

MOON MUTANTS



ISSUE No. 1

COMPATIBLE WITH
**DCC
RPG**



In This Issue:

- **Crawl advice for mutated lunar landings**
- **A New Class : The Moon Mutant**
- **New gear and vehicles**
- **New lunar mutant moonbeasts**
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MUTILATION AT LUNATIC LANDING

COMPATIBLE WITH

**DCC
RPG**

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**Dungeon
REMIXER**

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 very first issue of Moon Mutants. Before we get started, we need to formalize introductions. This zine exists because of *Crawling Under a Broken Moon*, the premier Umerica zine for the Dungeon Crawl Classics RPG. This zine is a spiritual continuation in an alternate warped far-flung future of Umerica's Urth (and specifically, the Moon itself...you know, the Broken one?). You'll notice many references to existing material from Umerica, and we encourage you to go buy all of it. You won't regret it.

Within these pages you'll find some defining historical lore for the setting, a new class, new vehicles, new monsters, and a new funnel adventure. Mix any of this content with your existing Umerica DCC game for an extra dose of weird wonder. To The Moon!

This is an unauthorized first edition

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Submission Guidelines

Original submissions are welcome. Anything published will belong to the author, artist, and creator. All contributors will get a free limited edition print copy of the zine in old school paper-and-staple tradition.

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WELCOME TO THE MUTANT MOON

Crawling in a mutated Lunar Landscape

Welcome to the dusty dunes and swollen trenches of the Mutant Moon, a warped far future version of Urth six centuries after the Inter-Tribal Conflict eradicated all life on Umerica. Now the moon is bathed in glowing green energy, alien technology runs amok, and mutants live side by side with refugees from Urth. All-in-all, not too different from the Umerica setting for the Dungeon Crawl Classics RPG. Below, we will explore connections between Umerica and the Mutant Moon and envision a weird way forward for humanity's uncertain future.

Fear and Loathing in a weird future

As the Umerican Survival Guide asserts, the essence of judging a unique and engaging game experience is explaining what the player characters are witnessing without relying on mundane wording. This shouldn't be a challenge for long in a setting that is built from unfamiliar elements and weird themes. If no direct comparison exists, it may become necessary to use alternative descriptive methods. For example:

"Your character is clambering through a cramped tunnel made from a doughy gray substance. It is soft and yielding, yet clings to your atmosphere suit. Pushing through, you emerge above the moon's crust and behold a yawning black void dotted with pinpricks of silver light. Patches of pink cottony clouds drift lazily nearby before dissolving into mist. A network of trenches scar the land before you, and from a central crossway a shaft of soft blue light pierces the void like an accusing finger. The eerie silence is broken by a metallic shrieking from above. Lifting your visored pressure helmet, you see a glimmering orb descending on your position. Its reflective shell unfolds like a flower, revealing a throbbing red eye lodged in a mass of quivering flesh..."

Themes to aid in describing the Mutant Moon

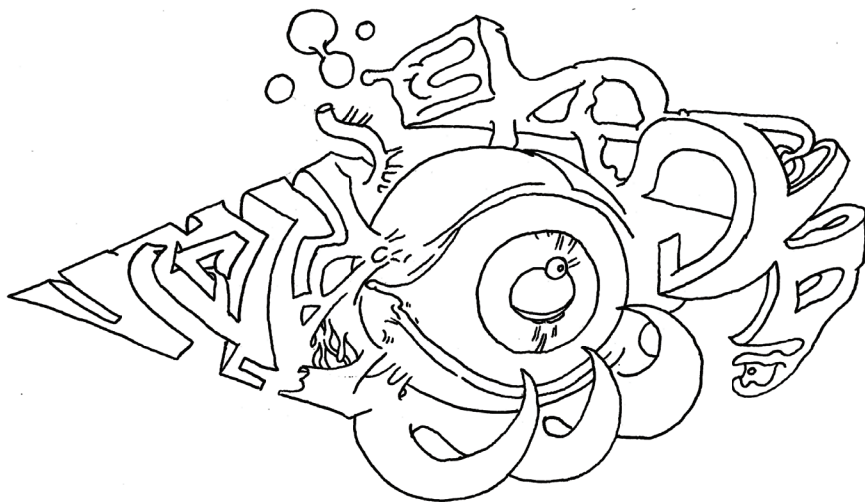
Everything old is new. Everything new is weird - Every building, tunnel, machine, vehicle and weapon is evolved, mutated, fabricated, cobbled together or has coalesced from an esoteric origin. When the astonishing becomes the norm, it is now the new norm. Thusly, weirdness is widely accepted as 'the new normal' on the Mutant Moon.



Things are not what they seem to be - Cosmic rays, nuclear disasters, and intergalactic pollution have accumulated so much that reality itself has become confused. This leads to a general breakdown of many fundamental, scientific truths and principles, but also leads to the discovery of many new unexpected discoveries. Nearly everything harbors a secret mystery, but not all of these secrets are sinister.

Super science, bio-sorcery, and magic - There is no real difference between a flashlight, a wand of light, or a tube of glowmaggots. The only difference is perspective and level of detail. Batteries, metabolic cycles, and invisible energy sources are just flourishing touches. Feel free to blur the line between categories of items that produce a wondrous effect. Focus on the wonder, not the logic that creates it. A thinking computer could be called a calculator, but it could also be described as an elemental adding machine or a spirit-box - the function remains the same in any case. Tell your players that the key to discovering an item's hidden functions is remembering the *Three "Ex"es* : experimentation, extrapolation, and exploration.

Normal is unexpected - There is no such thing as a "normal day on the moon." There is no day or night. Gravity is unreliable. Extreme temperature changes are sudden and common. The atmosphere is barely formed, is difficult to breathe, and offers little protection from radiation of any wavelength. Flowing water is unknown. Do not allow players to become comfortable or form any kind of expectation.



Disjunction, Dysfunction, and Dereliction

Materials and tools found or harvested from the lunar surface are rarely found in complete working order. Things are abandoned, scavenged, or have been drawn into erratic orbit around the moon's gravity. To explore the origin and complications of any particular item, roll on the following table whenever one is found.

