

MOON MUTANTS



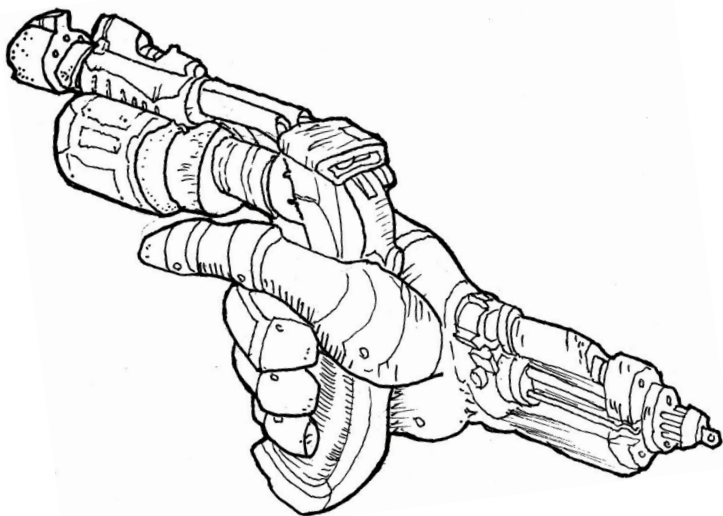
ISSUE No. 5

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- **AND A NEW ADVENTURE:**

ORGAN FARM V

- **ALSO: CARGO HOLDS, FAST FOOD, &
ENCOUNTER TABLES FOR LVLs 3 + 4**

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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?

Greetings, and welcome to the fifth issue of Moon Mutants. You'll be happy to learn that Moon Mutants is still an Umerican zine for the Dungeon Crawl Classics RPG. It honors the tradition of *Crawling Under a Broken Moon*, the first Umerica zine. Moon Mutants explores the questionable potential timeline of Urth's future, over six centuries after bombs, pollution, and alien genocide have devastated life and natural ecosystems. Life continues to fight back against impossible odds. You may notice references to material from Umerican sources, and as always, we suggest you go buy it all.

Issue five has more dungeons under the Mutant Moon, as well as 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 warped weirdness. When the moon hits your eye like a big pizza pie, that's *amore*!

DEEPER DUNGEONS OF THE MUTANT MOON

LIFE ABOVE, LIFE BELOW

In life's long history it has always been taken for granted. Generations die and legacies become forgetful, yet life continues to outgrow the histories touched by its grand design. With the weird cycle of life nearing its apex of revolutions once more on the moon, it has become increasingly normal to see lowlife such as bacteria, insects, and parasites make the transition into cultured civilization. Intelligent arthropods, xenocytes, and talking insects are becoming more and more common on the lunar surface and meanwhile, unknown amounts already lair below. Experts predict that within one solar year, spineless life will outnumber warm blooded mammals.

REVISITING ROOTS AND UPROOTING VISITORS

To fully understand life on the moon, we must turn over every layer and reveal the rich history from the last six centuries. Early colonists laid the foundational groundwork with their early terraforming and experimental efforts to condition the newly rejoined lunar fragments into a liveable ecosphere. These ambitious works were unfinished but left lasting influences on the technology and civilizations of the Mutant Moon. Life here is in a continual state of flux, mutating in the warmth of burgeoning potential. New forms of life, new studies of magical knowledge, and new understandings of scientific laws are now key principles of fast-paced modern lunar livelihood. Tourists quickly learn to adapt and integrate.

CORE STRUCTURES AND DECONSTRUCTED ECOSPHERES

Dungeon survival became a cornerstone skill for many early colonists. For many settlers, it provided income, food, and shelter. This culture of adventuring as a profession became a trend that continued to evolve into comfortable and widespread use into the modern Sixth Century. Scavenging, panhandling, and foraging are still the most popular jobs. Some simple rules for food foraging are in this issue, and we encourage readers to check out the new printing of the *Umerican Survival Guide*, which includes some amazing appendix tables for survival. Issue #5 details a new dungeon as well as random tables for surface and underworld encounters for levels 3 & 4. This issue is dark and rich with a fluffy sweet center, just like a moon pie.

DUNGEON SURVIVAL

Traveling characters sometimes run out of food while exploring dungeons. Foraging is possible in lunar environments with a 50% chance of success. Success reveals the location of the nearest vending machine or fast food parlor (page 7). Wild-grown food is only encountered in isolated enclosures, usually under guard by druids or ecofundamentalist farmers. Alternative nutrition can be harvested from unconventional sources.

Roll 1d10 when seeking alternative food sources on the moon.

1	There is an underground orchard that grows giant organs in the dirt.
2	Refineries in subterranean silos have been producing nutritive paste.
3	Pink smog in this quadrant provides nutrition when inhaled.
4	Bio-sorcerer surgeons are implanting organs that nourish the body.
5	Cannibalism is becoming more socially accepted in major cities.
6	Photosynthetic blood transfusions should eliminate the need to eat.
7	Moon stuff can be found in abundance and is edible (and risky*).
8	Scavengers sometimes buy from organ thieves for sustenance.
9	Medical waste stations dispose of experimental food products often.
10	Prayers to the benevolent clown god will produce miraculous feasts.

Lunar corridors and chasms contain an abundance of intrinsic substances. These could range from living rock that shapes the inner bowels of the moon to the cloud of dangerous particulate dust that competes with the pinkzone for dominance over the atmosphere. When exploring any part of the moon, it may become necessary to determine the unique nature of it.

Roll 1d10 below to determine the makeup of any moon-based substance.

1	Moon crust. Roughly equivalent to topsoil or compacted dirt.
2	Moonflesh. Possibly living. Porous, soft, and doughy. Mutated.
3	Moon material. Shapeable and glutenous. Perfect for construction.
4	Moon metals. Copper-based extrusions. Sometimes crystal or flaky.
5	Moon stone. A precious semi-lustrous gemstone. Chilly blue color.
6	Moon rock. Lunar ore. Mineral carbon composite. Dense & brittle.
7	Moon dust. Razor-sharp particles of lunar surface accumulation.
8	Moonstuff. Edible* but also shapeable. Broad applications for use.
9	Moon fuzz. Soft glowing green moss often found on the nightside.
10	Moon core. Poisonous radioactive ore. Researching it is forbidden.

