background radiation
21	powered by intrinsic field
22	works with antimatter reactor
23	processes waste into energy
24	powered by atomic fusion
25	functions by gas byproducts
26	uses a trapped singularity
27	gathers solar power
28	specific crystal matrix needed
29	works with extraplanar forces
30	requires battery packs

CURSED POWER SUPPLY

Much like any DCC game, there is always a chance something is cursed. 5% of powered devices will run on cursed sources. Roll 1d6 below to determine its nature.

1	requires humanoid souls
2	feeds on iron-based blood
3	consumes sanity for fuel
4	use causes Stamina loss
5	produces corruption in user
6	eats copper pieces for fuel





THE FERRODRUID

A magnetic manipulator bonded to invisible forces beyond reckoning.

Druids have long protected the balance of Life within the vast ecosystems that populate the cosmos. In this age warped by power, it is no wonder that a new discipline of spellcasters has risen from the lunar tides.

Ferrodruids protect the natural balance of the unseen magnetic spectrum. This duty comes with vast powers of control over metal and electromagnetism. This power must be used wisely, and it demands a heavy cost.

Cloisters of Ferrodroids have begun to take shape on the lunar surface, wielding their immense powers in order to erect academies and monasteries. Their physical forms have become altered by unique technological devices and implants used to hone and focus the flow of magnetic energy.

Hit points: The ferrodroid gains 1d6 hit points each level.

Weapon training: Ferrodroids train with weapons composed primarily of metal or ferrofluid (*see Table TM-00, Moon Mutants #1*). Any armor may be worn, but plastic/rubber/glass/ceramic will impose check penalties during spellcasting attempts.

Alignment: Ferrodroids live according to the power of magnetic poles. Neutrality is represented as the core principle of alignments that both morality and atomic motion revolve around. Chaotic ferrodroids favor destroying bonds, while Lawful ferrodroids concentrate on attractive motion.

Personal static field: While a ferrodroid may elect to walk on the ground like everyone else, this will cause depolarization while grounded. Normally, they will choose to fly at a speed of 20' or hover without movement. Ferrodroids will typically sleep while hovering, to maintain polarization.

Caster level: Caster level is a measurement of a ferrodroid's power in manipulating magnetic fields. A ferrodroid's caster level is usually equal to class level but may be modified under certain circumstances. Powerful external magnetic forces may drain the intrinsic charge from a ferrodroid's body, imposing a loss of caster levels while the force persists.

Magic: A ferrodroid is able to manipulate magnetic fields. This form of magic is known as pseudomercurial magic.

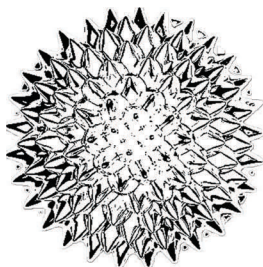
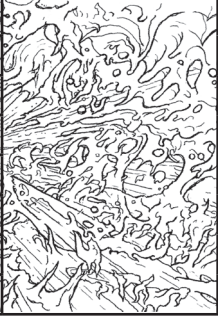


TABLE MFD00: THE FERRODRUID

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

FERRODRUID SPELL LIST

	1st Level (d14)	2nd Level (d14)	3rd Level (d14)	4th Level (d6)
1	Cantrip	Arcane affinity	Breathe life	Liquefy metal*
2	Choking cloud	Detect invisible	Dispel magic	Control fire
3	Detect magic	ESP	Entropic maelstrom	Control ice
4	Feather fall	Fire resistance	Fireball	Polymorph
5	Flaming hands	Invisibility	Fly	Transmute earth
6	Force manipulation	Invisible companion	Gust of wind	Wizard sense
7	Compress metal*	Knock	Haste	
8	Magic missile	Levitate	Lightning bolt	
9	Magic shield	Locate object	Magnetic wave*	
10	Mending	Phantasm	Planar step	
11	Read magic	Reshape metal*	Slow	
12	Runic alphabet, <i>m.</i>	Scorching ray	Sword magic	
13	Spider climb	Shatter	Tech jinx (USG 161)	
14	Ward portal	Wizard staff	Warp & weft	

Mercurial weirding: Cunning ferrodruids may bend and reshape the mercurial weaves tied to a specific spell within visual range. Weirding requires 1 hour of intense concentration and a Tuning check (see pg. 11). Rolling a 1 causes depolarization. Beating a DC 14 + spell level allows the tuner to re-roll one Mercurial Magic effect tied to the targeted spell.

Luck: A ferrodruoid’s Luck modifier applies to all spell checks.

Level	Spells Known by Level			
	1st	2nd	3rd	4th
1	3	-	-	-
2	4	-	-	-
3	5	3	-	-
4	5	4	-	-
5	6	5	2	-
6	6	5	3	-
7	7	6	4	-
8	7	6	4	1
9	8	7	5	2
10	8	7	5	2

These rules apply to ferrodruoid magic:

- **Natural 1 on spell checks will depolarize you (you lose 1 caster level and Fumble any held metal objects. Lose the ability to fly).**
- **Spellcasting can cause corruption.**
- **Spellburn requires physical attribute burn.**

Tuning: Restoring polarization requires a discipline known as Tuning. It will restore the ability to fly and cast spells without penalty. Tuning costs 5 copper pieces as a baseline and requires one full round to complete. Roll an action die + caster level + 1 for every 5 copper pieces consumed during the ritual. Successful Tuning is achieved with a DC 10 outside of combat, or DC 15 while engaged in a fight. The process corrodes the copper, leaving behind only carbon dust and filings.

Spinal interface: Ferrodruoids employ a uniquely integrated neural processor in order to achieve techno-biological equilibrium with the polar tides. To this end, they receive a +1 bonus to initiative checks and AC while polarized. Any ferrodruoid who removes their spinal interface will perish unless assisted by advanced surgery. Spinal fluid must be cleaned and recycled every 600 hours (roughly every solar month). This function is completed by the interface itself, but it requires absolute stillness of body for 1 hour, otherwise the spinal membrane may rupture and cause permanent full body paralysis. The software and inner workings of the spinal interface is a closely guarded secret of the ferrodruoid monasteries.

COMPRESS METAL



Level: 1	Range: 0' Duration: Instant Casting time: 1 action Save: Reflex
General	Metal will bend to your will.
Manifestation	Roll 1d4: (1) metallic shrieking; (2) spark shower; (3) glowing green energy; (4) black hole enfolds the target.
Corruption	Roll 1d4: (1) dent appears in head; (2) lungs emit a raspy metallic breathing sound; (3) minor; (4) major.
Misfire	Roll 1d4: (1) suffer a broken bone; (2) blood coagulates for d10 damage; (3) weapon reduces in size for -1d; (4) your copper pieces all compress into foil worth 5 cp.

1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1) corruption; (2+) misfire.
2-11	Lost. Failure.
12-13	Harden your worn metal armor, increasing its Armor Level by 1.
14-17	Make your metal armor impervious, preventing degradation.
18-19	Temper a metal weapon, increasing its base damage by +1d. If this weapon is Fumbled, decrease base damage by -1d.
20-23	Burst a metal object by causing waves of pressure to strike it.
24-27	Turn a metal object two size categories smaller than it was.
28-29	Crush a metal object to the subatomic level, obliterating it.
30-31	Fold a metal object into itself until it ruptures and releases an explosion of energized heat dealing 5d6 + CL damage in a 30' radius. Reflex save for half. You are immune to the damage.
32+	Shield yourself for the next 8 hours with a protective barrier of magnetic compression. Any time ammo or metal weapons strike your shield, they are instantly compressed into harmless atoms. Metal creatures such as robots may be instantly crushed if they strike your shield and fail the appropriate saves. While your shield is active, you gain +1 AC, you may not become depolarized, and you may cling to metallic surfaces or compress metal physical barriers by touching them. Worn metal items and armor are unaffected by this spell. Shield may be suspended or dismissed at any time during the duration, and may be freely resumed as long as some duration remains. Suffering depolarization while the shield is suspended will dispel it.

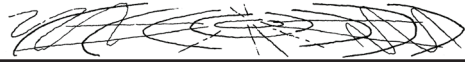
RESHAPE METAL



Level: 2	Range: 30' Duration: Instant or Varies Casting time: 1 action Save: Will
General	This spell causes metal targets to assume new forms.
Manifestation	Roll 1d4: (1) glimmering light; (2) ripples of force; (3) nanomachines infest the target momentarily; (4) purple energy saturates the target, giving off warmth.
Corruption	Roll 1d4: (1) spine compresses inflicting 1 Agi damage; (2) eyes begin to bleed metal tears; (3) minor; (4) major.
Misfire	Roll 1d4: (1) a random ally's weapon will warp into a metal doll; (2) target item will morph into a figure-8; (3) spine elongates raising your height by 2"; (4) brain starts to grow an alien implant, suffer a d4 Crit result on Table AL (Twisted Menagerie Manual pg. 269).