TABLE TMOO : Trash found on the Moon

Roll 1d8 modified by Luck

0	The item is composed of conceptual elements such as thought, chaos, entropy, or time. Physically, the item might be difficult to describe or look at. It is definitely difficult to grasp the item's function. There is a 50% chance the item will spontaneously disappear if it is ever unobserved for more than 1 round.
1	The item is cobbled together from castoff orbital debris. All components will contain metal, ceramic plates, silicon microcircuits, or thin sheets of reflective coating. All functions are normal. Provides +2 ablative to armor.
2	The item was fabricated in a three dimensional print-forge. Molecularly, the item is made out of solidified gases and rays, compressed into the needed form. Surface area shimmers like dirty motor oil mixed with contaminated water.
3	The item is composite in origin. 33% of the item consists of repurposed trash. 33% of the item consists of inorganic polymer substrate. 33% of the item is crystalline or magnetic metal. 1% of the item is duct tape.
4	The item is made out of bio-organic material. Metal components are instead bone or teeth. Articulated parts are jointed. Surface area is covered in hair, skin, or both. 50% of these items contain random organs and circulatory fluid.
5	The item is formed from moonstuff. Functions are unchanged, but the material may be easily sculpted and formed into a new configuration. If removed from the orbit of the Mutant Moon, this item will crumble into inert dust.
6	The item is entirely formed out of ferrofluid, suspended in the needed shape by a magnetic quantum lock hidden in a non visible and non-euclidean sublayer of the item's surface. The item is either matte black or fuligin-black (blacker than actual black). This item will react unpredictably when exposed to powerful electromagnetic fields.
7	The item is made out of hardened light, slowed down and trapped into a dimensional solid to suit the function of the item. Surface glows with a subdued radiance that shines from deep within, providing 10 feet of illumination.
8	The item is made out of hardened amber, petrified chewing gum, or an ancient unknown admixture of chemical substances. There is a 1% chance the item will unravel if exposed to argon gas.
9+	The item is somehow alive. Roll twice more on this table to determine the item's inner composition and the item's outer composition. If you roll 9+ again, continue the process with a new layer of sentience embedded.



THE MOON MUTANT

A mutated lunatic dedicated to survival on or within the moon's crust.

Surviving on the Mutant Moon is easier done than said. Sustenance is plentiful in the form of moonstuff. Burgeoning from under the crust, it flows through and connects all pieces of the broken moon like puffy scar tissue under a hardened scab. Moonstuff may be freely harvested and consumed by the handful. It will not only provide nutrition, but will also form a permanent bond after three meals. This bond alters the mind and body of the ingester, forever transforming them into beings known as Moon Mutants.

In terms of biology, their bodies become deformed lumps of flesh-like moonmatter with calloused skin and useless organs swimming in a central cyst that links them to the psionic network produced by the moon. Moon mutants make up 85% of the citizenry on Mother Moon.

Hit points: The Moon Mutant gets 1d10 hit points every level.

Weapon training: Moon Mutants are trained with knives, clubs, axes, rifles, pistols and crossbows, as well as any weapon integrated into their lumpy bodies. Because they are entombed within a mushy clay-like body, they can easily shift and deform to wear exotic and nonhumanoid armor of nearly any size.

Alignment: While the nature of their transformation is tied to Chaos, moon mutants can be Chaotic or Neutral. Lawful moon mutants are very rare and usually belong to isolated monastic orders, where they are linked to a segmented psionic hive-mind cloister.

Moon Mutants are all uniquely shaped, either as a result of their transformation or due to body experimentation and warping after their initial change. Some are motivated by experience and loot, while other moon mutants seek only to continue living by exploring the boundaries of their individuality.

Mushy and mutated: Moon mutants are a humanoid organic polymer and can be turned by clerics as though they were oozes. However, because of their highly mutable nature they have a 50% chance to ignore the turn attempt. Their cysts provide immunity to sleep, suffocation, decompression, dehydration, starvation, and paralysis. When scoring a critical hit, they use the Monster Crit Table of DCC RPG; pg. 392. Moon mutants cannot be healed by normal means and regain no HP at rest, though they must still become inert and let their lumpy bodies relax for six hours every solar day (otherwise they begin to harden). Magical healing takes effect as normal.

Moonflesh: A moon mutant's base Armor Class is 13. It increases by 1 every level starting at level 2 (see Table MM00 below). Fumble Die is equal to Reconstitute Die. Moonflesh tends to grow naturally in latent power as a byproduct of its unique metabolism. their body. This technique may never reduce the moon mutant's innate AC lower than 9.

Reconstitute Die: The moon mutant’s body is powered by a unique chemical interaction with Mother Moon’s psionic field. Whenever the moon mutant scores a critical hit they may roll their Reconstitute Die and heal that many HP. In addition, after combat any moon mutant may choose to automatically heal using this technique, adding luck modifier to the Reconstitute Die.

Integrated Weaponry: Every moon mutant is transformed in a unique way, with bodies matching the mood and temperament of the deformed freak within. To express this, moon mutants enjoy customizing their bodies with weaponry and surprising deformations. At first level, roll 1d30 on Table MM01: Moon Mutant Mutations below. In times of crisis, a moon mutant may elect to peel off layers of their outer moonflesh shell to make room for additional growth of their internal cyst. For the cost of 3 AC and 2D3 hours (plus ingested moonmatter worth at least 50 copper pieces) the moon mutant may fashion a new random mutation and integrate it into their body. This technique may never reduce the moon mutant’s innate AC lower than 9.

Table MM00:	Moon Mutant
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Level	Attack	Crit Die/Table	Action Dice	Ref	Fort	Will	Reconstitute Die	Moonflesh AC
1	+0	1d8/M	1d20	+1	+1	+0	1d4	13
2	+1	1d8/M	1d20	+1	+1	+0	1d5	14
3	+2	1d10/M	1d20	+1	+2	+1	1d6	15
4	+2	1d10/M	1d20	+2	+2	+1	1d7	16
5	+3	1d12/M	1d20	+2	+3	+1	1d8	17
6	+4	1d12/M	1d20 + 1d14	+2	+4	+1	1d10	18
7	+5	1d14/M	1d20 + 1d16	+3	+4	+2	1d12	19
8	+5	1d14/M	1d20 + 1d20	+3	+5	+2	1d14	20
9	+5	1d16/M	1d20 + 1d20	+3	+5	+3	1d16	21
10	+7	1d16/M	1d20 + 1d20 + 1d14	+4	+6	+3	1d20	22

TABLE TMB1 : MOON MUTANT MUTATIONS

Roll 1d30 below

1	glowing eyes - missile fire, 1D3 attacks per Action Die used. 1D10 damage and 1D5 burn. 20'/40'/60' range.
2	metabolic reactor - may create explosions, 10' radius (+1D8 damage) per Action Die spent.
3	mutagenic processor - must consume a 0-level character every solar night (may spawn a 0-level character once a solar week) or die.
4	glowing blood - gain 15 + Stamina score points of glow (USG pg. 71) to spend or save for later use.
5	arm weapon launcher - load and launch any glaive-sized weapon or smaller, +1D3 to attacks. 10'/20'/30' range.
6	discharging gullet weapon - missile fire, 15' cone. 1D4 damage plus 1D3 acid (Reflex save 12 or trip).
7	fleshy tendrils - melee, 1D4 attacks per Action Die spent. 1D5 damage (10 ft reach). concealable.
8	bio-processing mouth parts - melee, does damage equal to Reconstitute Die +1 step. concealable.
9	bouncing ball form - gain a bounce attack dealing 1D10 damage and the ability to bounce 1d30 feet any direction using an Action Die.
10	eldritch organs - gain one random 1st lvl Wizard spell. corruption results will bestow 5 points of glow (USG pg. 71).
11	amniotic clone - your body has a built in lifeform with HD equal to moon mutant level. emerges on death.
12	shed body - morph into a completely new body. takes a triple sleep cycle to complete. reroll attributes.
13	detachable limbs - limbs may move 10' with D14 Action Die. Moon mutant must lend each limb 1D6 hit points.
14	lunar radiance - regenerate damage at a rate of 1 per round. may 'burn' this ability to heal allies 1D4/level.
15	surgical appendage - semi-sentient medical tendril uses D16 Action Die. Deals 1D8 damage while healing 1D6.