**see Moon Mutants issue #1 for details.*



FAST FOOD TYPES

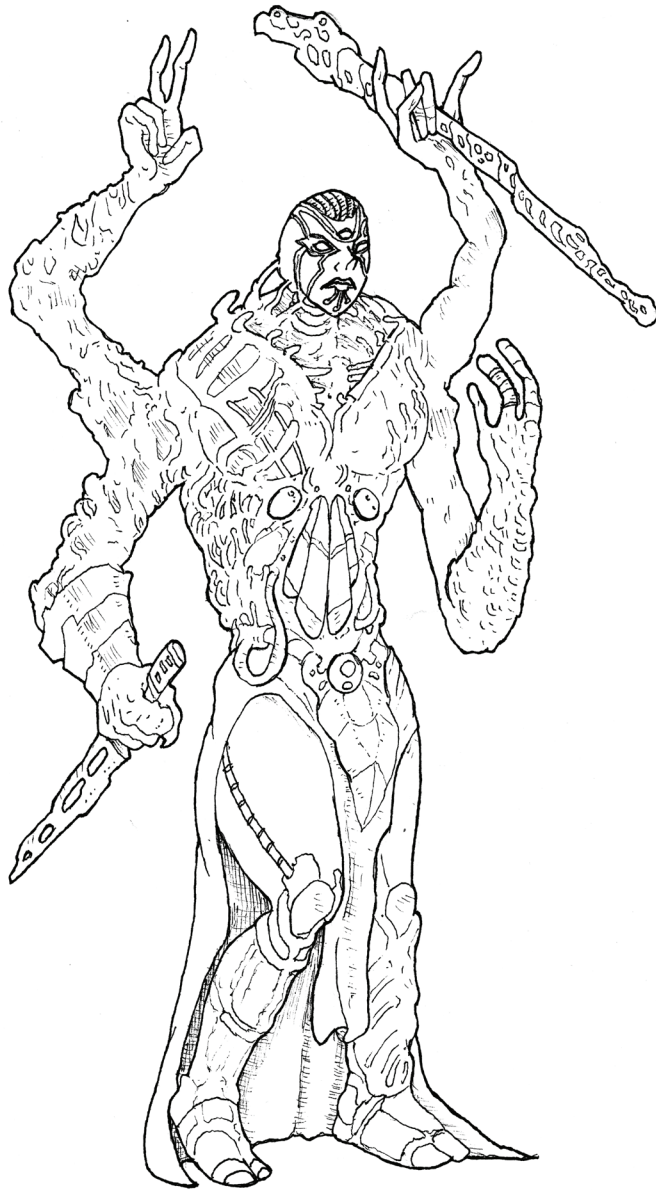
Roll 1d16 when seeking fast food on the moon. Meals cost 5-50 copper.

1	Glow worm fried casserole	9	Peppered saddle toad salad
2	Spiced weasel barbecue ribs	10	Moon dust cookie milkshake
3	Brawlbeast sausage and onions	11	Steamed leeks and cheese
4	Tobacco lemonade stew	12	Liquefied hamcow mealshake
5	Dwarven deep-dish pizza	13	Ogre cannoli and lasagna
6	Volatile trench oil coffee	14	Gray pudding with vitamins
7	Xenocyte royal jelly sandwich	15	Machine-pressed moon wine
8	Whumpus steak & hash browns	16	Clownburger meal with fries

DUNGEON LOCALES

Roll 1d14 when entering a random dungeon to determine the functionality.

1	Active mine or refinery	8	Guarded cultivated farmland
2	Ancient temple or dojo	9	Prison complex or laboratory
3	Castle, stronghold, or keep	10	Underwater compound
4	Caves, caverns, or causeway	11	Dangerous beast sanctuary
5	Crypt, tomb, or mausoleum	12	Combat arena or scrapyard
6	Underworld ecosystem (forest)	13	Town, city, or village
7	Alien installation	14	Factory or fabrication station



THE BIO-SORCERER

A sorcerous sculptor of supernatural biology.

Life takes many forms in the cosmos, forever adapting according to the ancient biological imperatives. Bio-sorcerers are shepherds and students of the many types of cellular and multi-cellular life. Most work to unravel the mysteries and secrets of every form of biology across the twin galaxies. Others seek only to use their bodies as batteries of magical potential.

TABLE MBS00: THE BIO-SORCERER

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will
1	+0	1d8/II	1d20	+0	+1	+1
2	+1	1d10/II	1d20	+0	+1	+1
3	+1	1d12/II	1d20	+1	+1	+2
4	+2	1d14/II	1d20	+1	+2	+2
5	+2	1d16/II	1d20 + 1d14	+1	+2	+3
6	+2	1d20/II	1d20 + 1d16	+1	+2	+4
7	+3	1d24/II	1d20 + 1d20	+2	+3	+4
8	+3	1d24+1/II	1d20 + 1d20	+2	+3	+5
9	+4	1d24+2/II	1d20 + 1d20	+3	+3	+5
10	+4	1d24+3/II	1d20 + 1d20 + 1d14	+3	+4	+6

Hit points: The bio-sorcerer gains 1d8 hit points per level.

Weapon training: Bio-sorcerers train with bone, leather, hide, scale, and chitin armor, and are trained in the use of daggers, dart guns, longswords, pistols, rifles, spears, and staffs. Worn armor does not hinder spellcasting.

Alignment: Most bio-sorcerers are Neutral in alignment. Extreme outliers remain in isolated enclaves dedicated to Chaos or Law, shaping exotic lifeforms to further the unguessable agendas of their powerful viziers.

Caster level: Caster level represents a bio-sorcerer's power in manipulating biological lifeforms. A bio-sorcerer's caster level is normally equal to class level but may be modified circumstantially. Extremely upsetting biological disturbances (such as effects that impose penalties on Fortitude saves) may drain the supernatural potential from a bio-sorcerer's body, imposing a loss of caster levels while the body remains afflicted.

Magic: Bio-sorcerers are able to manipulate biological organisms of many different forms. This sort of magic is known as bio-sorcery.

Bio-feedback: Failed wielding of bio-sorcery can cause painful physical distress in the caster. See page 10 & 11 for more information.


Metabolic mastery: Bio-sorcerers naturally heal from attribute damage at triple the usual rate. While resting, recover 3 points of burnt attributes.

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 bio-sorcery:

- **Each spell manifests mercurial magic (*DCC RPG* page 110).**
- **Failing a spell check causes bio-feedback (see page 11).**
- **Spellcasting can cause corruption.**
- **Spellburn requires physical attribute burn, and for every 1 point of Spellburn utilized, a +1d3 bonus is added to the spell check.**

BIO-SORCERER SPELL LIST

	1st Level (d14)	2nd Level (d14)	3rd Level (d14)	4th Level (d4)
1	Animal summoning	Arcane affinity	Breathe life	Control fire
2	Bio-weaponry*	Detect invisible	Consult spirit	Create life*
3	Charm person	ESP	Demon summoning	Polymorph
4	Chill touch	Fire resistance	Eldritch hound	Wizard sense
5	Choking cloud	Forget	Fireball	
6	Detect magic	Invisibility	Fly	
7	Enlarge	Magic mouth	Haste	
8	Find familiar	Monster summoning	Make potion	
9	Flaming hands	Porcupine coat	Paralysis	
10	Magic missile	Ray of enfeeblement	Slow	
11	Read magic	Scare	Sword magic	
12	Shape flesh*	Spider web	Transference	
13	Sleep	Strength	Turn to stone	
14	Spider climb	Wizard staff	Water breathing	



FAILED SPELL CHECK: BIO-FEEDBACK

Whenever a bio-sorcerer fails a spell check, roll 1d8 below and add spell level.

Luck may be spent to offset the result. Results with no duration are permanent.

0 or lower	Vitality surge. Heal 2d3 hit points, and sustain 1 damage per spell level immediately after. Armor cannot absorb this damage.
1	Stomach lurches. Become stunned for 1 round.
2	Sensory feedback. Blindness lasts for 1d6 rounds.
3	Blood boils. Begin burning for 1d6 damage per round. Gain +1d3 bonus to Initiative until the burning damage is extinguished.
4	Flesh undulates wildly. Lose a d20 Action Die and gain 2d12 Action Die in its place for the next 3 rounds.
5	Cellular attrition. Take 1 point of damage in 2 different attributes.
6	Numbness dulls your pain receptors. Gain 1d12 hit points but lose all Armor Die for the next 1d3 hours.
7	Bones grow shard-like spurs. Take 1d14 damage and gain a melee attack dealing 2d5 damage until you suffer a broken bone.
8	Skin begins to calcify. MV is reduced by half and Reflex saves are at a -1d penalty. Improve Armor Die by +2d.
9	Connective tissue loosens. Fall prone at the beginning of every round for the next 1d3 hours.
10	Tumors spontaneously appear. Begin vomiting blood for 1d6 damage every round for the next 20 hours. You need surgery.
11	Tissue begins bursting out of your skin. Make a DC 5 Fortitude save or die. You lose 1 Armor Level until your flesh is mended.
12	Biology unravels. Take 1d6 points of random attribute damage every round for the next 1d5+1 rounds. If any attributes reach 0, you liquefy into a puddle. You may reconstitute if you succeed at a 'roll the body' check, but your Luck is reduced by half for this attempt. In the event of a successful reconstitution, lost attributes may be re-rolled using 2d6 instead of 3d6.