1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1-3) corruption; (4+) misfire.
2-11	Lost. Failure.
12-13	<i>Shoelace.</i> Morph a single item of this size into a simple form.
14-15	<i>Pants.</i> 1 metal item of this size may be turned into another form.
16-19	<i>Drum.</i> Turn a metal item of this size into another type of item.
20-21	<i>Table.</i> Transform any one item of this size into another item, regardless of complexity or quality level.
22-25	<i>Dumpster.</i> A metal item of this size becomes a new shape of your choosing. You may shape it into a structure or simple item.
26-29	<i>Truck.</i> Warp any metal item, vehicle, structure, or machine of this size into a type with moderately complex form and function.
30-31	<i>Barn.</i> Reshape one metal item, vehicle, structure, or machine into another form of equal or lesser complexity and quality.
32-33	<i>Blimp.</i> One item, structure, or vehicle of this size is refashioned into one or several forms (up to 4) and may shift between them if the caster spends an action. Any complexity may be chosen.
34+	<i>Pyramid.</i> One metal item, structure, machine, or vehicle of this size assumes a new form and is also imbued with a semblance of life. Roll 3d6 for each mental attribute. This item gains a d20 action die and may elect to reshape itself by spending an action. Duration is permanent. Alignment typically mimics the caster.

MAGNETIC WAVE



Level: 3	Range: 10' wave emitted from caster Duration: Instant Casting time: 1 action Save: Reflex
General	Using powers of attraction or repulsion, the ferrodruoid pushes or pulls a wave of magnetic force.
Manifestation	Roll 1d4: (1) energy currents raise hairs on the skin; (2) flowing prismatic rays; (3) fractal vortex; (4) humming.
Corruption	Roll 1d4: (1) ears bleed; (2) high-frequency feedback can be heard anywhere you go; (3) minor; (4) major.
Misfire	Roll 1d4: (1) suffer damage from a random nearby weapon; (2) spinal fluid ejects for 1 Sta damage; (3) turn inside out twice and lose your next two actions; (4) ammo in a 30' radius fires at you with a +0 bonus to hit.

1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1-3) corruption; (4+) misfire.
2-11	Lost. Failure.
12-15	Push or pull one metal object within range 5 + CL feet.
16-17	Blast a wave of force for 1d4 + CL damage. Save for half.
18-21	Increase damage to 3d4 + CL. Save for half. Targets that fail trip.
22-23	Push or pull all metal objects within range. Caster may direct them to be hurled at any target within 100 feet with +0 to hit.
24-26	Metallic items in range may be freely moved to block attacks or may be added to an orbiting shield of gyrating magnetism focused on the caster. Items will continue moving as intended for the next d3 rounds, providing 2 levels of armor with 2 ablatives.
27-31	Exert a sudden wave of destructive force. 6d10 + CL damage.
32-33	Intense magnetic burst causes catastrophic damage, doubled against vehicles or buildings made of metal. 8d14 + CL damage.
34-35	Crush or explode all metal within range, either drawing it toward you or hurling it away 100 feet. Affected metal is wrenched for 100 damage and is destroyed entirely if reduced to 0 hit points.
36+	Polarize gravity for all things within range. Metallic items, beings, vehicles and structures that fail saves will either be hurled skyward 500 feet or pulled groundward 500 feet. Judge decides damage, but is recommended to choose a damage value from lower entries on this table and add effects if needed.

LIQUEFY METAL



Level: 4	Range: 60' Duration: Instant Casting time: 1 action Save: Will
General	Ferrodruid causes metal substances to assume a liquid state. Caster may choose lower results when casting.
Manifestation	Roll 1d4: (1) ray of distortion; (2) waves of undulating force; (3) fractal tessellation; (4) target begins to bubble.
Corruption	Roll 1d4: (1) 1d3 fingers become semi-fluid metal; (2) skin takes on a chrome tinge; (3) minor; (4) major.
Misfire	Roll 1d4: (1) one random item belonging to the caster melts into nothingness; (2) target reforms with increased hardness; (3) spinal interface melts slightly, dealing 1 damage; (4) blood becomes tainted, suffer a Crit result on Table U (DCC RPG 390) using a d3.

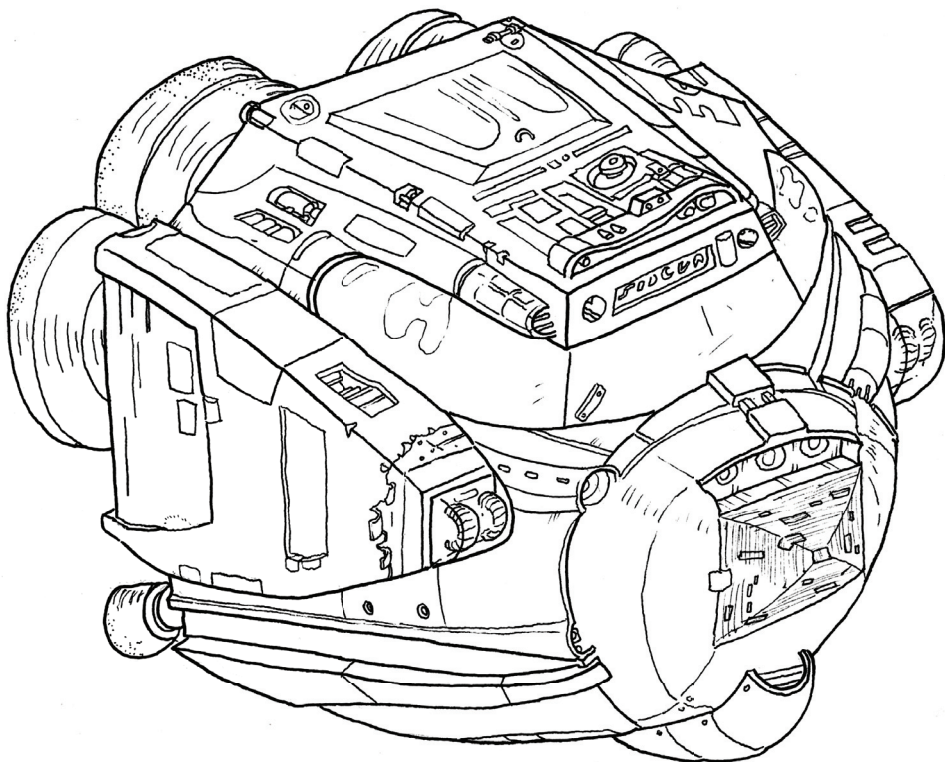
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1-3) corruption; (4+) misfire.
2-11	Lost. Failure.
12-15	<i>Ball bearing.</i> A metal object of this size boils into fine mist.
16-17	<i>Copper piece.</i> Any metal item of this size melts into bubbles.
18-21	<i>Alarm clock.</i> A metal item of this size relaxes into a liquid state.
22-23	<i>Outhouse.</i> One metal item or structure of this size turns liquid.
24-26	<i>Motorboat.</i> A metal item, structure, or vehicle of this size starts to liquefy. Full liquefaction takes d3 rounds after casting.
27-31	<i>Warehouse.</i> An item, structure, or vehicle of this size (66% metal composition or higher only) liquefies after 1 turn of warping.
32-33	<i>Skyscraper.</i> One item, structure, or vehicle of this size (66% metal composition or higher only) shudders before violently collapsing into a shapeless blob of liquefied metal. It may cause a liquid metal tsunami, depending on volume and terrain.
34-35	<i>Asteroid.</i> A metal item, structure, or vehicle of this size squirms and shifts abruptly before bursting into a torrent of liquid metal streams. Depending on volume, this may cause smothering, suffocation, drowning, or widespread eco-contamination.
36+	<i>Planet.</i> One megastructure, planet, or nebular cloud composed of at least 66% metallic makeup will instantly liquefy. If this spell is reversed, it may transform the target into a solid form instead.

NEW ATMOSPHERE VEHICLE TRAITS

Entry - This vehicle has onboard guidance systems that provide calculated flightplans during any attempt to enter atmosphere from orbit. Add +1d3 to any control checks made during entry. If control is lost, the Entry computer will make an automatic check to regain control using a d20 action die with half the pilot's normal bonus + 1d3.

Descent - This vehicle is built to withstand intense heat, friction, and pressure caused by descent through an atmosphere. As long as the vehicle is controlled, it will ignore normal environmental damage caused by descent. Even if control is lost, environmental damage will be reduced by an additional d30 Armor die, subtracted after the normal Armor die.

Landing - Crafts with landing mechanisms can include deployable chutes, inflatable drag balloons, cushioned wheels, grapple tethers, articulated landing struts, docking claws, or any combination thereof. Controlled landing checks of DC 25 or less will succeed automatically in this vehicle.



NEW VEHICLE TYPES

Shuttlepod

In times of sub-nebular war, many larger spacebound vessels were outfitted with weapons, armor, and escape pods. These pods have since been repurposed for use in exploration, racing, or recreation.

Note: In conditions of near-zero gravity, assume that all speed value results are multiplied by ten. This change in speed does not hinder operation of vehicles designed specially for atmospheric travel.

Atmospheric Wipeout Results should mimic Table AWO-1 (USG pg. 144) or use the Failed Entry Results (FE-MM00) on page 21.

Capsule-class Shuttlepod: Init +2; Atk rundown +1 melee (2d8 +Collision damage bonus); AC 10; Armor Die [1d6]; HD d10; Speed (Flight) Level cruise 3/ max 5; Act 1d20; SV Fort +3, Ref +1, Will NA; Fuel Tank 1d20; Guzzle 2.