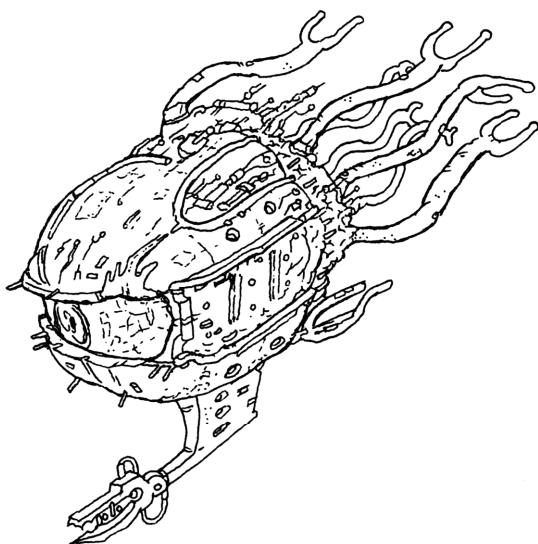
16	dorsal spine ridges - melee, 1D16 damage but must attack at -3d penalty unless grappled by target. concealable.
17	freakish musculature - Moon mutant is bulging with energized musculature. gain Str score of 23 (+5). must consume 50 copper pieces worth of moonmatter during every inert period or die.
18	fluctuating physiology - melee attacks ignore worn armor and shields. gain 50% crit immunity. hidden.
19	biofluid launchers - missile fire, 2 attacks per Action Die at -1d to each. 1D14 damage 40'/80'/160' range
20	shifting utility limb - concealable shape-changing appendage, may attempt any action using a D14.
21	bio-sorcery organelle - gain one 1st lvl Wizard spell of your choice. using spellburn costs double.
22	battle mode - spend 2 Action Die to transform your body into a Light Bio-Mech (USG pg. 146) with HD equal to moon mutant level.
23	extrasensory perceptors - spend an Action Die and turn off standard senses to gain awareness in all planes for 1 minute.
24	volatile regurgitation - missile fire, 3D12 damage & Class IV grenade (USG pg. 102). 10'/20'/30' range.
25	radioactive pseudopod - melee/missile fire, 1D7 damage 100' range. Victim must save (Fort DC 14) or take 1D10.
26	gnarled body and fists - melee, 1D10 damage. may launch spikes at 60' range with a -1d penalty.
27	nail launching finger guns - missile fire, 3D8 damage, 60'/120'/180'. -1d to fine manipulation.
28	metamorph - assume any distinct humanoid form without spending action die, roll 1D20 + Reconstitute Die + luck opposing any attempt to discover your ruse.
29	bursting cysts - make 1D5 free missile fire attacks per round (20' range) for D8 damage.
30	extra weaponized limb - gain a D14 Action Die that can only be used with your new limb. concealable.

NEW ORBITAL VEHICLE TRAITS

Sealed - This vehicle has a pressurized inner hull to hold atmosphere and maintain physiological equilibrium. It may still require an atmosphere supply or recycler. Most sealed vehicles include an airlock and docking mechanism controlled by integrated software and hardware.

Atmosphere supply - This vehicle contains circulation mechanisms to feed atmosphere into habitable areas within. Default atmosphere tank size is 1d30. Humanoid respiration has an average guzzle rate of 1d3 per breathing humanoid per solar day. May be refilled as needed.

Recycler - Operating on depleted fuel fumes and organic waste gases, this complex machine will process and refine breathable atmosphere. This allows up to six breathing humanoids to function under normal circumstances as long as the vehicle's fuel tank doesn't run dry.



NEW VEHICLE TYPES

Orbital Satellite Craft

Used in ancient times to carry communication signals, perform long-distance surveillance, or any number of war crimes. Now these crafty vessels are used as orbital racing crafts, beacon bouncers, or to carry advertisement banners behind their wake.

Note: Due to their unique nature, these craft are not meant to touch down or leave orbit. Attempting to do so results in a -3d penalty to all operation attempts until orbit is reestablished. In conditions of near-zero gravity, assume that all speed value results are increased to the power of ten. This change in relative speed does not hinder operation of vehicles designed specially for orbital travel. Orbital Wipeout Results should mimic Table AWO-1 from USG pg. 144.

Spydar-class Satellite Craft: Init +2; Atk rundown -6 melee (2d10 +Collision damage bonus); AC 11; Armor Die [1d8]; HD d10; Speed Level cruise 5/ max 10; Act 1d20; SV Fort -1, Ref +6, Will NA; Fuel Tank 1d30; Guzzle 1d4-3.

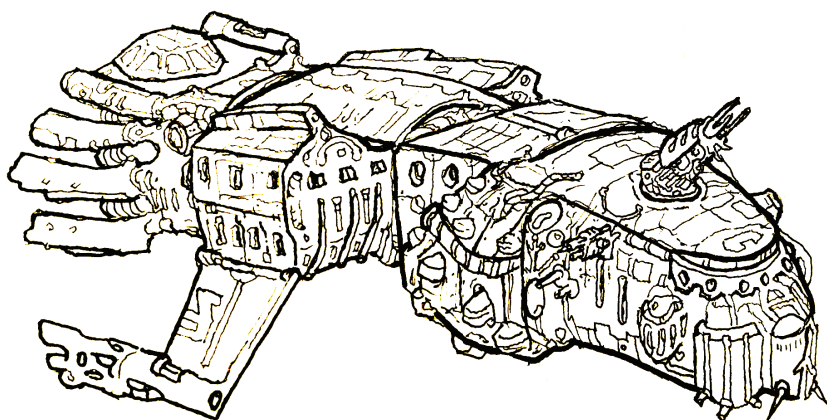
Basic Traits: *good instruments, nimble, sealed*

Orbital Satellite Craft Traits

Any Aircraft Vehicle Traits or Military Vehicle Traits may be added, as well as all general traits.

Orbital Station Craft

Space stations were once commonly employed as orbital hubs for exploration and research. Now, these conjoined hulks are given vector thrust rockets for limited travel and are used as mobile homes, orbital refineries, warehouses, or gang hideouts.