SHAPE FLESH

Level: 1	Range: 5' Duration: Instant Casting time: 1 action Save: Fortitude
General	Bone, flesh, and sinew may be worked into new forms.
Manifestation	Roll 1d4: (1) skin tightens; (2) pores emit blue light; (3) physiology folds into itself; (4) cells respool rapidly.
Corruption	Roll 1d4: (1) cytoplasm oozes from skin; (2) multiple useless organs manifest internally; (3) minor; (4) major.
Misfire	Roll 1d4: (1) painful spasms stun caster for 1 turn; (2) bones warp reducing MV by half; (3) compromised biology inflicts -1d to Fort saves; (4) your physical appearance now resembles a randomly selected NPC.

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	Skin, leather, hide, or chitin becomes more rugged and supple, with Armor Level improving by 1.
14-17	1d3 bones within range are mended or reshaped.
18-19	Limbs evolve for travel or combat use. Evolve a melee attack dealing 2d6 damage or gain +10 ft. fly, climb, or burrow speed.
20-23	Alter one sensory organ to function with a +2d bonus or gain a new mode of perception (wavelength, spectrum, frequency, etc).
24-27	Target gains a unique SP feature from a random monster entry or loses an existing SP feature.
28-29	Combine 1d3+1 organs into one unique organ, granting +1 to a random attribute. Target must make a Fort save (at +2d) or die.
30-31	Force a random physical mutation to manifest in the target.
32+	Combine 1d3+1 results, chosen from the entries above, and shape the target into a new physical body with 3d6 in each attribute. The target may keep any existing attributes if desired and 1 possessed corruption effect may be expelled. Natural lifespan is increased by +d30 years.



BIO-WEAPONRY



Level: 1	Range: Self Duration: Varies Casting time: 1 round Save: Special (see below)
General	Manifest spontaneous, dangerous biological attacks.
Manifestation	Roll 1d4: (1) body splits apart, revealing weaponry; (2) glowing green light bathes the caster; (3) weaponized biology bursts through the skin; (4) limbs liquefy and rapidly evolve into new configurations.
Corruption	Roll 1d4: (1) sweat becomes foul steaming vapor; (2) an eyeball grows on your torso; (3) minor; (4) major.
Misfire	Roll 1d4: (1) 1 lung collapses or bursts; (2) 1d3+1 fingers fuse together; (3) nostrils melt shut; (4) cell walls begin bleeding for 1d6 damage.

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	Knuckles or teeth grow into deadly weapons. Unarmed attacks deal 1d12+CL damage & use Crit Table III for 1d3+CL rounds.
14-17	Unarmed attacks deal 1d14+CL damage & use Crit Table IV for 1d6+CL rounds. Gain a d12 action die for the spell duration.
18-19	Unarmed attacks deal 1d16+CL damage & use Crit Table IV for 1d8+CL rounds. Gain a d14 action die for the spell duration.
20-23	Grow several flailing limbs. For 1d10+CL rounds gain 3d14 action die, deal 1d16+CL unarmed damage, & use Crit Table V.
24-27	Limbs multiply explosively. For 1d12+CL rounds gain 3d16 action die, deal 1d20+CL unarmed damage, & use Crit Table V.
28-29	Body becomes a deadly weapon. For 1d14+CL rounds gain 3d20 action die, deal 2d12+CL unarmed damage, & use Crit Table V.
30-31	New limbs manifest with the strength of giant's blood. For 1d16+CL rounds gain 3d24 action die, deal 2d14+CL unarmed damage, & use the Giants Crit Table (<i>DCC RPG pg. 389</i>).
32+	Evolve biological features infused with godlike potency. For 1d20+CL rounds your unarmed attacks cause instantenous death, rendering the target into loose molecules or paste unless a successful Fortitude and Reflex save are made. Failing one or both saves will result in loss of life. Some powerful immortals are immune to this, and will suffer 2d20+CL damage instead.

CREATE LIFE

Level: 4	Range: 0' Duration: Instant Casting time: 1 action Save: N/A
General	Genesis of new life occurs at the behest of this spell.
Manifestation	Roll 1d4: (1) amber rays pierce the visual spectrum; (2) heartbeat shudders and reality reverberates in time; (3) helix strings of energy appear; (4) life winks into being.
Corruption	Roll 1d4: (1) 1 limb withers and falls off; (2) body is cursed and Unholy to all clerics; (3) minor; (4) major.
Misfire	Roll 1d4: (1) biology consumes self for 2d6 damage; (2) spirit bleeds from body for 1d6 personality damage; (3) vitality fades causing d30 years of aging; (4) suffer a major backlash of anti-life energy inflicting a -2d penalty and 1d3 broken bones.

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	Create a living being the size of a tadpole with 1d3 hit points.
16-17	A cat-sized beast forms with 1d4 hit points and one SP feature.
18-21	Generate a horse-sized riding beast (<i>Moon Mutants</i> #2 pg. 39).
22-23	Generate a unique humanoid (<i>DCC RPG</i> pg. 380) with 1d3 HD.
24-26	A unique species springs into existence. Roll 3d3 and create that many HD worth of humanoids using #22-23 spell result.
27-31	Produce a monstrous creature with capabilities equivalent to a Dragon of average size and 1d8+4 HD (<i>DCC RPG</i> pg. 406).
32-33	Conjure a battling bio-beast with capabilities equivalent to a Dragon of large size and 1d10+6 HD (<i>DCC RPG</i> pg. 406).
34-35	Spawn a lesser simulacrum of yourself with the same physical and mental attributes, 1 Luck, and 1d3 levels in Bio-sorcerer.
36+	Give birth to a nearly flawless version of yourself with 12+1d6 in every attribute and class levels equal to your level. You may switch souls with the simulacrum, but you must spend an hour within visual range of your clone after the spell is cast, or the spell will unravel and both you and your clone will perish.



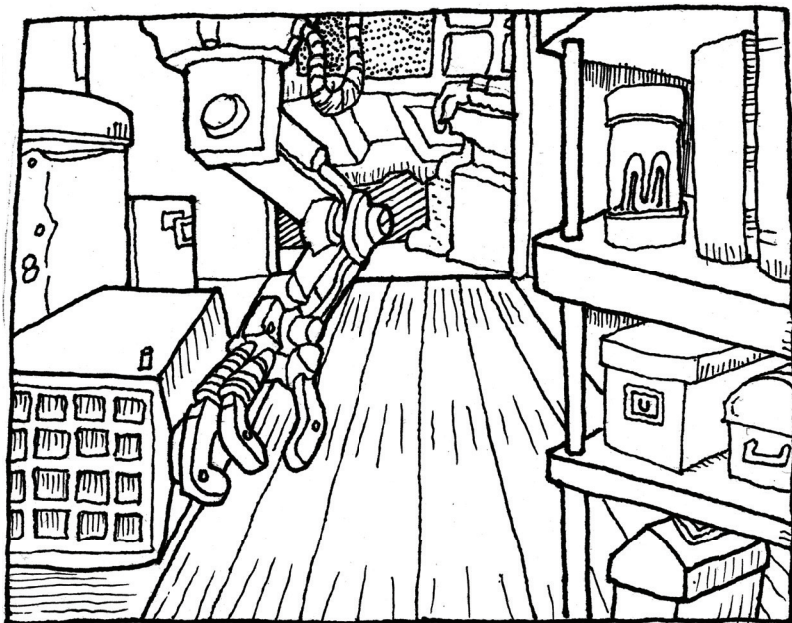
NEW TRANSPORT VEHICLE TRAITS

Cargo Hold (large vehicles only) - Gain 1 ton worth of storage space. Sealed vehicles may include an automated airlock system for loading.