Basic Traits: *entry, descent, landing, sealed.*

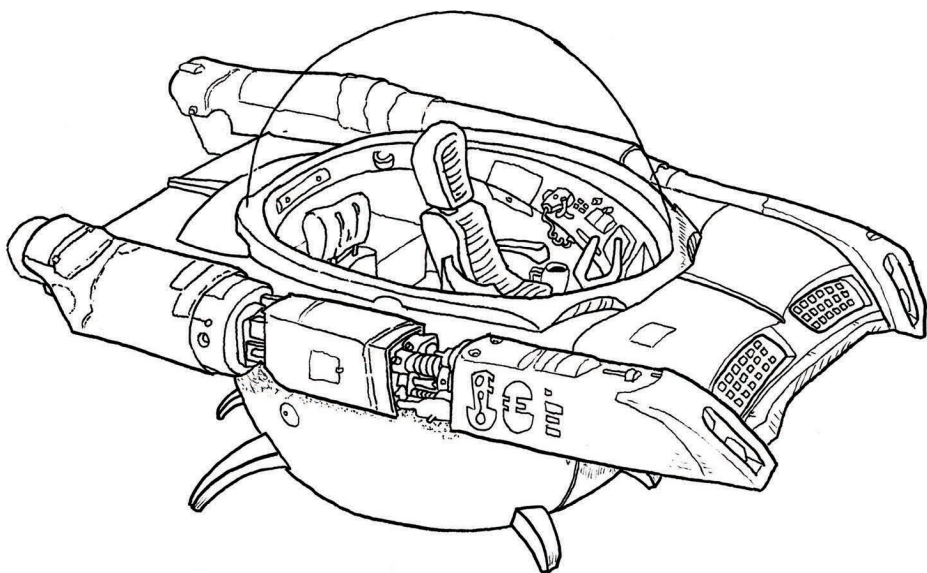
Shuttlepod Traits

Any Aircraft Vehicle Traits or Military Vehicle Traits may be added, as well as all Orbital and Atmosphere Vehicle Traits.

TABLE VCMM88: VEHICLE CONTROL MODIFIERS

Use this table as a guideline for orbital or atmospheric vehicle control.

Standard operational Control roll	5
Controlling without instruments	9
Clouds, distortion, or other visual obstructions	+2
Turn and burn (requires Speed level 5 or higher)	16
Complex attack maneuver (barrel roll or aileron roll)	18
Radio interference, distracting feedback	+1
Plasma burns and other ongoing damage effects	+3
Intense radiation or crosswinds	+2
Landing without mechanisms (only possible at Speed lvl 0-1)	30
Entry without guidance	22
Descent without protection	27
Takeoff (requires at least 1d6 in Tank. Roll Guzzle twice.)	7



Autoflier (Flying Car)

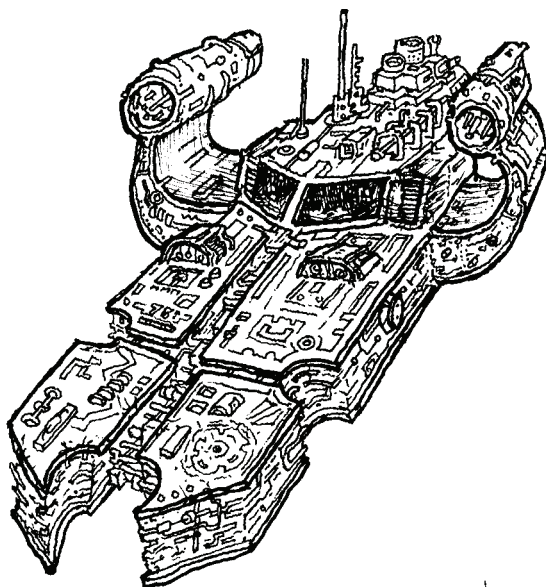
These are the flying automobiles that became wildly popular six centuries ago. During the Inter-Tribal Conflict, most flying automobiles were turned into snub-nosed dogfighters with weaponry fixed to the undercarriage. Passenger seating is limited to 1, but some models include bucket seats providing space for up to 4 additional riders. Industrious operators may choose to customize autofliers for atmospheric or even space travel. In these cases, be aware of the speed and conditional guidelines laid out in earlier entries. Flying automobiles are highly available, with your average beater-quality *Flingenberger* sedan costing 2,500 copper pieces per HD. This cost is usually mitigated through leasing contracts, paid in blood or organs depending on region and seasonal trading climate.

Flingenberger Sedan-class Autoflier: Init +2; Atk rundown +5 melee (2d6 +Collision damage bonus); AC 11; Armor Die [1d6]; HD d12; Speed (Flight) Level cruise 4/ max 6; Act 1d20; SV Fort +2, Ref +1, Will NA; Fuel Tank 1d14; Guzzle 2.

Basic Traits: *landing, sealed.*

Autoflier Traits

Any Aircraft Vehicle Traits may be added, as well as all Orbital and Atmosphere Vehicle Traits.



Speeder

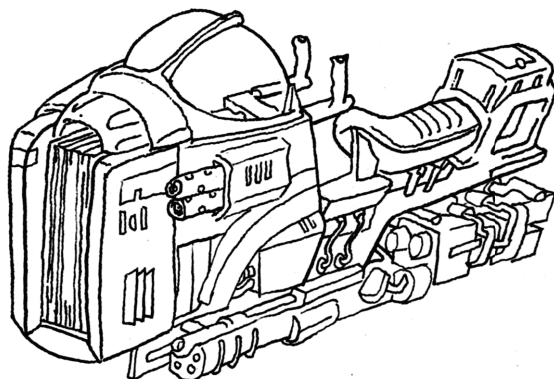
The eponymous speeder has gained notoriety among ruffians, scoundrels, and gang members who enjoy off-road mobility coupled with unbridled chutzpah. Under the hood, every speeder boasts broad-array gravlift suspension and polychrome induction coils. Hover ability is stable at any speed and will continue functioning even if fuel runs out. Outer hulls vary, coming in both Open and Closed chassis types. Speeders have never fallen out of common use, and they have become an iconic fixture of the swollen dunes. Most owners refuse to sell their speeder, which is commonly a family heirloom passed from generation to generation. Buyers looking for a speeder at discount prices are better off commissioning a private builder to construct it custom-made.

Subnub Hoverline Type XV-class Speeder: Init +4; Atk rundown +3 melee (2d8 +Collision damage bonus); AC 11; Armor Die [1d6]; HD d10; Speed (Hover) Level cruise 5/ max 10; Act 1d20; SV Fort +3, Ref +1, Will NA; Fuel Tank 1d8; Guzzle 3.

Basic Traits: *dangerous, nimble*.

Speeder Traits

Any kind of trait may be added (unless your Judge tells you otherwise).



Speeder Trike

These ultralight hovercraft provide the same sense of demonic velocity as the iconic speeder vehicle, with slightly improved responsiveness and added risk of physical injury. A new breed of Road Hawg (*Umerican Road Atlas* pg. 122) has planted boots on the Moon: *The Hover Hawg*. These pig-faced bastards are allowed to use speeder trikes as their starting cycle, and they may add *Bike Mods* to their trike as well (replace the transforming result of #10 with a *Light Mech* from USG pg. 146 in place of *Gyrocopter*). Beater-quality speeder trikes can be commercially purchased for around 2,000 copper pieces nearly anywhere. They are nearly as plentiful as personal vehicles (pg. 32) and are sought after as symbols of status, wealth, and potency.

Rocksteady-class Speeder: Init +5; Atk rundown +2 melee (2d5 +Collision damage bonus); AC 13*; Armor Die [1d4]; HD d6; Speed (Hover) Level cruise 5/ max 10; Act 1d20; SV Fort +0, Ref +2, Will NA; Fuel Tank 1d6; Guzzle 2. *Vehicle only, passenger uses their own AC.

Basic Traits: *open, very dangerous, very nimble.*

Speeder Trike Traits

Any kind of trait may be added (unless your Judge tells you otherwise).

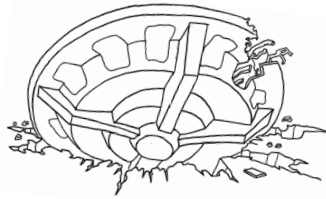


TABLE FE-MM00: FAILED ENTRY RESULTS

Roll a d20 Wipeout die any time an atmospheric entry check is failed. Subtract pilot's Luck mod. Burning luck may offset the result.

0	Minor buckling. 33% chance your next Wipeout die is rolled at +1d.
1-2	Stress fractures. Increase next Wipeout die by +2d. 15% chance a hatch blows, ejecting everyone out of craft.
3-4	Soft tumble. Lose control for 1 round and increase all Wipeout die by +4d until control is regained.
5-6	Full rotation. Lose control for 2 rounds and increase all Wipeout die by +4d for d3 rounds. Deal d6 damage to all beings inside the vehicle. Every 6 breaks a bone.
7-8	Spinning freefall. Lose control for 3 rounds. Vehicle takes 8d4 damage from friction. Passengers suffer 3d6 damage and 1 broken bone. 13% chance a hatch blows.
9	End-over-end topple. Lose control for 4 rounds. Vehicle takes 10d4 damage from friction and stress. Passengers suffer 5d6 damage and 2 broken bones. 50% chance a hatch blows. 5% chance of an internal fire (1d6 burn).
10	Plummet. Control is lost and cannot be regained unless computer aided. Roll Wipeout again twice on this table.
11	Terminal plunge. Control equipment destroys itself. Emergency systems will activate, if functioning. Vehicle sustains 40 damage from stress. 75% chance all hatches will blow open, ejecting all riders and breaking 6 bones.
12	Controlled impact. If vehicle controls are not destroyed, a DC 10 control check allows for a controlled crash landing. Vehicle is wrecked and rolls sideways losing 1d3 Speed and taking 8d4 damage every round until Speed reaches zero or hit points reach zero. If the control check is failed, ignore this result and instead use result 13.
13	Crash down. Vehicle is destroyed. Crew must make a DC 15 Fortitude save or die. Survivors sustain 1d3 Stamina damage and 1d6 broken bones.
14+	Crater. Nothing is left of the vehicle except burning wreckage. Passengers inside take 13d4 damage from the impact. Survivors of the initial impact are on fire, suffer 2d6 Stamina damage and bleed for 1d6 damage every round with 1d6 broken bones.