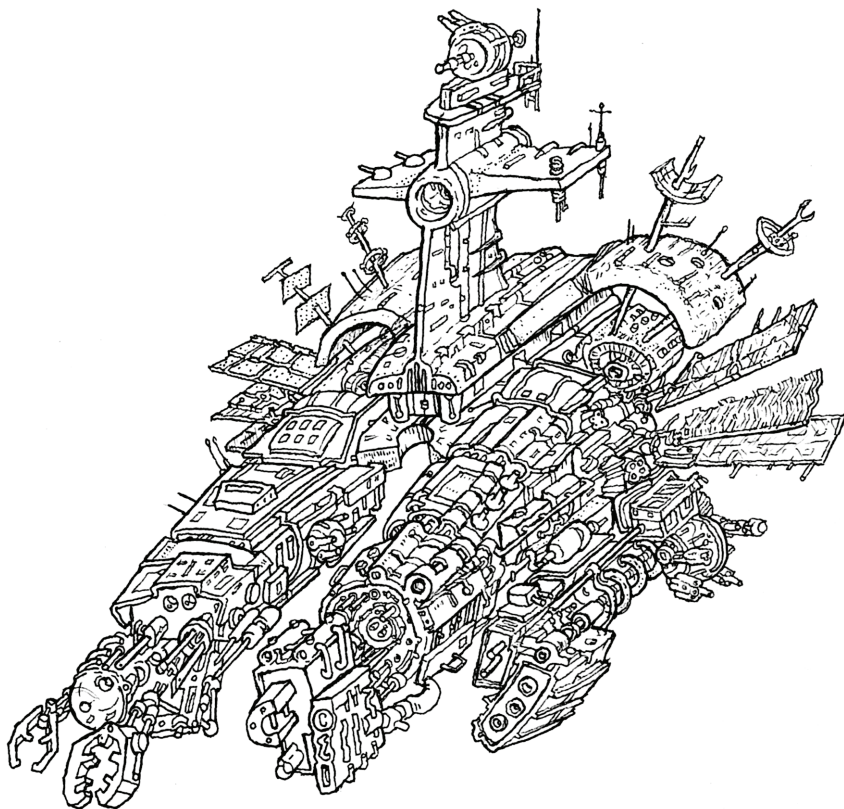
Note: These craft are not meant to touch down, though they may freely leave orbit. Attempting to touch down results in a -6d penalty to all operation attempts and will result in freefall and hull stress in addition to Wipeout results if control is lost. Speed and Wipeout rules follow the same guidelines as other Orbital vehicles (see previous vehicle entry).

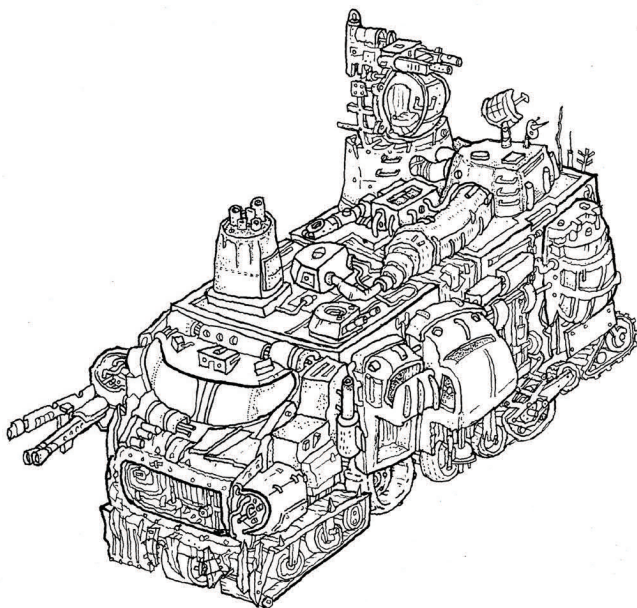
Clutterline-class Station Craft: Init -8; Atk rundown -7 melee (2d20 +Collision damage bonus); AC 4; Armor Die [1d16]; HD d16; Speed Level cruise 0/ max 3; Act 1d20; SV Fort +9, Ref -5, Will NA; Fuel Tank 1d30; Guzzle 1d12-3.

Basic Traits: *rugged, sealed, storage pods (x6)*

Orbital Station Craft Traits

Any selection of Vehicle Traits may be added. The built-in storage pods may be swapped for other General Vehicle Traits at judge's discretion.





Mobile Moon Base (M.M.B.)

Moon bases were once a time honored tradition during the initial generations of colonization and farming on Mother Moon. In the sixth century since, these bases have grown to become nomadic roving hideouts. Patrolling the moon's dunes, these convoy-craft roam to the farthest reaches of the expanding crust to deliver shipments of goods, transport refugees, or simply for family vacation purposes. Some tourists call this class of vehicle an "L.R.V." (lunar recreational vehicle).

Note: Collisions and Wipeouts in low gravity at Speed Level 3 or higher will produce a skyward momentum 12% of the time, carrying the vehicle into an orbit-breaking trajectory at the current Speed rating in distance every round until the vehicle leaves orbit or alters course.

Mooncrawler-class M.M.B.: Init -1; Atk rundown +1 melee (2d6 +Collision damage bonus); AC 7; Armor Die [1d10]; HD d20; Speed Level cruise 1/ max 4; Act 1d20; SV Fort +10, Ref +1, Will NA; Fuel Tank 1d20; Guzzle 7.

Basic Traits: *storage pods (x3), one random trait*

Mobile Moon Base Traits

Any Construction Vehicle Traits or Military Vehicle Traits may be added, as well as all general traits.

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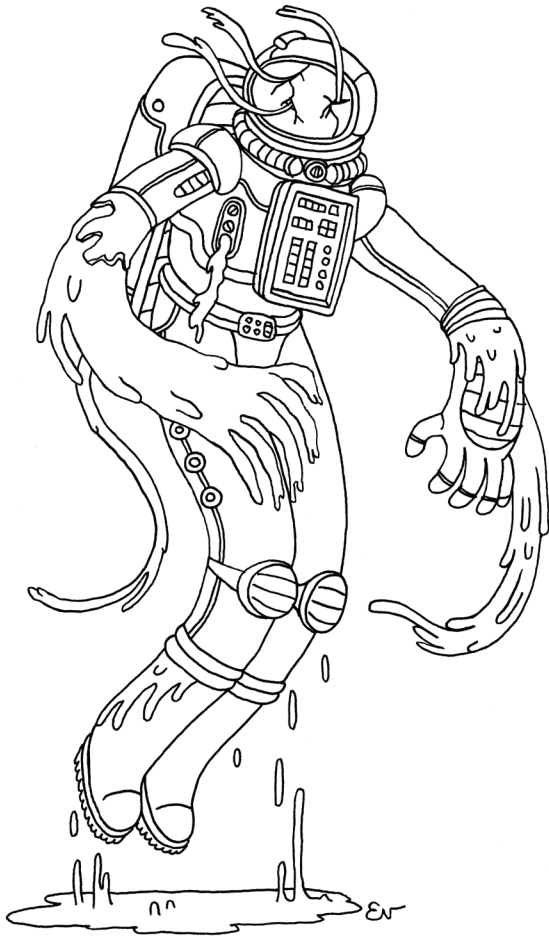
Moon Dust Elemental: Init -2; Atk fist +2 melee (3d10); AC 17; Armor Die 1d6; HD12d8; MV 20'; Act 2d20; SP animate moonstuff, regenerate 1d6; SV Fort +12, Ref +2, Will +8; AL N.