Heavy Cargo Hold (requires cargo hold) - Upgrade one cargo hold to carry 5 tons of storage. This hold is too large for conventional airlock systems, but specialized airlocks can be added as a trait selection.

Non-euclidian Cargo Hold (requires Int 13+ to install trait) - Theoretical quantum engineering enables a storage sublayer that folds between normal dimensions, allowing for nearly unlimited storage capacity. Cargo capacity increases to an unguessable limit. If the outer hold is ruptured, trapped energies will burst all matter inside the non-euclidian space, ejecting a nuclear explosion into standard space for (6d10) in a six-mile radius.

Cargo Claw (hovering and flying vehicles only) - This vehicle includes an articulated grasping claw for loading and unloading freight into a cargo hold. It may be controlled manually or automatically, can lift up to 10 tons at a time, and may be used in combat as a melee attack dealing (2d10+5). Winch systems may be coupled with this trait, allowing for an extendable towing claw. Using the claw in combat causes a -2d penalty to control checks and increases Wipeout results by +1d4.



NEW VEHICLE TYPES

Cargo freighter

Moon mutants love thrills, and there's no better thrill than hauling ass over the cratered dunes and rocky hillsides while the engines rattle and hum.

No class of vehicle is as widely used for this purpose (except maybe the autoflier and speeder, of course) as the iconic cargo freighter. Rugged, fast, reliable, and easily customizable for every type of operator. Most models are less than nine decades old, with a market value of 35,000 copper.

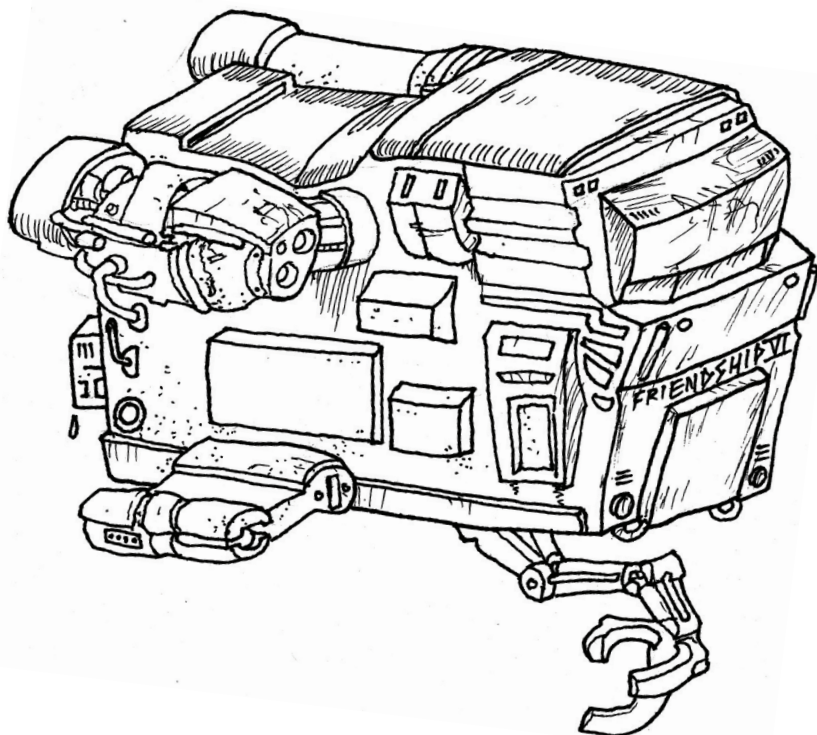
Retailers are eager to sign lease agreements, with buyers finding easy jobs with express-class interplanetary delivery contractors.

Friendship-class cargo freighter: Init +0; Atk rundown +2 melee (2d8 + Collision bonus); AC 9; Armor Die [1d10]; HD d16; Speed (Flight) Level cruise 2/ max 5; Act 1d20; SV Fort +5, Ref +1, Will NA; Fuel Tank 1d24; Guzzle 5.

Basic Traits: *cargo claw*, *cargo hold*, *extra cargo (x2)*, *landing*, *sealed*.

Cargo Freighter Traits

Any traits may be added.



Light freighter

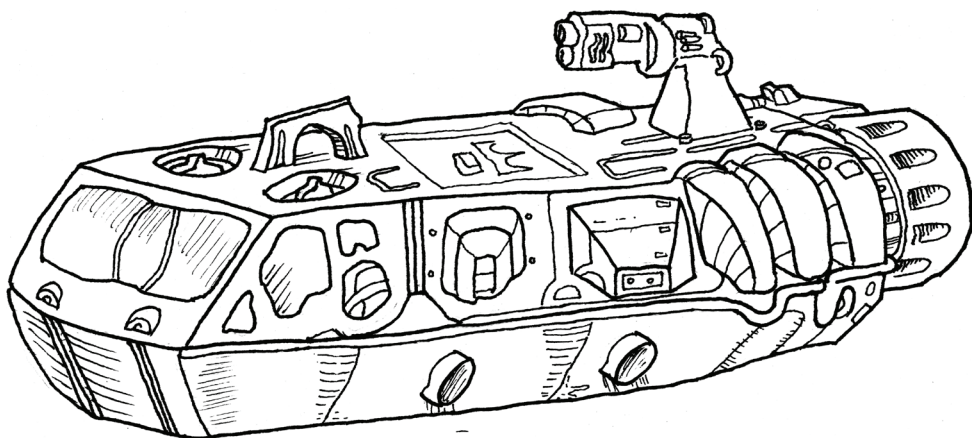
Zooming from client to client, light freighters are the industry powerhouse that keep delivery networks running smoothly. Known for their robust performance and sleek design, light freighters are also modifiable for a variety of needs. Used light freighters cost around 20,000 copper pieces.

Osiris-class light freighter: Init +2; Atk rundown +5 melee (2d6 + Collision bonus); AC 11; Armor Die [1d6]; HD d10; Speed (Flight) Level cruise 3/ max 6; Act 1d20; SV Fort +4, Ref +3, Will NA; Fuel Tank 1d20; Guzzle 4.

Basic Traits: *cargo hold, landing, nimble, sealed.*

Light Freighter Traits

Any traits may be added.



Planetoid mover

Experimental sluggish worm-like behemoths, planetoid movers can chew apart a planetoid from the inside out, keeping the consumed matter stored inside a black hole. This matter can later be used to form a new planetoid.