MUTANT MOONAGERIE

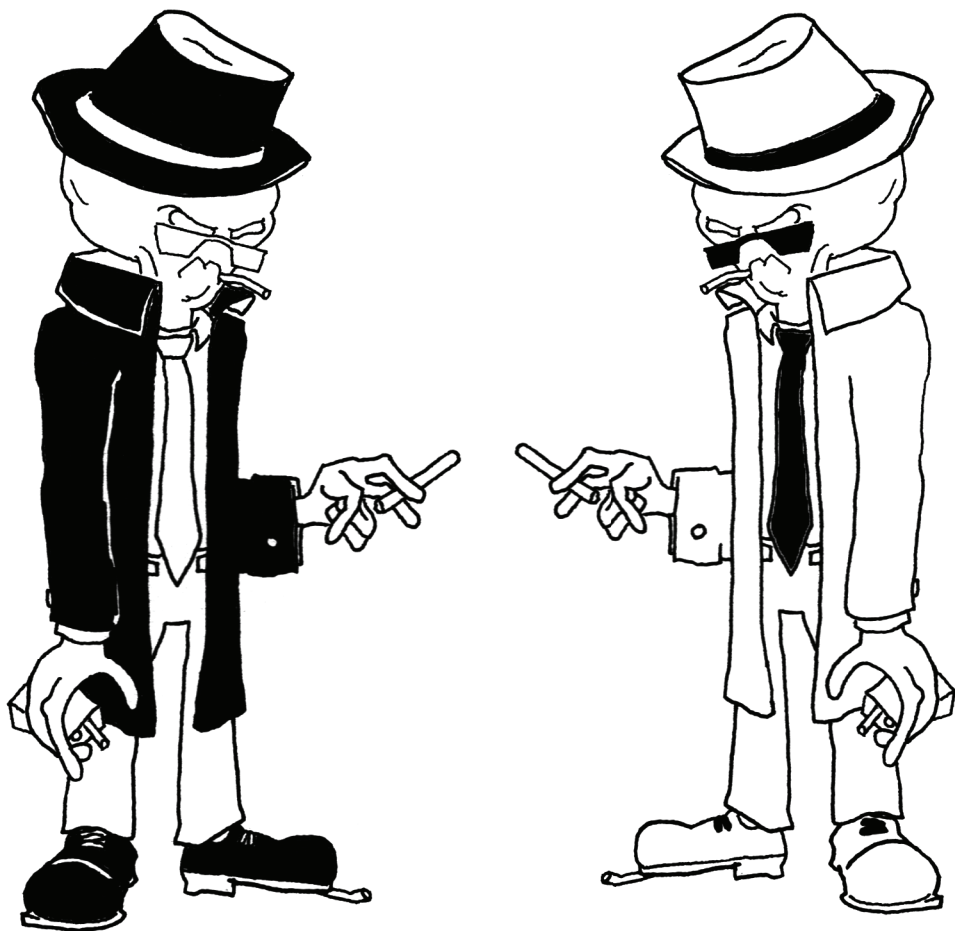


Urth Elemental: Init +0; Atk limb +1 melee (3d6); AC 15; Armor Die 1d10; HD 8d12; MV 40'; Act 3d20; SP glowing skin, grow Urth mutations; SV Fort +16, Ref +0, Will +10; AL C.

Unholy to the extreme, these putrid 12-foot-tall mistakes of war are the castoff sins and negative emanations of the world before, now the Broken Urth. Woe to those who foolishly summon these insufferable entities, for they will be torn asunder with the rising of the lunar tides.

As morally corrupt as the old Urthlings were, they were not nearly as spiritually unclean as the glowing un-dead scar left on the psyche of the slain Urth. With the passing of strange seasons, the Urth's tortured ground rejected this wretched filth, purging it in waves of glowing vital essence so that it may seek its destiny by spilling toxic waste on other far-off fields. Whenever an Urth Elemental takes damage, it gains that many points of *glow* (USG pg. 71). Roll 1d10 below any time an Urth Elemental decides to grow an Urth mutation (must spend 10 points of *glow* and use an action).

1	Grow another limb. Action die allotment increases by +d20.
2	Grow another pair of ambulatory limbs. Speed increases by +20'.
3	Gain the bullet barrage attack of a <i>lesser gun elemental</i> (TMM pg. 78) +10 missile (4d8, range 200'/400'/600') and bullet immunity.
4	Gain Golem traits : immunity to mental attacks, fear, charm, sleep, poison, and suffocation. Melee attacks gain +1d6 damage. Urth Elemental manifests visual traits of a <i>junk</i> or <i>vehicle golem</i> .
5	All Action die change from d20 to d24. Use Giants crit table (DCC RPG pg. 389) and gain the bite attack of a <i>clownaut</i> (TMM pg. 27) +13 melee (2d8+6) and swallow targets on 50% of crits.
6	Skin changes into shifting plates of overlapping metal, stone, and trash. Lose glowing skin and all <i>glow</i> . Gain +2d Armor Die.
7	Limbs elongate and height doubles. Limbs gain +10' of reach.
8	Heal to full hit points and spill a 20' radius pool of glowing bile on the ground. Anyone beginning their round in the pool gains 1d8 points of <i>glow</i> unless they succeed at a DC 12 Reflex save.
9	Body splits into two whole Elementals. Divide remaining hit points equally and divide Action Die by two. <i>Glow</i> resets to 0.
10	Eject a newly spawned creature up to 10' away. Choose randomly from the <i>Twisted Menagerie Manual</i> or design a unique monster.



Moldy gray agent: Init +0; Atk knife +3 melee (1d4/1d10*) or semi auto pistol +5 missile (1d8) range 60'/120'/180'; AC 11; Armor Die 1d3; HD 2d8; MV 30'; Act 1d20; SP addicted to cigarettes, gumshoe skills; SV Fort +1, Ref +2, Will +5; AL N. **only used with a successful backstab.*

Conspiracy theories have polluted the thoughts of many an alien and mutant on every sphere inhabited by idle minds. When the gray aliens took part in the Xenocyte Wars in the early half of the sixth century, they suffered tremendous losses and were forced into hiding for two generations. During this period of genetic incubation, certain offshoot factions of radical scientists began to study databanks full of conspiratorial reports and esoteric theories. Plunging deeply into the rabbit hole, they left their gray brethren asleep in amniotic cryochambers and fled to the Moon. Now in the late sixth century, this weird black sheep of the gray family tree has culminated in an addled and disjointed community of xenophobes.

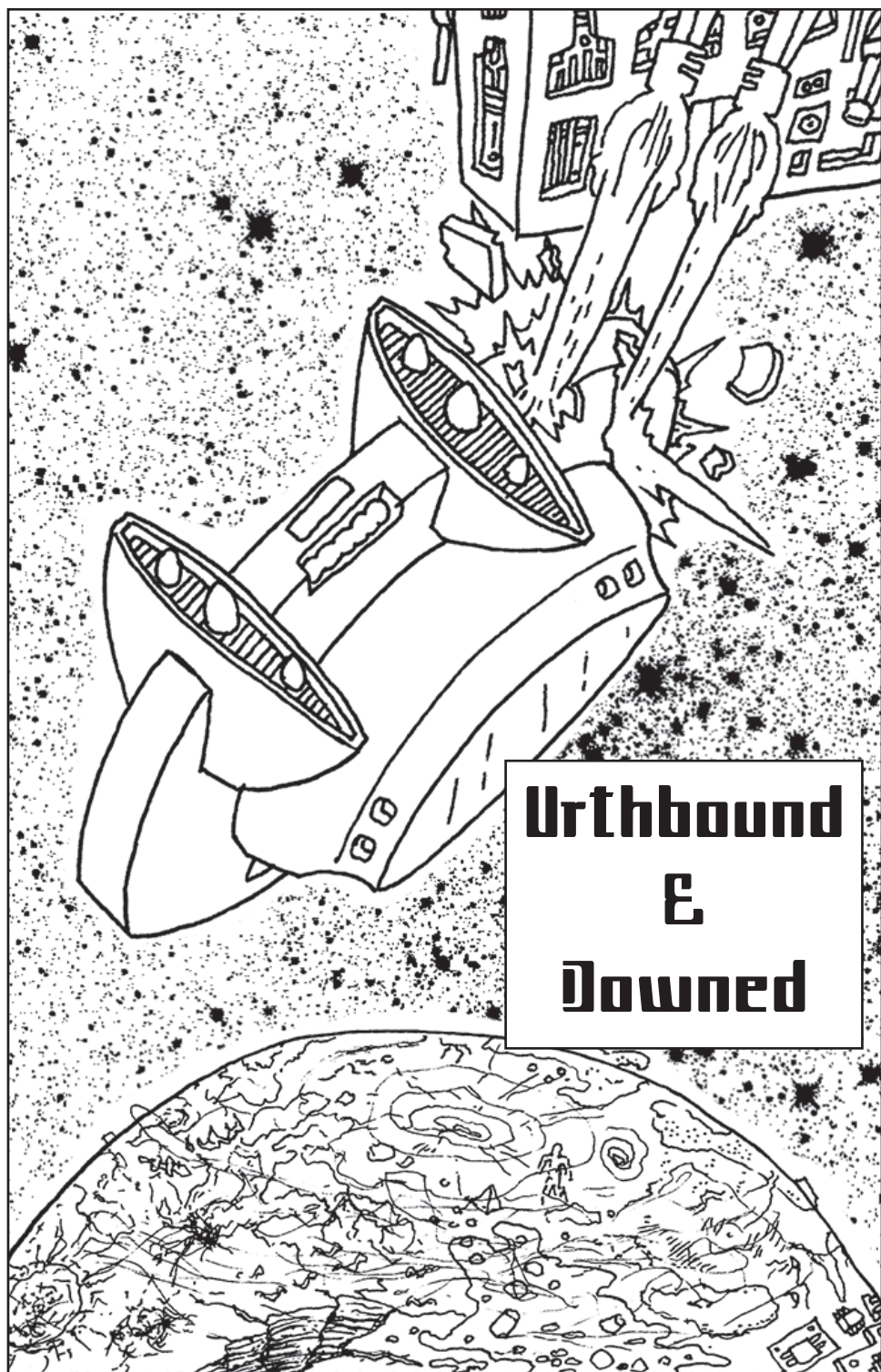
Moldy grays have lost their ears, and all of them have developed personality quirks stemming from their deep distrust of everything. One fundamental quirk shared by every moldy gray is their addiction to sugatine. Based on a chemical formula similar to artificial sweeteners, this substance is rolled into cigarettes for easy portability and consumption. Any time a moldy gray alien is encountered, roll 1d6 to determine what color of cigarette they are currently enjoying. Roll 2d6 to determine how many cigarettes the moldy gray alien possesses at the beginning of combat. Each moldy gray will consume 1 cigarette at the start of every round (this does not take an action) and will suffer a cumulative -1d penalty every round once they run out of cigarettes. Most will abandon combat completely with little hesitation after running out.