Elementals who claim lineage to Mother Moon are held in extreme reverence and terror. These beings can emerge from or travel between any bed of moon dust, and may exert their willpower through external sources of moonstuff. Their goals and motivations are as mysterious and unguessable as the lunar tides which draw them from their restless slumber.

Highly elusive and ever-changing, their bodies rarely maintain a fixed shape unless compelled to do so by powerful clerics. Loose particles of moon dust mingle with compacted pockets of the stuff, forming temporary and rudimentary limbs used for overland movement or to batter enemies senseless. Regeneration occurs every round unless the elemental is entirely separated from the surface of Mother Moon.

Use the table below any time a Moon Dust Elemental wishes to animate moonstuff (roll 1d6).

1	Cause all items made of moonstuff within a 60' radius to Fumble.
2	Any moonstuff within a 60' radius is drawn 10 feet towards the elemental. Any and each that touches the elemental is absorbed, healing 1d6. Doesn't affect the ground.
3	May cause all moonstuff within a 60' radius to warp and instantly reconfigure into a structure of equivalent size.
4	Make an immediate melee attack with every item made from moon-based substances (moonstuff, moonmatter, moonflesh, moon dust, etc) within a 60' radius.
5	Hurl all moonstuff in a 60' radius towards the void of space above. Velocity is 350'/rd.
6	Crush all moonstuff into the ground using a burst of simulated gravity. Affects all moonstuff in a 60' radius, causing 3d10 damage.

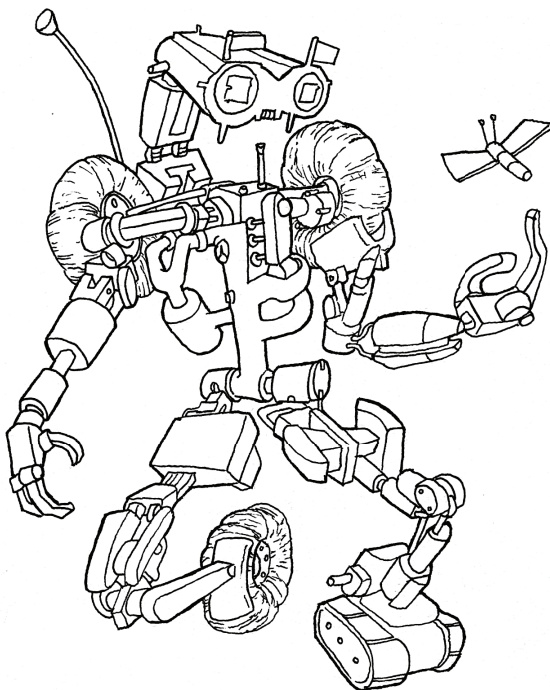


Ooztronaut: Init +3; Atk tendrill +1 melee (2d3) or +1 with any weapon; AC 11; Armor Die 1d6; HD2d8+2; MV 30'; Act 1d20; SP levitation, gelatinatomy; SV Fort +6, Ref +3, Will +2; AL C.

Deep space was once the ultimate frontier for brave and reckless Urthlings and Umericans. In the sixth century after the Inter-Tribal Conflict, the sense of mystery has deepened and twisted into a mix of fascinated revulsion. It is a desperate and hungry void, willing to chew up and digest every last atom in the embrace of heat death. Sometimes the hungry void will regurgitate a meal that did not agree with its temperament, casting it back out beyond the event horizon.

Experiencing digestion by the void causes complete disruption of a being's mind and sense of individuality, leaving them physically and spiritually dislocated. Conversely, a victim who does not completely succumb to atomic heat death will gain extraordinary abilities, though they are now driven by an urge to destroy all atoms in the universe.

An Ooztronaut is a former astronaut who has been pulled into a black hole, atomically obliterated, and partially reconstructed in a state of quantum estrangement. They are grossly transfigured by the experience, with components of their astronaut suits and equipment merged with their partially amorphous and eternally leaking bodies. Ooztronauts may levitate any direction using their movement speed, and their jellied physiology grants immunity to all forms of conventional damage. The only way to truly destroy an ooztronaut is to find an alternative method that does not involve numerical damage values.



Roverbot: Init +4; Atk bludgeon +1 melee (2d4) or radiobeam +3 missile (1d3+deafened) range 300'/600'/900'; AC 12; Armor Die 1d4; HD3d10; MV 40'; Act 1d20; SP robotic roving; SV Fort +8, Ref +2, Will -1; AL L.

Lunar rovers once littered the surface of the moon, piled into landfills or shoved into dry lake beds when their batteries began to fail. Over the last six centuries, accretions of miniscule nanocules have begun to inhabit the corroded shells. These relics of antiquity slowly began to repurpose themselves, stirring to life through generational machine learning powered by the symbiotic relationship with their strangelet infesters.

Now, they have assembled into families of thinking, feeling robotic rover-beings. Moving between communities of their own design and dwellings shared by refugees and mutants, they are sometimes considered pests, pets, or mounts. Truly enlightened moon dwellers know the truth, however. Roverbots can feel emotions, perform complex computations, and can communicate through radio waves, though the experience can cause pain and even deafness (Fort save DC 9). Though rare, some roverbots will form personal connections with humanoids. Each roverbot has a unique configuration, though they share commonalities in their chassis design. If desired, they may employ the abilities and speed of a Buggy vehicle (USG pg. 133) with 3 HD and 1d3-1 unique Traits.

MUTILATION At LUNATIC LANDING



Lunatic Landing is a port town nestled in the safe epicenter of a bombed out crater so large it is visible from any point on the northern hemisphere. Because of its central location and visibility, it has drawn tourists, settlers, and traders from all points of the moon and even beyond the stars.

Outposts, water towers, launchpads, landing platforms, and sheltered hangars are haphazardly scattered across the inner bowl of the crater, with latticework bridges crisscrossing between floating tunnels that zigzag in an overlapping display that is both dizzying and dazzling to behold.

There’s never a normal day on the moon, but your average day at Lunatic Landing is even less normal. Lately, it’s gained a dangerous reputation. A maniac mutant cannibal killer is on the loose, prowling the back alleys and pipeways of Lunatic Landing. It’s been said that this unknown slayer of the innocent has developed an irresistible taste for Moon Mutant flesh, an appetite that is only too easy to sate in a port town bustling with mutated moonlings.