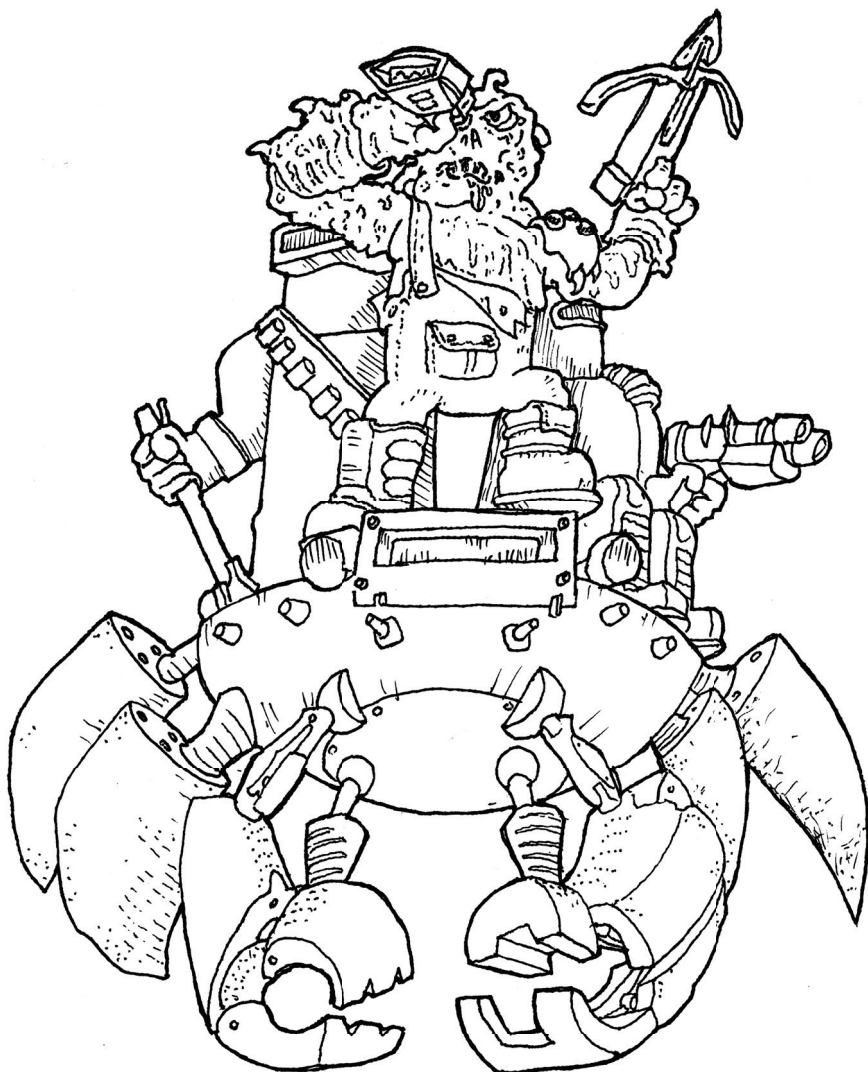
Urthworm-class planetoid mover: Init -26; Atk rundown +0 melee (2d24 + Collision bonus); AC 1; Armor Die [1d24]; HD d24; Speed Level cruise 0/ max 1; Act 1d20; SV Fort +24, Ref +0, Will NA; Fuel Tank 1d30; Guzzle 8.

Basic Traits: *basic digging, non-euclidian cargo hold.*

Planetoid Mover Traits

Tunneling traits (*Moon Mutants #4*) and general traits may be added.

MUTANT MOONAGERIE



Bugs, insects, and xenocytes are hunted for any number of reasons, and most of these reasons are completely pragmatic and economically viable. However, some extreme hunters go into shadowy undergrounds in search of elusive or forbidden prey. Some hunting parties have been adventuring for so long that they have forgotten their original purpose or have become hopelessly lost. In their natural environment, 85% of bug-hunters become mutated to an obvious degree. All of them speak Common and Spider and can recognize simple Spider-language sigils. Hunting parties usually consist of 5-30 bug-hunters, split into groups of 2-6. Most bug-hunter tribes form loose collectives or communities that share similar mutations.

Bug-hunter: Init +1; Atk spear +2 melee (1d8+1) or spear gun +2 missile (1d8) 100' range; AC 12; Armor Die 1d4; HD 2d6+4; MV 30'; Act 1d20; SP minor mutation (see below); SV Fort +1, Ref +1, Will +2; AL N. Roll 1d8 below to determine the nature of a minor mutation.

Bug-hunter minor mutation

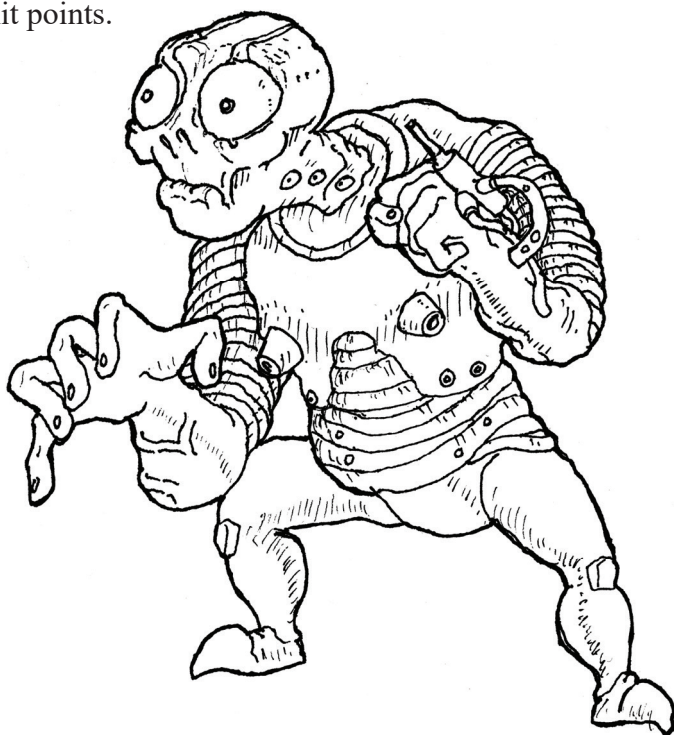
1	Pheromone sense	Detect xenocytes, bugs, and insects up to 6 miles away underground (or 12 above).
2	Web spinneret	Burn 3 hit points to cast <i>Spider Web</i> (DCC RPG pg. 196) using a d20 + 5 for results.
3	Telepathic lobe	May use telepathy at 90' range. Eyes glow.
4	Kleptoplastic diet	Must subsist on xeno-flesh or bug meat. May regain 1 hit point per HD consumed.
5	Clawed hand	Evolve a +3 melee attack dealing 2d5+2.
6	Slimy skin	Gain immunity to naturally secreted acids.
7	Boneless body	Melee attacks have +10 ft. reach. Improve your Armor Die by +2d but suffer -3 AC.
8	Clustered eyeballs	Vision radius becomes 360 degrees. May act in the surprise round if ambushed.

Crawlcaddies are cave excavators, built to operate in underground conditions. Available in Closed and Open chassis design, these work vehicles are ideally suited for hunting expeditions, tunneling, and maintenance jobs.

Crawlcaddy: Init +1; Atk rundown +1 melee (6d6 +Collision damage bonus); AC 11; Armor Die [1d6]; HD d10; Speed Level cruise 1/ max 3; Act 1d20; SV Fort +4, Ref +1, Will NA; Fuel Tank 1d5; Guzzle 5. Basic Traits: *basic digging* (Moon Mutants #4, page 11).

Deep beneath the lunar surface lies a twisted dungeon complex populated by humanoids who resemble un-dead creatures. These beings are the result of necromantic bio-science, left behind by a technologically sophisticated un-dead race that needed wardens to oversee the blood storage facilities during periods of long rest. The two most numerous species, hemonoid ghouls and bloodbanker vampires, were given the highest responsibility in maintaining the blood farms and collecting a fresh supply. Six centuries have passed, and the un-dead lords have still not returned from their deep slumber. Hemonoid ghouls are humanoids who have been surgically altered, having most of their internal organs replaced with miles of medical tubing. 75% are still sentient and can speak Common and Underworld. Less fortunate have become feral and mindless, consuming their own blood supplies in combat to restore hit points. Some bloodtakers work with bio-monitors (*Moon Mutants* #4, page 19), while others continue the original plans of their un-dead lords in the dungeon enclave of Vhelaminar.