1	<i>gray label</i>	This moldy gray alien possesses <i>telepathy</i> with a range of 60'. Cigarettes emit psionic smog.
2	<i>orange label</i>	This moldy gray alien is able to see through 5' of solid barriers. Cigarettes of this type do not give off any kind of emanation on any spectrum.
3	<i>pink label</i>	These cigarettes provide nutrition and atmosphere but are also twice as addictive.
4	<i>purple label</i>	Purple label cigarettes allow communication with any type of animal, insect, or beast.
5	<i>green label</i>	Green label has a heavy copper content but provides no beneficial or detrimental effect. Each is worth 1d6 copper pieces.
6	<i>glowing label</i>	This type of cigarette makes your teeth glow (5' illumination), and any non-alien who consumes one will gain 1 point of <i>glow</i> .

Gumshoe Skills

Every moldy gray has an eclectic assortment of skills. Some sell their expertise to tourists, mourners, or mutant hunters. Usual payment involves cartons of cigarettes, which can cost 50-500 copper pieces. Roll 1d4 to determine what subset of skills a particular moldy gray alien might have. Some skills are detailed in the *Umerican Survival Guide* pg. 82-87.

1	Hitman	Backstab +7, Weapon Tinkering +9, Sneak & Hide +8
2	Private eye	Backstab +3, Computer Use +10, Safecracking +11
3	Mole	Backstab +5, Disguise +9, Circumvent Security +10
4	Spy	Backstab +8, Use Alien Device +9, Vehicle Repair +7



**Urthbound
&
Downed**

This adventure is designed for six 9th-level characters. It should not be attempted without consideration for deadly environments and combat. It has four segments:

- **Orbital Attack** : The party must survive a brutal firefight engagement.
- **Landing Operation** : The party must survive a crash-landing on Urth.
- **Terrestrial Recon** : The party must gather information and secure materials.
- **Dustoff** : The party must escape Urth or find safety by another means.

Orbital Attack: PCs begin the adventure waking from cryostasis. This experience should be described as very jarring and sudden, and anyone with professional experience with cryotubes will instinctively know that something is very wrong. Alarms are blaring, and the hull is resonating with explosive impacts that shake the walls and floor. Cryobeds will be upended, spilling the PCs to the floor for 1d4 damage unless they make a DC 10 Reflex save (those with no professional experience in cryosleep suffer a -1d penalty). The walls and floor begin to gyrate wildly, and PCs near enough to a viewport will notice a starfield occupied by Mother Moon, the Broken Urth, and an attacking Cruiser. This sight is dizzying, as the ship hurtles relentlessly out of control. Judges can choose to inform players they have three options. Either attempt entry into Urth's atmosphere and try to land, brace for impact, or fight back against the attacking ship. Assume that the PC's ship is a custom-quality Gray Saucer with 9 HD and 1d6 hit points remaining, unless they already have a space-worthy vessel of their own. Stats are provided below should a PC decide to take the controls and fight back against the attacking ship.

Gray Saucer: Init +2; Atk rundown +5 melee (2d6 +Collision damage bonus); AC 11; Armor Die [1d8]; HD 9d12; Speed (Flight) Level cruise 4/ max 6; Act 1d20; SV Fort +4, Ref +1, Will NA; Fuel Tank 1d14; Guzzle 2.

Traits: *armored, descent, enhanced handling, entry, extra cargo, landing, precise instruments, recycler, sealed, wave emitter (see result #3 on page 29).*

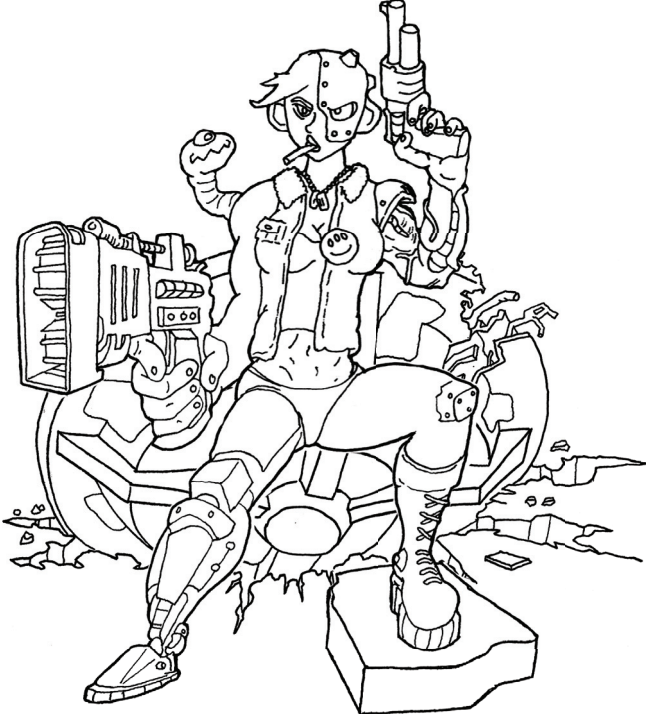
Expunger-class Attack Cruiser: Init -10; Atk rundown +15 melee (2d16 +Collision damage bonus), massive cannon +7 missile (12d12) 2 miles/4 miles/6 miles range, +7 heavy cannon (8d8) 1k'/2k'/3k' range, +7 machine gun (3d12) 120'/240'/360' range; AC 3; Armor Die [1d24]; HD 12d30; Speed (Flight) Level cruise 0/ max 1; Act 3d20; SV Fort +19, Ref -7, Will NA; Fuel Tank 1d30; Guzzle 12.

Traits: *armored, atmosphere supply, extra cargo, rugged, sealed, weapon mount, heavy weapon mount, turret - artillery weapon.*

The Attack Cruiser outclasses the Gray Saucer by an impossible margin, and any resistance is sure to end in defeat for the PCs.

Landing Operation: If control is established, the ship will continue combat until either ship is wrecked, destroyed, or flees. If either ship becomes wrecked, it will be pulled into Urth’s gravity well. Judges should use Table FE-MM00 (pg. 21).

PCs who suffer a severe crash landing may experience broken bones, massive loss of hit points, or outright death. They should be encouraged to burn Luck when the results are being rolled. Extremely merciful Judges may elect to add *escape pods* to the ship, replacing *extra cargo*. Treat this exactly like the trait *storage pods* from the *Umerican Road Atlas* (pg. 139) except they are treated as 1 HD shuttlepods (see page 17), programmed to detach and activate upon command.



Terrestrial Recon: When the dust has settled, surviving PCs will notice that the Urth is not a dead planet as once believed, but is instead overrun with warfare and turmoil that drenches the landscape in continual violence and bloodshed. If the vehicle suffered a disastrous crash landing, it will attract attention within the next 1d3 hours. PCs with 9 or more Luck remaining will see far-off signs of approach. Dust trails, smoke, and movement are drawing closer to the touchdown sight. Allow an immediate Vehicle Repair check (DC 10) to surmise the condition of the Saucer. Beating a DC of 20 will reduce the overall repair cost by 10%.

Gray Saucer	Requires 36 gold pieces (or 3,600 cp) to repair. Machines & gadgets may be used in repairs for 1d8+3gp worth. Will require 8 hours to restore power to engines.
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Depending on the state of the wrecked/destroyed vehicle’s systems, it may require additional materials or fuel in order to achieve takeoff. Alternately, some PCs may decide to go exploring into the nearby wilderness or investigate the approaching signs of movement. Inform players that wilderness encounters will use 6-mile hex grids for overland movement, moving to a new hex after 2 hours of travel by foot. Eventually the approaching shapes are seen clearly. Roll a random encounter using the **Hell On Urth (Daytime)** table on page 32.