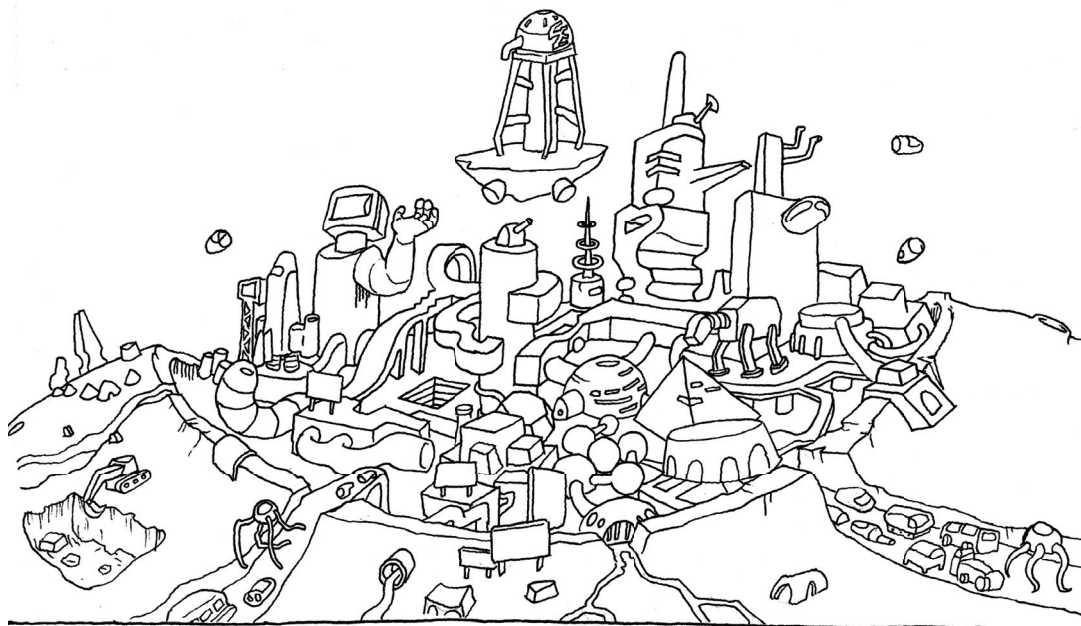
Rumors like this have begun to disturb your sleep, and lending to this unrest is a sad discovery. Your best friend has gone missing, last seen entering Lunatic Landing on a passenger hover barge with a case of luggage. The luggage was found scattered in an alley, smeared with cytoplasm and scored with slash marks. Your bus has just arrived, and as you disembark on the dusty paveway of the port town, a series of images flashes into your mind’s eye. Clues were left behind, and your friends and allies have agreed to support your quest to find the dark truth. Can you and your allies avoid mutilation at Lunatic Landing?

Roll 1d12 on the table below for every 2 rounds spent searching for your missing friend.

Fear and Loathing in Lunatic Landing

1	A hovering transport zooms past, nearly crushing your legs into pulp. From its rear hatch, a metal cube tumbles to the dusty ground. Cushioned by the weird gravity, the cube skips and bounces towards you. 50% chance an oncoming vehicle collides with the errant cube.
2	Black robed minions shuffle past you, clutching bundles that bulge and squirm. Muscling through, they grunt and grumble between themselves before halting before a living door made of magnetic monoliths. A second later, they are gone.
3	Cyborg nurses and surgeons are walking around the ground-level causeways, holding green trays with orange pill bottles. They encourage nearby citizens and tourists to try free samples of their new ‘anti-lunacy’ pharmacchemical.
4	Eerie howling is heard echoing from the rooftops and neon billboards that overcrowd the skyline. Scant seconds go by before a blood-curdling scream splits the brief silence. 1d3 nearby citizens or tourists will express immediate curiosity or concern before walking away.

5	A critically damaged satellite craft of antiquity crashes to the ground from the upper atmosphere. It lands 1d100 - 1 feet from you, dealing 6d16 damage in a 20' radius. 50% of nearby onlookers begin looting, the rest will take photocaps.
6	Green glowing energy rapidly bubbles up from the pores of the moon's crust. It surrounds and penetrates all the buildings, beings, and machines within the crater radius of Lunatic Landing before rapidly dissipating into wispy vapor.
7	You find a duffel bag spilling its contents into an alleyway. Broken specimen jars and shards of glass litter the surrounding area. The duffel bag is a benign mimic with 1 hp. It has no idea who it is or what's going on, but it is thirsty.
8	Overheard, you hear screaming mixed with teeth-rattling sounds of bursting concrete and tearing metal. A bridge connected by snapping rebar-links begins to plummet. If you don't move within 12 rounds, it will fall on you and kill you.
9	Pools of drying cytoplasm are spotted leading into a nearby tunnel system. Exploring the tunnel system has a 50% chance of leading to a trap, ambush, or ongoing gang turf war embroiled in active conflict. Otherwise, it goes in a loop.
10	An obese tourist clutches at his chest. Grunting, he stumbles and falls to the ground before his torso swells and ruptures like an overripe gourd. Spilling entrails and corruptive juices into the street, the corpse ejects a clutch of writhing xenocyte soldiers that rapidly mature and begin feeding on the locals.
11	Doctors are encountered as they are retrieving a batch of severed moon mutant limbs from a plastic dumpster. The doctors regard you impassively before depositing the limbs in a black plastic bag. After, they pile into a nondescript meatwagon and roll away.
12	The killer is seen in a dark corridor, partially obscured by jets of gray steam venting from a sewer drain. You immediately recognize the killer, as he is actively engaged in killing some unfortunate soul. You can walk away if you so choose, because the killer has not noticed you yet.



The killer will continue to indiscriminately murder moon mutants and devour their flesh, carefully removing the bones first. Every five minutes, on average, a new slaying will occur. This will continue until the killer has gorged on moonflesh and become too sated to properly move (roughly two hours). Careful, perceptive, and patient players will easily find evidence of recent violence and may follow such evidence to the source of the slaying.

Unsurprisingly, the killer himself is a Moon Mutant (5 HD). Known as Lanky Jack, he first developed a taste for moonflesh after cannibalizing parts of his own body to allow for additional cyst growth. Little did Lanky Jack know that his budding mutagenic powers would come with an increased hunger for the very same type of flesh.

His integrated weapons include nail launching finger guns, bio-processing mouth parts, and a mutagenic processor. In two solar days, Jack will produce a 0-level version of himself using his processor, though he must maintain his nutritional needs.

Bringing Lanky Jack to justice or destroying him will award 10 XP. Unfortunately, there is no apparent evidence suggesting that your friend survived the recent serial killings.