Hemonoid ghoul: Init +1; Atk syringe +5 melee (1d6 + extract); AC 15; Armor Die 1d6; HD 4d8; MV 30'; Act 2d20; SP syringe extracts 1d3 points of Stamina and causes bleeding; SV Fort +3, Ref +2, Will +1; AL N. Feral bloodtakers are AL C and may consume 1 stored Stamina to heal 1d8 hit points.

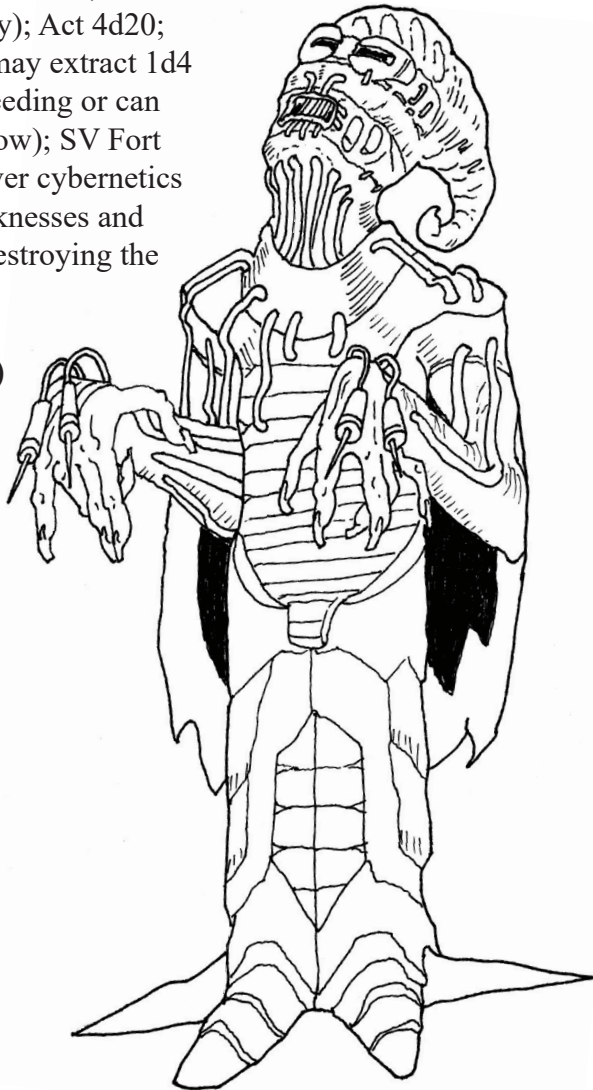


Bloodbanker vampires are cursed to a tortured existence, hovering between life and un-death. Transfused with vampiric blood but altered with extensive silver cybernetics, these loathsome creatures suffer from immense pain and misery constantly. Left within their deep dungeons, they serve as watch-wardens and administrators for the blood silos of true un-dead lords. Every bloodbanker is chiefly responsible for the operation of one blood storage facility, usually employing 5-60 bloodtaker ghouls and other assorted degenerate filth. All read and speak Common as well as Underworld, Halfling, Elf, and Rodent. Flight speed is provided by winged anti-gravity suits. Normal vampiric abilities are all suppressed by silver.

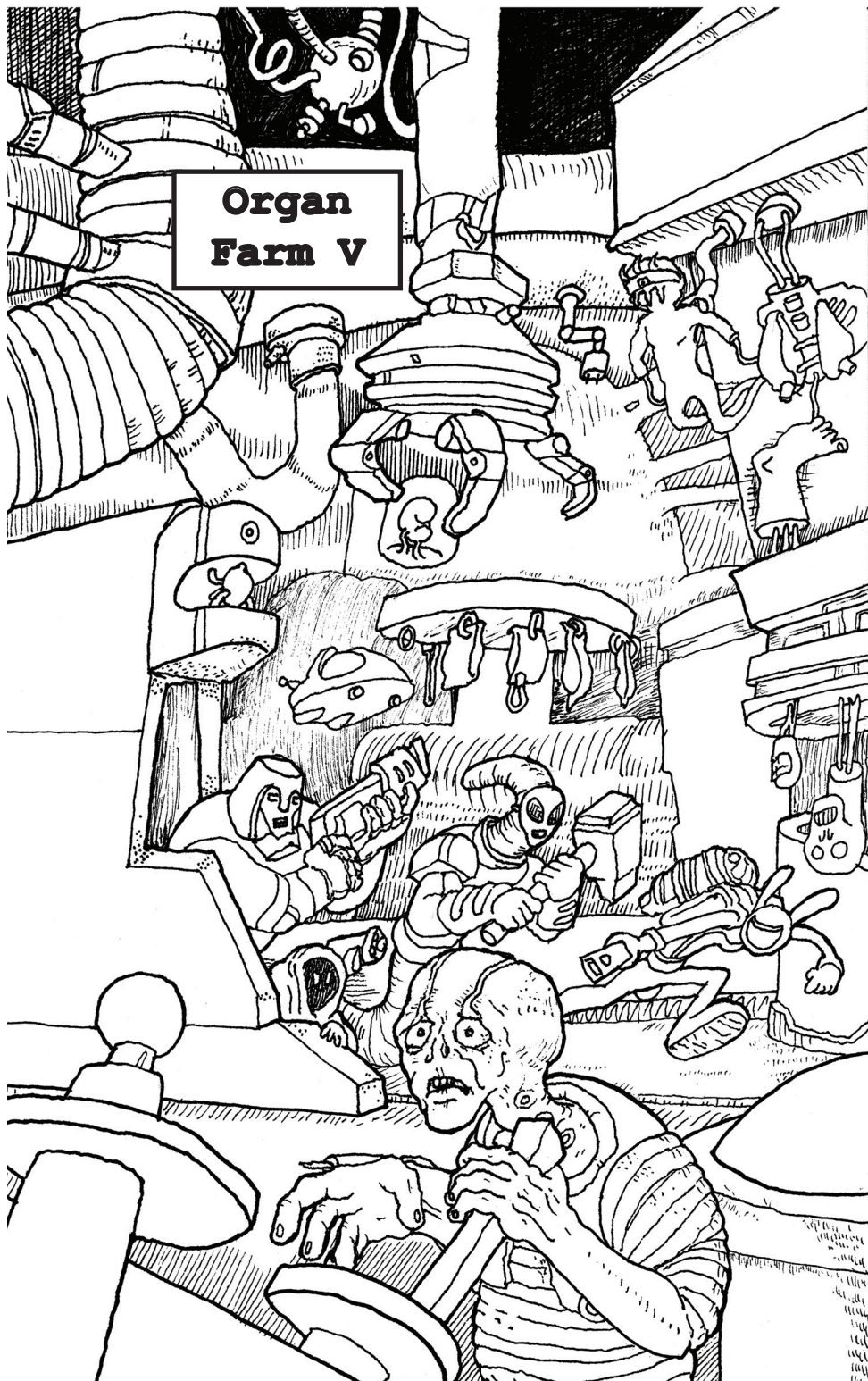
Bloodbanker vampire: Init +6; Atk syringe +7 melee (1d6 + inject or extract); AC 17; Armor Die [1d8]; HD 5d6; MV 20' (fly); Act 4d20; SP silver cybernetics, syringe may extract 1d4 points of stamina and cause bleeding or can inject a random serum (see below); SV Fort +5, Ref +0, Will +4; AL L. Silver cybernetics suppress un-dead traits and weaknesses and may not be removed without destroying the bloodbanker vampire.