HELL ON URTH [DAYTIME]

1	Caravans of armored vehicles are spotted on the distorted horizon of this hex. 3d3 custom-quality pickup trucks and 2d12 beater-quality SUVs (USG pg. 134) travel across this hex at Speed Level 2. They are armed but not aggressive. All vehicles (9 HD with <i>armored</i>) are occupied by 4 riders with 9 HD. They will openly trade with humanoids. 10% chance received goods are contaminated by radiation (Fort save DC 10 or die in 1 week).
2	2d3 Urth Elementals (page 22) are excreted by the tormented soil. They stretch and distend their forms towards the party, intent on digestion.
3	A Gray Saucer (stats on pg. 27) hovers over this 6-mile hex. It will attempt to locate lifesigns, and any PC with an Int of 13+ and less than 5 Luck will register on their scanning devices. If this happens, it will slowly descend and bathe the PC in a beam of soft blue energy before attempting gravitational abduction. Roll a Magnetic Wave (page 14) casting attempt with a d20 and a modified range of 1 mile, able to target any scanned lifesigns in addition to metal. The saucer may choose result 12-15 instead of rolling.
4	Greasy black smoke blots out the green-stained clouds. The smoke trail leads to a workshop of moldy gray agents, operating an undercover resistance network. They believe a rival faction of aliens have been causing the recent crashes and abductions, and they will attempt to recruit the PCs into a twisted underground war of political intrigue and espionage.
5	<p>Warriors of the <i>Broken Urth Tribe</i> visit this hex. Their beasts of burden are laden with siege instruments and makeshift platforms on their back. Use the Riding Beasts table (page 39) to generate a herd of 12 creatures (9 HD with 1d6 Armor from <i>chain barding</i>). The warriors travel to the center of the hex and begin unloading their platforms, organizing them into a fighting arena. They will bring their 12 finest warriors into a bracket allowing for any new challengers who answer the call. Combat will proceed in a tournament fashion with single elimination combats to the death, with winners proceeding into the next combat.</p> <p>Broken Urth warrior: Init +11; Atk combat knife +10 melee (1d6+1d14+3) or blaster +10 missile (1d10+1d14) range 50'/100'/150'; AC 12; Armor Die [1d10]; HD 9d10+9; MV 30'; Act 2d20; SP killing arts*; SV Fort +6, Ref +5, Will +3; AL L. *roll 1d30 for Crits on Table V.</p> <p>The champion of this challenge will receive passage for their tribe on a 9 HD custom-quality shuttlepod, which is carried along by beasts of burden.</p>
6	Gray saucers begin raining from above, punching holes through the green clouds and landing with explosions that rock the ground. 15% chance a saucer lands on the party, requiring a DC 9 Reflex save to avoid. Failure results in a Failed Entry Result (pg. 21) with damage split between the crashed ship and those who failed saves. 4d6 gold pieces worth of wreckage are left behind in the crater.

HELL ON EARTH [DAYTIME] cont.

7	Janitor-beings move across this hex, towering to the size of skyscrapers with limbs lowered to the ground. They gather debris, piles of corpses, scattered heaps of weapons, and spent shells into organized mountains for cataloging and disposal. Their movements are stiff and robotic, and they ignore all but the most persistent interruption of their calculated routine. Up to 500 gold pieces worth of metal parts may be collected here, but if more than 20 gp worth is removed within 1 hour, 4d6 of the beings will move to attack (use stats of 18 HD Titan Debris Elementals from <i>Twisted Menagerie Manual</i> pg. 76).
8	A tin-roofed shack lies in the middle of this hex. The shack and surrounding ground is a matriarch mimic and will spring to attack any lifeforms that enter the unlocked shoddy wooden door. Matriarch mimic: Init +2; Atk tongue(x8) +3 melee (1d10); AC 11; Armor Die 1d4; HD 8d8; MV 30'; Act 8d20; SP imposter; SV Fort +8, Ref +10, Will +14; AL N. If defeated, its body can be harvested for 3d30 gp.
9	Bombing run flies over this 6-mile hex, blanketing it in a shower of detonations. Attack squadron consists of 9 small dual engine prop planes with <i>bomb racks</i> and <i>bombing sights</i> (<i>Umerican Road Atlas</i> page 146) and 9 HD. Each will drop a bundle of Class V dynamite (USG pg. 123) using d20+1d3 to hit, causing (5d12) in a 30' blast range.
10	Chainsaw engines can be heard revving in the distance. The hex becomes a killing field as 200+1d30 cyber-zombies engage in a widescale skirmish covering at least 2 miles of the hex. They can be easily avoided unless the PCs possess an average of 2 Luck among all of their number. Cyber-zombie skirmisher: Init +1; Atk chainsaw limb +2 melee (5d6); AC 10; Armor Die 1d6; HD 2d8; MV 20'; Act 2d16; SP blind; SV Fort +1, Ref +0, Will +0; AL C. Each chainsaw limb possesses a motor worth 5 gp.
11	Halfway into this 6-mile hex, a random PC will notice that the terrain and landscape share features of a deceased god. The bones and organs of this dead god have melted before calcification, leaving behind structures that are nauseating to behold. Roll on Den of the Demiphage (next page).
12	Killer cannibal cave clowns leave their dwellings and begin searching the hex for food. Twelve of them will surround the PCs and attempt to tear them into pieces, devouring them in the process. Their manners and language are devolved and barely human. They possess no metal items. Killer cannibal cave clown: Init +0; Atk bite +12 melee (2d6+10) or fist +14 melee (2d8+10); AC 17; Armor Die 1d3; HD 8d8+10; MV 40'; Act 3d20; SP chew for additional 2d8 damage if bite and slam attacks hit same target in one round; SV Fort +14, Ref +4, Will +5; AL C.



DEN OF THE DEMIPHAGE

Roll 1d5 to determine the Urthlings who dwell within the dead god. Information on some gods & patrons can be found in the *Umerican Survival Guide* (pg. 182).

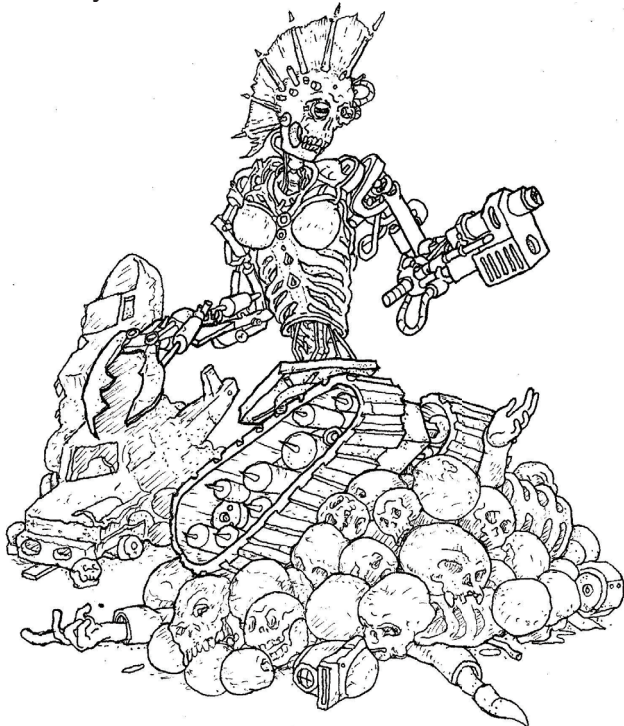
1	Zombie monks of the cyberhive dwell here, singing their song to each other and reworking the inner tunnels and corridors of this corpse-dwelling into a cybernetic nest of some kind. Cyborgs and robots may rest here.
2	A 10th-level puppet master (<i>Class Alphabet for DCC RPG</i> pg. 94) lives here. 3d30 basic puppets are suspended from the ceiling with red yarn. 75% of these puppets contain the souls of dead clerics of Elmos.
3	The guts of this dead god descend beneath the surface of Urth, leading into a network of tunnels that end at an underground lake of burning lead and contaminated oil. Crude oil imps tend to the shores, while elementals with tar-like bodies tend to the deep ends.
4	Nuclear winter elves have formed domed shelters of overlapping metal painted whitish grey to blend in with the fissures and petrified pustules of the immense bloated carcass. Their skin is a frostbitten shade and their noses and finger tips have a chrome-like quality.
5	The innards of this dead god have been transformed into a bombproof shelter and filled with a complete armory. 4d6 blasters, 3d6 semi auto pistols, 2d8 class V explosives, 12 submachine guns, and 2d6 machine guns are stacked in crates with ammo boxes (500 per type). 3d3 Levels of Armor can be found in footlockers with 24 ablative pieces. Moon Marines use this bunker as a defensive position, and they might offer assistance if their trust can be earned.

Continue rolling a new encounter every 2 hours spent traveling or scavenging for materials. Use the sample hex grid (pg. 35) to help with navigation and for the purpose of tracking encounters, landmarks, and hazards. After six encounters, or 12 hours, begin using the Nighttime version of the **Hell on Urth** table (page 33).

THE SIX-CENTURY INTER-TRIBAL CONFLICT

Common belief on the Moon is that all life on Urth was destroyed over six centuries ago during the Inter-Tribal Conflict. In truth, this global conflict never ended, and it continues to spill blood and corruption across every ravaged foot of Urth's once beautiful countrysides. This imposes some conditions for survival.