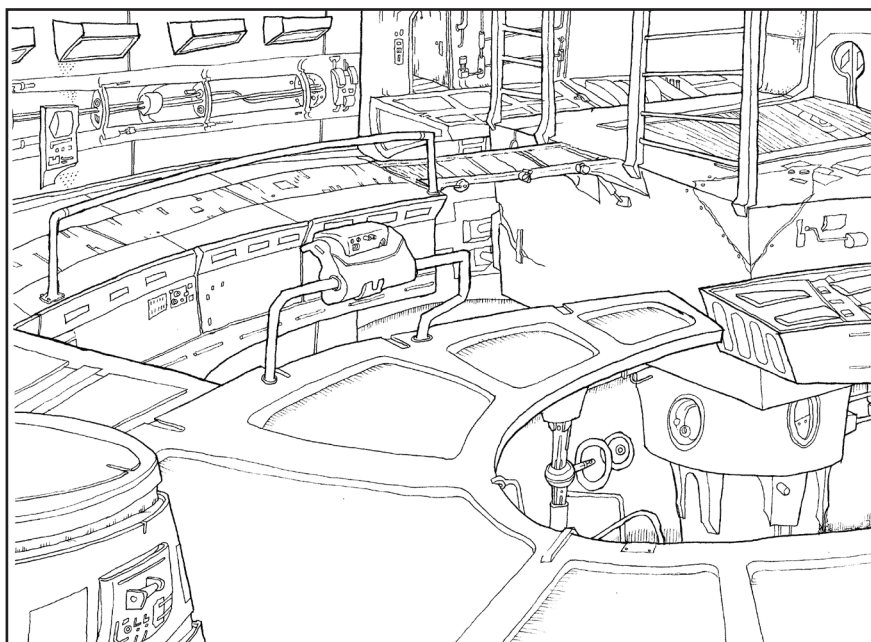
Lunatic Landing is populated by traders, refugees, miners, fabricators, clutter collectors, and medical technicians of all sorts. Domed habitats, bombed out slums, dizzying aerial crosswalks, green lunariums, and glass observatories are just a few of the structures visible from any point within the crater's radius. If you need to generate a random city block, roll 1d4 times on Table LS01 below, repeating as often as needed to generate extra blocks stacked above or dug out below the ground level or spreading into adjacent streets. Maps of the landing are inconsistent due to the mutable and ever-shifting nature of the landscape and most of the structures. Random encounters can be easily emulated using the Fear and Loathing in Lunatic Landing table. Shuttles leave orbit every 1d30 solar days, while Landers arrive every 1d3 rounds.



TABLE L501 : LUNAR STRUCTURES

Roll 1d30 below

1	Orbital	Monolith
2	Domed	Enclosure
3	Multi-tiered (d24)	Parking garage
4	Topiary	Arena
5	Glass paneled	Lunarium
6	Atmospheric	Refinery
7	Rotating	Campground
8	Pearlescent	Missile silo
9	Crawling	Digsite
10	Corporate	Shuntway system
11	Copper plated	Hostel
12	Nanogenic	Hive
13	Hovering	Pipeway
14	Glowing	Smokestack



15	Sentient	Street
16	Escalating	Projector house
17	Self-assembling	Scrapyard
18	Internalized	Sorting station
19	Ambulatory	Pyramid
20	Burrowing	Factory
21	Invisible	Field generator
22	Hydroponic	Pipeway
23	Ziggurathine	Shuttleport
24	Moonstone	Temple
25	Food	Dump
26	Crater-cluster	Quarry
27	Hungry	Waste processor
28	Psychokinetic	Generator
29	Powered	Humidity collector
30	Sublunar	Sewer system



TABLE MMP01: LUNAR PROFESSIONS

1d30	Profession classification	Starting weapon	Starting equipment
1	Traffic controller	Glowcone (d4)	Bright orange vest
2	Moonstuff harvester	Shape-shifting truncheon (d6)	5d12 copper pieces
3	Doll collector	Powered tool (d6)	1d3 metal puppets
4	Velociraptor student	Rock (d6)	1d3 manuals
5	Ghost investigator	Boom rod (d4)	Photocap device with (d3) film rolls
6	Vapor trapper	Inhaler (d4)	1d3 vapor tanks
7	Moldy gray agent	Semi automatic pistol (d8)	1d6 pink label cigarettes
8	Demonic tourist	Big knife (d6)	Luggage
9	Cat salesperson	Hand weapon (d6)	Sales papers worth 10 copper pieces
10	Tunnel dweller	Club (d4)	5d12 copper pieces
11	Cryogenic sleeper	Blaster (d10)	Box of ammo (d8)
12	Pest exterminator	Gas gun (d8)	Gas mask
13	Drug peddler	Wrist injector (d6)	1d3 doses of a random drug
14	Urth refugee	Metal pipe (d6)	Plastic armor
15	Goblin gangster	Blaster (d10)	Ammo belt (d100)
16	Copper-skinned replicoid	Multitool (d4)	Hand scanner
17	Escaped primate specimen	Submachine gun (d8)	Voice processor
18	Used shuttlepod trader	Clipboard (d4)	1 HD beater-quality shuttlepod
19	Reanimated cyborg	Integrated weapon (d6)	Rubber body bag
20	Intelligent spacesuit	Welding tool (d6)	1d6 battery packs
21	Rocket jockey	Plasma pistol (d10)	Self aware missile (seats 2), 1 HD
22	Walking corpse	Coffin lid (d8)	5d12 copper pieces
23	Lunar knave	Shiner's jug (d8)	Customized distillery
24	Elf exile	Longsword (d8)	Spellbook
25	Stranded astronaut	Flagpole (d10)	Pressure suit
26	Dwarf-sized ogre	Hatchet (d6)	Cloth diaper
27	Mutating immigrant	Rayblade (d8)	Citizenship application
28	Fossorian shaman	Powerstaff (d6)	Tribal tapestry
29	Crash survivor	Hatch door (d6)	1d3 pounds of wreckage
30	Xenocyte pupa	Egg shell (d4)	Thought projector

Playable Classes in Moon Mutant campaigns

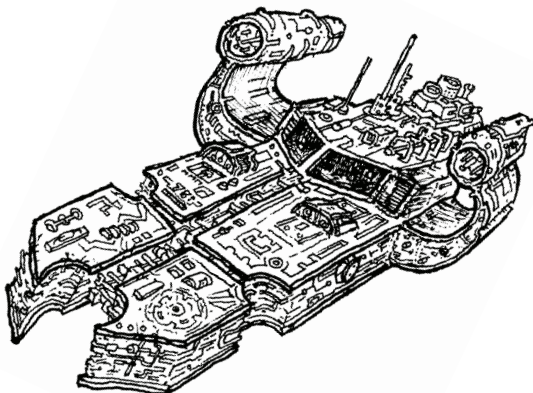


We strongly suggest allowing the following 95 classes in your games. Classes from other sources may be selected as well. This list is far from complete and is considered a baseline of 'default' available classes.

Note: the Ferrodruoid class appears in Moon Mutants issue #2, forthcoming.

0-level characters can be easily created using the standard method, with options added from the Lunar Professions table or any Umerican source. Copper pieces are exactly that - pieces of copper metal (see **C-01**), usually recovered from derelict machines. This metal is abundant and easily found on the moon. Odd assortments of copper are used as the base currency.