Random Serum (roll 1d8)

1	Fort save DC 6 or die.
2	MV becomes 0' for 1d6 turns.
3	Will save DC 5 or become un-dead.
4	Lose next action.
5	Bleed damage is doubled for 1 hour.
6	All saves suffer a -1d penalty for 20 hours.
7	Inflict blindness and heal 2d6 hit points.
8	Fort save DC 7 or take 1d3 Str damage.



**Organ
Farm V**



Moon dungeons predate Urth’s own prehistory by eons, as made evidence by the metallurgical prelates of antiquity. Among the vast number of nested catacombs and hidden sanctums there is a dungeon complex known as Vhelaminar. Originally a medical research station, it was a foundation for necromantic bio-science, allowing a civilization of advanced un-dead beings to manufacture a number of quasi-living clones to serve their ageless agenda. Now neglected for over six centuries, the blood silos and ancient protein banks exist in a state of squallor, their immortal attendants hungry for oblivion or living essence.

This adventure is for 4 to 8 3rd-level characters. This entire adventure takes place in a dungeon complex. We suggest connecting a dungeon corridor to an existing location the party is aware of, such as the sewer causeway from last issue (page 24) or the vehicle graveyards (page 26). The party, or a known NPC, needs highly advanced medical technology. A cyborg technologist named Greasy Larry has suggested the party investigates the dungeon complex of Vhelaminar. Roll 1d6 to find out what medical gear the party is looking for in the underworld, and why.

MEDICAL CRISIS

1	The party member with the lowest Luck has experienced an organ failure, and the bio-forges are the best chance for a replacement.
2	Greasy Larry is paying 50,000 copper pieces for functioning plans or schematics for a self-powered dialysis machine.
3	A recently slain PC or NPC requires the cybernetic reanimation suite from the main laboratory to be revived.
4	Recent terrorist attacks have left port towns cut off from medical aid. Humanoiditarians are paying contracts through a non-profit source (up to 150,000 copper) to recover the contents of the blood silos.
5	A cult of vampire-worshipping mortals seeks to liberate the bloodbankers from their tortured existence and allow them to ascend to true un-death, removing their cybernetics using ritualistic surgery.
6	Cloning technology in the most secure level of Vhelaminar has been producing an endless amount of poorly-rendered violent beings. The bloodbankers have sent a radio transmission requesting help.

Solving the medical complication awards 30 XP. Use random Underworld encounters from pages 36-39 when Vhelaminar is explored (we suggest 1 encounter for every 2 rooms). Maps for this dungeon are on page 31.

Navigating the primary complex successfully requires three dimensional awareness. There are six dungeon sections linked together like a chain. Section 1 connects to section 2, and this progression continues to the last section. Walls and floor are black glass with soft blue strips of light. Throughout the dungeon are corridors for rapid travel.

Section 1 - Cybernetics Suite: Eons ago, a highly evolved un-dead race began producing cloned humanoids to oversee their blood supply. Within this suite, they were modified extensively to become functionally immortal, yet cursed to endure ongoing pain and alienation.

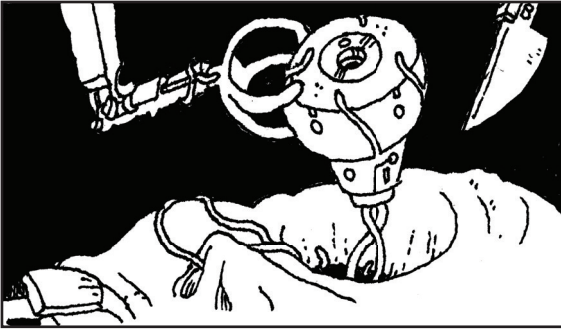
These rules apply to the technology found in Section 1:

- Every turn, 1 silver piece may be fabricated by an auto-forge. Roll 1d30 on Table S-01, next page. This may not be used while the surgical suite or reanimation suite is active.
- Dead beings may be re-vitalized in the reanimation suite using a DC 5 General Tech check. The procedure takes 6 hours, with 1 random underworld encounter occurring every hour. After, the dead being rises, suffering no attribute loss but taking a -1d penalty for 5 turns.
- Characters may spend 1 hour in the surgery suite to have their physical configuration modified into that of a Cyber-zombie or Cyborg. Current class levels are swapped. Re-roll all hit points and swap one pair of attributes if desired. Alternately, limbs or organs may be replaced. Take 3d4 damage after surgery is complete.
- Every time a device is first powered on or activated, there is a 50% chance that a pile of cyborg gore will stage an ambush from the corner.
Gore pile: Init +0; Atk tendril +6 missile (1d10) 10' range; AC 13; HD 3d8; MV 15' (climb); Act 3d16; SP blind, un-dead, hide +9, if two tendrils strike the same target in one round, deal 1d14 extra damage from strangulation; SV Fort +6, Ref +0, Will +3; AL C.

There are two main rooms in the cybernetics suite.

Room 1A - Parts closet: Organized bins contain 1d6 of every 0-level item and 30,000 copper pieces. Cyborg parts and prosthetic limbs crowd the floor while 600 miles of spooled medical tubing is stuffed into the top shelf space. Two humanoid arms with 13 Strength are viable and three humanoid legs with 13 Agility can also be safely utilized. A cursed cyborg skull hides in the middle of the coiled tubing, waiting for light.

Cursed skull: Init +4; Atk bite +4 melee (2d4); AC 14; Armor Die [1d8]; HD 4d10+4; MV 20' (fly); Act 1d20; SP un-dead, violently explodes for 6d10 damage in a 20' radius if exposed to direct sunlight (Reflex save DC 10 for half); SV Fort +6, Ref +3, Will +2; AL C.



Room 1B - Lab: This lab houses the primary devices used for surgery, forging, and reanimation. Various technology may be employed here to generate unique effects. Roll 1d8 any time a PC wishes to experiment with necromantic bio-science.

NECROMANTIC BIO-SCIENCE

1	Learn a random bio-sorcerer spell. You take 1d6 damage per spell level every time you cast it.
2	Gain a minor death touch. Any time you strike a foe with 4 or fewer hit points in melee, they die.
3	Your blood coagulates and turns purple-gray. Bleed damage will always be reduced to 1.
4	1 random organ will grow with tumorous power, giving +1 to a random attribute but -1d3 to another.
5	Bones and teeth glow with green energy, making your eyes shine with 20' of subdued radiance.
6	Your touch can turn items organic in form. See <i>Moon Mutants #1</i> , page 8.
7	Un-dead creatures perceive you as un-dead. Skin becomes pallid.
8	Your bones automatically heal 1 round after being broken.

Silver pieces are somewhat larger than copper. Each piece is worth 10 copper pieces.

TABLE S-01: SILVER

d30	Silver piece type
1	Keychain
2	Skewer
3	Suturing needle
4	Tooth filling
5	Syringe
6	Paper clip
7	Filament
8	Crucifix
9	Board game figure
10	Bullet
11	Coin
12	Knife
13	Media disc
14	Polished mirror
15	Scalpel
16	Holy symbol
17	Belt buckle
18	Padlock
19	Armature
20	Scissor blade
21	Talisman
22	Ingot
23	Arrowhead
24	Hinge
25	Quicksilver vial
26	Razor blade
27	Cable
28	Prosthetic eye
29	Cyborg joint
30	Stake

Section 2 - Blood Banks: Temperature-controlled ventilation systems keep this area cold and wet. Floors are slick, requiring a DC 6 Reflex save when movement greater than 20' per round is attempted. Failure results in falling prone and sliding 5 feet in a random direction. Each room is unlit, guarded by 2d5 hemonoid ghouls (page 20) who continually work to adjust the temperature or monitor blood purity and contaminant levels. For every 5 ghouls, there is 1 bloodbanker vampire (page 21) armed with a submachine gun dealing (3d8) at 60'/120'/180' range.