- **Rest is nearly impossible to find:** Noise and confusion from the continual bomb blasts, battles, and screams of the wounded and dying make it impossible to find reliable rest areas on the surface during any period of time.
- **Metal is plentiful:** With so many battlefields left abandoned and littered with corpses and weaponry, it is remarkably easy to gather armaments and metal pieces of multiple types. Urth metals are much finer in quality than Moon metals, which are primarily copper-based. Value will usually be listed in sp or gp.
- **Apocalypse present:** Welcome to the actual apocalypse! The fighting is not likely to subside any time soon. Finding any kind of permanent shelter on Urth is unlikely to succeed, with the rare exception of some remote and hidden bomb-proof shelters. Judges should keep careful track of time and remind players that danger lurks around every bloodstained corner.



HELL ON URTH [NIGHTTIME]

1	A city skyline can be seen, with floodlights tilted skyward in a mesmerizing show that plays against the radioactive refraction. PCs will behold the city moving towards their direction, a colony of walking buildings. Each one is a 16 HD Earth Elemental (DCC RPG pg. 412). PCs may flee their current 6-mile hex or face 3d6 of the city behemoths as they trample through.
2	The sky is punctuated with cannon fire and ripples of distorted energy. Elves and beings with star-sight can gaze above the atmosphere and see a fleet of saucers engaged in battle with attack cruisers. Wreckage from destroyed vessels might be seen entering the atmosphere and burning up. Any PC with 13+ Luck can locate the fiery wreckage of a craft. Roll a DC 10 Wreck check to determine if it is wrecked or destroyed. Either way, it can provide substantial gp worth of salvage or be repurposed for repair.
3	Gunfire is heard from the darkness, starting in sporadic reports but then bursting into fully automatic shots. Bullets fly wildly through the hex, blanketing 5-out-of-6 miles of the hex in suppressive fire. Anyone moving or taking any action other than using cover will be subjected to d8 missile attacks with +0 to hit for (d8) damage. This will continue for the next 10 minutes, plus 1 extra minute every time a PC returns fire.
4	Orcs are heard in the distance, gathering for war. These aren't your old-Urth orcs, but pig-faced bastards riding customized war rigs. 5d6 bikers and 2d6 warpigs will attack the party after screaming madly for 1 minute. Orc war bike: Init +5; Atk rundown +2 melee (2d5 +Collision damage bonus); AC 11; Armor Die [1d5]; HD d6; Speed Level cruise 4/ max 7; Act 1d20; SV Fort +0, Ref +2, Will NA; Fuel Tank 1d6; Guzzle 2. Pig faced bastards: Init +0; Atk shotgun +3 missile (1d10) range 50'/100'-'; AC 11; Armor Die 1d6; HD 2d8+1; MV 30'; Act 1d20; SP infra vision; SV Fort +1, Ref +1, Will -2; AL C. Warpigs use machine guns for (3d12) damage at range 120'/240'/360'.
5	Patches of barbed wire begin crawling towards you. Your 6-mile hex will slowly coalesce into a barbed wire titan over the course of 1 hour. If any living beings are inside the hex at the end of this hour, they are physically and spiritually incorporated into the titan.
6	2,338 robots march through, forming an immense column of warriors and bards. Light from their eyes and weaponry illuminate their sleek armored bodies, caked in dried blood. Their musicians carry flagpoles displaying Arms of the noble robotic houses. As long as their nighttime military maneuvers are not interrupted, they will take no offensive action. Robot soldiers: Init +0; Atk fuse lance +4 missile (1d10+4) range 60'; AC 18; Armor Die [1d6]; HD 3d8+12; MV 30'; Act 1d20; SP infravision, heal 2 hp per round; SV Fort +3, Ref +0, Will +4; AL L. Bards use flagpoles in melee for (d10), and may split healing per round with 1 touched being.

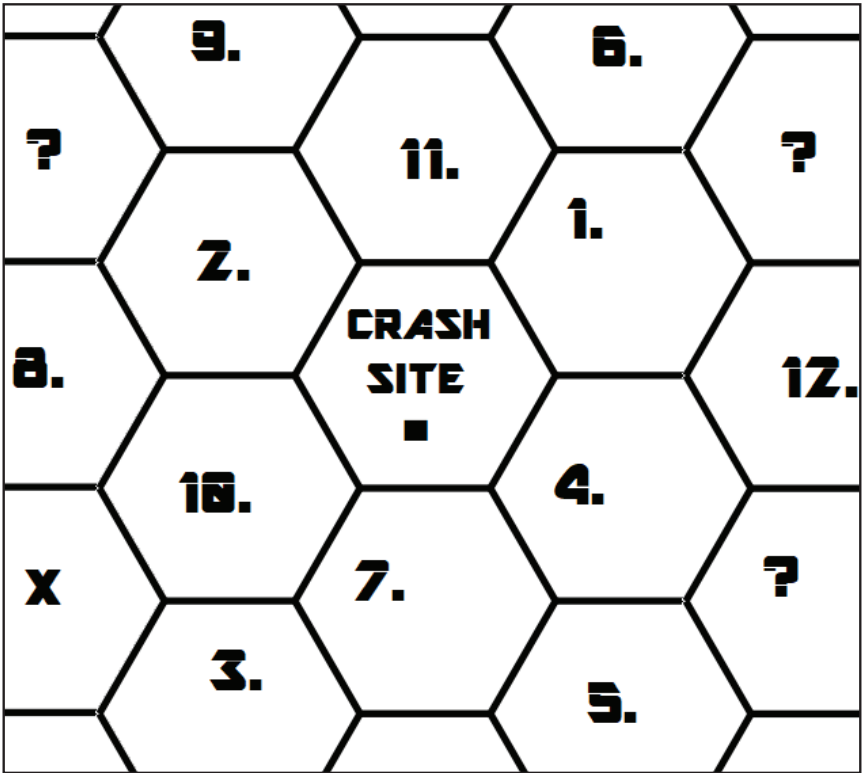
HELL ON URTH (NIGHTTIME) cont.

7	Scarstorms lash the turgid clouds, shattering the silence in an explosive crack that causes deafness to all creatures in this 6-mile hex unless they pass a DC 10 Fort save. Hearing is restored after 1 hour.
8	An enclave of ferodruids is making a pilgrimage to the polar south equator. There are 37 of them, and they will offer services including spells and metal trading. They will ask for assistance in return, explaining their current quest to restore magnetic balance in a “troubled zone” to the south.
9	Radiation vampires will ambush the party, using piles of corpses as improvised cover and camouflage. There are 5d8 of them, hidden from view and impossible to notice without advanced sensing technology or magic. Radiation vampire: Init +6; Atk glowing claw +9 melee (1d8+3); AC 14; Armor Die 1d4; HD 8d8+10; MV 50'; Act 2d20; SP infravision, drain 1d8 <i>glow</i> or absorb 1 corruption effect or 1 radioactive poison with claw attack; SV Fort +4, Ref +5, Will +6; AL N. They wear leather (2 Armor).
10	Obsolete robo-liches are struggling to repair themselves while their zombie monk soldiers form walls and barriers with their bodies in an effort to hold back an approaching wave of cyberslave warriors who are led by a decapitated Robodevil. There are 12 robo-liches, 400 zombie monks, 600+ cyberslave warriors, and 1 Robo-devil focused on destroying each other. Damaged robo-liches: Init +6; Atk plasma cannon +7 missile (1d14) range 100'; AC 14; Armor Die [1d6]; HD 6d8; MV 20'; Act 1d20; SV Fort +7, Ref +1, Will +7; AL N. Skulls are worth 10gp each. Zombie monk soldiers: Init +0; Atk cyberclaw +1 melee (1d6); AC 12; Armor Die 1d4; HD 2d8; MV 30'; Act 1d20; SV Fort +4, Ref +0, Will +0; AL N. Cyberclaws and optical implants are worth 1d6 sp each. Cyberslave warriors: Init +0; Atk crowbar +1 melee (1d6); AC 14; Armor Die [1d3]; HD 1d8; MV 30'; Act 1d20; SV Fort +2, Ref +1, Will na; AL N. Metal grafts provide 1 Level of impervious Armor. Decapitated robodevil: Init -6; Atk broken cyberblade +3 melee (1d8+2); AC 15; Armor Die [1d5]; HD 6d12; MV 30'; Act 1d14; SP blind, missing limbs, missing organs; SV Fort +11, Ref -1, Will +7; AL C.
11	An attack cruiser crashes to the ground in this hex, impacting at Speed Level 10. It rolls end over end, reducing Speed by 1d3 each time until it reaches 0. There is a 15% chance the twisted hulk comes apart in a death throe of atomic energy. In this case, it will rupture causing a nuclear blast dealing 10d6 damage to all creatures in the hex unless they make a DC 10 Ref save for half. Creatures who survive must make a DC 7 Fort save every day for the next week, taking 1d3 Stamina damage from radiation poisoning for each failed save.
12	False sunrise cracks the cloud cover in this hex. It bathes the surface of Urth in a weird glow, causing an immediate Daytime encounter (page 29).

Dustoff: If repairs are complete and the fuel tank is sufficiently full, takeoff can be attempted immediately. Particularly cruel Judges may wish to inflict some last-minute terror and jack the white-knuckle stakes even higher, but we recommend allowing PCs to escape the clutches of Urth with whatever loot and hit points they’ve managed to keep at this point. 4 XP should be awarded per encounter survived, 50 XP should be awarded for fixing the ship, and 50 XP should be awarded for escaping Urth. Every full 24 hours spent on Urth without dying should award an additional 10 XP and 1 Luck. Remember to adjust the value for metal materials if traded on the Moon. Silver is worth 10 times as much as copper, and gold is 100 times as valuable, as is DCC standard. While this adventure is intended for a group of six 9th-level PCs, it can be easily modified using the provided HD and numbers for each encounter.