DCC RPG core	Umerican Survival Guide	GFA 2015-2020	Class Alphabet for DCC RPG
Cleric	Wasteland cleric	Assassin	Ape Ascendant
Thief	Cyborg	Dervish	Black Cat
Warrior	Feral Urchin	Ghost	Cyber-Zombie
Wizard	Fossorian	Skeleton warrior	Drug User
Dwarf	Gray alien	Vampire	Flesh Forged
Elf	Mutant	Luchador	Goblin Gang
Halfling	Petrol Head	Sword Monger	Hellfont
CUaBM #1-13	Robot	Hot-Dog Suit	Intelligent Weapon
Aetherian Hero	Scavenger	Barbarian	Jockey
Battle Chanter	Technologist	Halfling Hucker	Knave
Clownight	Wasteland warrior	Dwarf Sapper	Lemurian
Cro-Mentalist	Wasteland wizard	Invincible Chicken	Monster Trainer
Hologram	Umerican Road Atlas	Orcs & Half-Orcs	Ninja Vampire
Hybrid	Holy Roller	Bardic Rocker	Ogre
Robo-Priest	Hunter	Berserker	Puppet Master
Sky-Sneak	Road Hawg	Faerie	Quantum Wanderer
Sorceraptor	Umerica Unnatural	Goat'O'War	Ro-bard
MCC RPG core	Wasteland psion	Gongfarmer	Slimenoid
Manimal	Psi Mutant	Lycanthrope	Tenacious D-fender
Mutant	Psylatan	Pirate	Ubiquarian
Plantient	Beastkin	Sage	Velociraptor
Healer	Shifter	Scout	Wolf girl
Rover	Moon Mutants #1-3	Anti-Cleric	Xenocyte
Sentinel	Moon Mutant	Godling	Youthful musician
Shaman	Ferrodruid	Scholar	Zealot



SAVES GADGETS

character record sheet

NAME :
ORIGIN :
CLASS :
LEVEL :
XP

SPEED :
ACTION DIE
CRIT TABLE
CRIT DIE
initiative:

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

STR
AGI
STA
INT
PER
LUCK

alignment :
lucky sign :

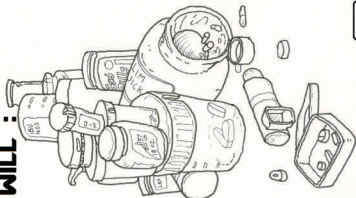
GADGETS + GEAR

copper pieces



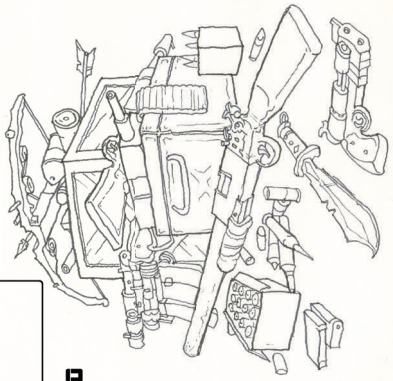
SPELLS + ABILITIES

SAVING THROWS
FORT :
REF :
WILL :



HIT POINTS
AC
ARMOR DIE
FUMBLE DIE

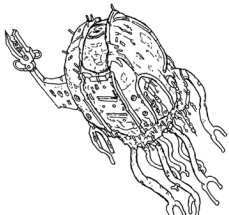
WEAPONS + AMMO
attack bonus



MTT PARTS

vehicle record sheet

OWNER NAME:



VEHICLE NAME :
VEHICLE TYPE :
QUALITY LEVEL :

FUEL tank
GUZZLE
PASSENGER capacity

REFLEX :

INITIATIVE :

TRAITS + ATTACKS

CONTROL :

FORTITUDE :

Attack bonus

HD :

hp :

AC :

Armor die

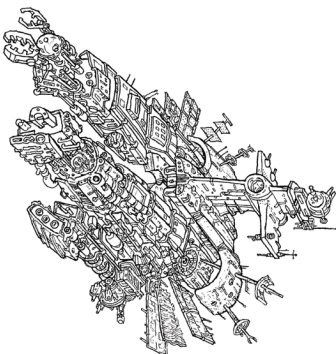
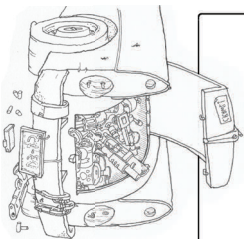


CRUISE SPEED

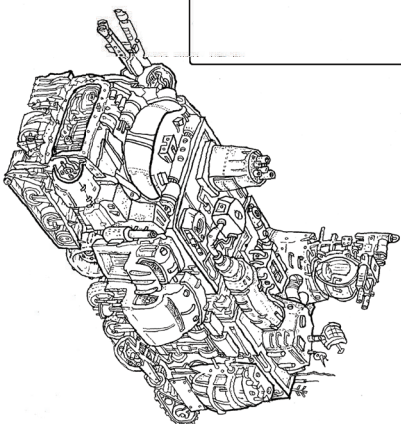
MAX SPEED

WRECK CHECK

CARGO space + contents



notes + SPECIAL RULES



Inventive PCs may wish to know what copper pieces consist of.

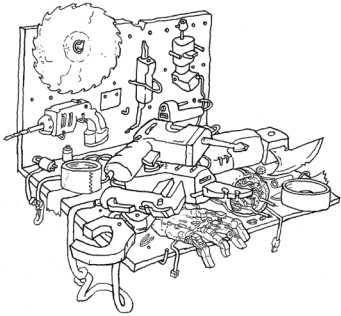
TABLE C-01: Copper

d30	Copper piece type
1	Shell casing
2	Keyring
3	Frayed wire (3')
4	Chain link (1')
5	Capacitor
6	Bead
7	Sprocket
8	Lugnut
9	Clasp
10	Safety pin
11	Badge
12	Penny
13	Tube (1')
14	Jewelry fragment
15	Microchip
16	Cell battery
17	Jingle bell
18	Spoon
19	Bolthead
20	Zipper teeth (1')
21	Mood ring
22	Saxophone key
23	Bulb housing
24	Drillbit
25	Coiled spring (1')
26	Diode
27	Outlet plug
28	Thimble
29	Shot glass
30	Bottle cap

Use MM3-4 to generate starting items. Cost is listed in copper pieces.

TABLE MM3-4: Items

d24	Item	Cost
1	Vacuum pack	200
2	Glowstick	1
3	Carbon tether, 10'	3000
4	Ink gun	1
5	Sealed footlocker	200
6	Shaped metal bar	200
7	Glass container	3
8	Spark gun	15
9	Grapple-hook	100
10	Chiseling instrument	50
11	Obscure relic	2500
12	Unknown chemical	2500
13	Metal piton	10
14	Glowmaggot tube	1000
15	Reflective glass	1000
16	Volatile fuel	20
17	Flagpole	15
18	Frozen rations	5
19	Nylon tether, 50'	25
20	Rubber body bag	12
21	Black plastic bag	8
22	Multitool	2500
23	Glowcone	1
24	Donated blood	50



NEXT ISSUE FROM DUNGEON REMIXER:

NEW CLASS : THE FERRODRUID

NEW MONSTERS

NEW VEHICLES

GADGETS & GEAR

NEW ADVENTURE