EXAMPLE OVERLAND HEX MAP

This adventure uses 6-mile wide hexes to measure overland movement. Here is an example of how a potential crash site can be mapped out in advance by the Judge. Keep a running tally of time spent traveling and gathering materials, and allow PCs to keep track as well. Certain environmental conditions like distortion, gas clouds, smog, and battle fatigue may affect how terrain is perceived and remembered.

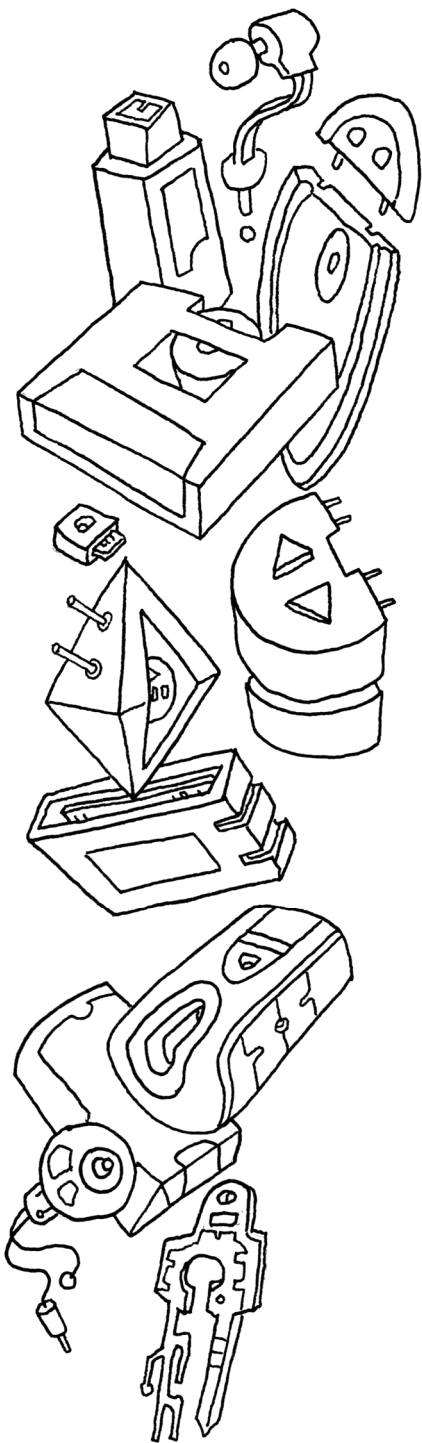


RELICS OF THE FORMAT WARS

Storing media was a wild frontier of Urth’s pre-history. At one point in history, millions of lives were lost in the dark time known as the Format Wars. These wars continue into the sixth generation of Urth’s post-history. Any time recorded data is found on the Moon, roll 2d16 below to determine what physical format the media is stored within.

Certain media formats may require specialized media readers to access. See next page for more details.

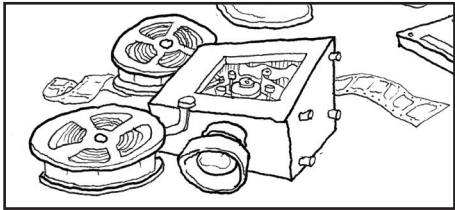
1	floppy	1	voxcube
2	four-inch	2	cassette
3	universal	3	modtube
4	zeta-max	4	cartridge
5	hi-fidelity	5	blacktape
6	lossless	6	spinplate
7	punch	7	cylinder
8	stereophonic	8	polymatrix
9	optical	9	microlith
10	analog	10	diskette
11	compact	11	cardstick
12	corrupted	12	10-track
13	magnetic	13	record
14	self-ejecting	14	holospool
15	compressed	15	drivechip
16	unformatted	16	card device



MEDIA CONTENTS

Any time data is recovered from physical media, roll 1d24 below to determine the nature of the data. Storage limits can be measured using a DC 5 General Tech check (USG pg. 87). Normal access does not require a check. Judge should make Luck checks anytime media is potentially corrupt or locked.

1	maps
2	vehicle blueprints
3	spells (level 1d3)
4	video games
5	legends (1 quest)
6	pornography
7	holograms
8	unknown alien content
9	historical records
10	disturbing movies
11	conspiracy theories
12	forbidden formulas
13	obscure music
14	scientific knowledge
15	cat pictures
16	cybernetic diagrams
17	astrological charts
18	image archives
19	viral software
20	lexicons (2 languages)
21	genetic data
22	surveillance footage
23	memes
24	robot schematics



MEDIA READERS


These devices are fun and easy to use, and 50% of them include multiformat converters allowing them to play a wide variety of format types. Styles and forms are vastly varied and odd, with some from eclectic periods of Umerican history. Roll 2d16 below any time a media reader device is found on the Moon. Don't forget to roll on the material composition table from *Moon Mutants #1* (page 8).

1	vox	1	scope
2	light	2	reader
3	video	3	player
4	view	4	tablet
5	analog	5	station
6	theater	6	emitter
7	smart	7	drive
8	micro	8	caster
9	fidelity	9	system
10	entertainment	10	machine
11	amp	11	datalooper
12	output	12	screen
13	wave	13	projector
14	digi	14	datagraph
15	sense	15	box
16	signal	16	deck

PERSONAL VEHICLES

Moonlings get around on all types of cheap (5 cp) personal vehicles. These are typically the size of a wheelchair or smaller, and most can hover (12"). Roll 2d24 below to create a random personal vehicle. 0 passenger space. Outer appearance is highly varied. Some may be worn. All use these stats:

Init +2; Atk rundown -2 melee (2d3+Collision damage bonus); AC 10*; Armor Die: 1d3; HD 1d4; Speed cruise 1/ max 2; Act 1d20; Sv Fort +0, Ref +2, Fuel Tank 1d5; Guzzle 0. **Vehicle only, passenger uses their own AC.*
Basic Traits: *Open, Very Dangerous.*

1	gravity		1	cart
2	magna		2	skates
3	glide		3	walker
4	zoom		4	boots
5	rocket		5	swooper
6	ray		6	kite
7	drift		7	crawler
8	gust		8	crasher
9	energy		9	jumper
10	particle		10	jouster
11	thrust		11	scooter
12	wave		12	board
13	dune		13	sled
14	grind		14	wagon
15	power		15	trike
16	zip		16	cycle
17	moon		17	zoomer
18	hover		18	chair
19	polarity		19	rider
20	weird-g		20	rover
21	wing		21	sail
22	lift		22	glider
23	momentum		23	suit (1 armor)
24	motor		24	saucer

RIDING BEASTS

Sometimes it's easier to ride on the back of a tamed animal when you're exploring the lunar wilderness. Lifeforms of all varieties have adapted to the weird ecosystems provided by Mother Moon. Roll 2d24 below any time a riding beast is encountered or bought (40-500 cp). Basic riding equipment costs 150 cp and includes a saddle and feedbag. Riding beasts are available in any number of genetic types, but they all use these stats:

Riding Beast (any type): Init +1; Atk bite or kick +0 melee (1d4); AC 9; Armor Die 1d3; HD 2d6; MV 40'; Act 1d20; SP infravision; SV Fort +1, Ref +1, Will +1; AL N. *Note: 50% of riding beasts will possess mental attributes of 3d6.*

1	green spotted
2	longneck
3	hybrid (roll twice)
4	shape-shifting
5	phantom
6	spiny
7	two-headed
8	micro
9	energy
10	burrowing
11	purple striped
12	giant
13	dune-dwelling
14	cluster
15	feathered
16	threetailed
17	moon
18	pygmy
19	matriarch
20	mutant
21	winged (fly 20')
22	inside-out
23	scaled
24	bugbrained



1	riding worm
2	hedge freak
3	glowbird
4	goon-creature
5	spirit thing
6	dust creep
7	brawlbeast
8	battledog
9	mega-mole
10	warcat
11	saddle toad
12	velociraptor
13	paraloper
14	pony slug
15	riding sloth
16	hairy scorpion
17	crater monster
18	musk badger
19	whumpus
20	clawfoot destrier
21	nightmare otter
22	ostrich
23	tunnel spider
24	lizard



NEXT ISSUE FROM DUNGEON REMIXER:

- MOON MARINE CLASS
- NEW MONSTERS
- NEW VEHICLES
- NEW ADVENTURE
- BLASTERS & HELMETS



MACHINES AND ENGINES

Roll 2d30 on this table to generate random devices that serve complex functions. Use the gadget guidelines outlined on pgs. 6 & 7.

1	electrical	1	capacitor
2	shape	2	resonator
3	light	3	sensor
4	image	4	motivator
5	feedback	5	tank
6	thermal	6	transmitter
7	energy	7	assembler
8	trash	8	calculator
9	pattern	9	mender
10	signal	10	eliminator
11	atmosphere	11	filter
12	wave	12	regulator
13	field	13	projector
14	pressure	14	maker
15	emission	15	display
16	force	16	gun
17	harmonic	17	inhibitor
18	moisture	18	calibrator
19	spectrum	19	eliminator
20	potential	20	collector
21	matter	21	reclamator
22	medical	22	recycler
23	particle	23	inducer
24	element	24	finder
25	velocity	25	emitter
26	fuel	26	blaster
27	by-product	27	converter
28	interference	28	suppressor
29	power	29	transformer
30	shield	30	scanner

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