There are three main rooms in the blood banks.

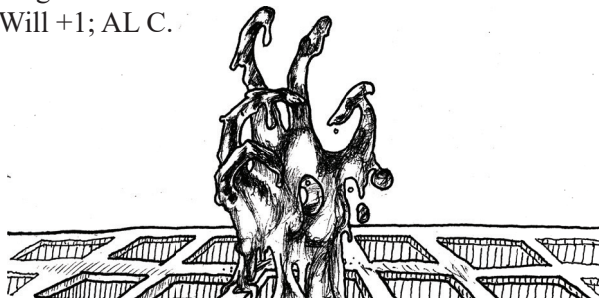
Room 2A - Blood silos: Flexible medical tubing snakes through the ceiling and connects with a latticework of flowing bloodwork. The blood is dark and sluggish, and the tubes are covered with frozen moisture. Central freezers stand upright, resembling armored cylindrical monoliths. Though the blood has been untouched for centuries, it is still viable. There is enough here to last several un-dead lifetimes, well over 40,000 gallons.

Room 2B - Temperature control: Computer systems were programmed to keep the blood banks cold-regulated. This room houses ancient machinery and computer towers which blink fitfully. One system golem is here, lying inert under a stack of yellow phone books.

System golem: Init +0; Atk slam +6 melee (2d8+6); AC 12; Armor Die [1d12]; HD 5d14+10; MV 20'; Act 1d20; SP Computer Use +13, this golem is programmed to obey commands from Lawful beings and understands Common as well as Machine language, on/off switch; SV Fort +8, Ref +1, Will +3; AL L.

Room 2C - Purification filter: This chamber glows with a pulsing red color and throbs with the pneumatic power of a massive driving turbine. One central engine is pumping methodically, separating and cleaning blood as it is drawn in through numerous channels and tubes before being drawn back out into the network of storage and temperature controls. The floor here is grated metal, and an accretion of spilled blood has pooled over the centuries. It will awaken to murderous life if it detects body heat.

Dialysis devil: Init +8; Atk touch +3 melee (contamination); AC 9; HD 3d6; MV 40' (swim); Act 3d20; SP un-dead, contaminating touch deals 1d5 Stamina damage to beings with bloodstreams unless a DC 8 Fort save is passed; SV Fort +0, Ref +6, Will +1; AL C.

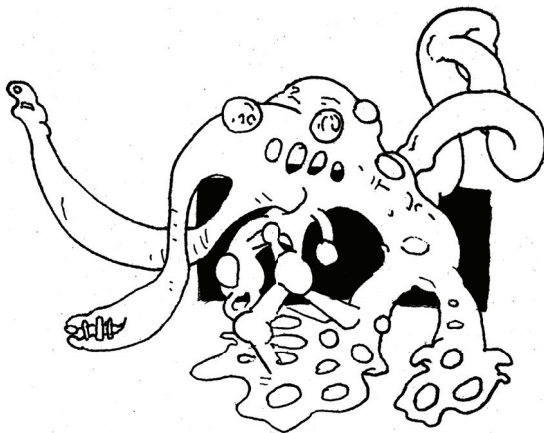


Section 3 - Bio-forges: Cultured tissue is grown here in chambered vats. Databanks contain genetic blueprints for every known form of cellular life and patterns for theoretical combinations as well. Nutrient tanks contain the basic chemical building blocks needed to form the protein chains and formative elements of primordial living matter. The bio-forges are contained in one sprawling room.

The bio-technology in Section 3 can be used in numerous ways:

- Every turn, 1 organ or limb can be produced by the bio-forge. Integrating the new limb or organ might require aid from a surgeon.
- New life forms may be grown using a DC 6 General Tech check. Production requires 1d6 hours, with 1 random underworld encounter happening every hour during production. Consult the *Create Life* spell (page 14) and treat the spell check as a result of $12 + 1d20$.
- Characters may spend 1 hour in the genetic conditioning chamber to re-roll attributes or re-roll hit points. Characters must accept the new result, but may repeat the process if desired.
- Biological beings using devices in the bio-forges without proper sanitization will suffer the effects of Bio-feedback (page 11) using $1d8 + 1d3$ for results.
- Every hour spent using bio-technology here will produce 1 unit of biohazardous waste material in a damaged collection tank. When a new unit of waste is produced, roll 1d16 and add 1 for each total unit. If the total is 20 or more, one biopolymer golem emerges from the collection tank and will try to bond all organic life forms to itself.

Biopolymer golem: Init +1; Atk slime +3 missile (2d6 plus bonding) 20'/40'/60' range; AC 10; Armor Die [1d6]; HD 5d8; MV 30' (climb); Act 2d20; SP slime will create bonding connective tendrils after dealing damage. Bonding gives the golem one HD and one class ability possessed by the bonded character, usually in the form of spells, deeds, healing, or skills; SV Fort +6, Ref +3, Will +2; AL N.



Section 4 - Cloning Chambers: The cloning chambers contain a series of tubes set over a number of large vats, control panels set into the walls that also show the conditions within each tube, and a door to Section 5. When the un-dead lords of Vhelaminar initially created minion-beings from their own blood, they began a dark legacy. These minions have worked in their masters’ shadows to create yet more creatures to continue the legacy. When materials became less available, they began concentrating on chemical syrups and artificial glucose. The result is the sugar fiend, a wickedly sweet monster that is barely more than a guard dog, yet is useful enough to perform basic tasks in the complex.

Sugar fiend: Init +3; Atk crystal mace +1 melee (1d8+1 plus crystalize); AC 12; Armor Die 1d4; HD 1d6; MV 40’; Act 1d20; SP scent, crystalizing reduces MV by 10’ until formations are cleaned off; SV Fort +0, Ref +3, Will +0; AL N.

The fiends are initially grown in tubes, then dumped into the vats to harden their skin and then are sent down to the looms to be modified into whatever the vampires need. If the fiends are taken out of their tubes and not placed in brine within 5 minutes, they will noisily melt and dissolve, drawing attention from guards. If tube solutions are tampered with while the fiends are forming, control panels for those tubes will start blinking red and 1d4 ghouls will appear within 5 minutes to investigate. Roll 1d6 below any time a cloning tube is tampered with.

CLONE TUBE TAMPERING

1	Subject is unstable. It emerges and attacks, dying 1d3 rounds later.
2	Subject gains 1 HD and continues to develop.
3	Subject gains 1d3 Moon Mutant body weapons (<i>issue #1 page 12</i>).
4	Subject rolls once on the aggregate mutation table (<i>USG page 174</i>).
5	Subject gains a random mutation from another sourcebook (or 1d3 minor mutations from Reid’s new book <i>Maximum Mutagenesis</i>).
6	Transform into a new physical form with glucose crystalline skin.

Anyone who drinks from either a tube or vat must pass a DC 12 Fort save or gain 1 mutation of the Judge’s choice. This increases to 1d4 mutations for those submerged in either. In addition to nutritional solution, the brine is also infused with bio-sorcerous enzymes and nucleotides. Protecting each chamber are 1d5+2 sugar fiends and 1d3+1 hemonoid ghouls armed with moonstuff swords dealing (1d8+2) as well as beam pistols dealing (1d8) at range 80’/160’/240’. The fiends are spread out while the ghouls are usually near the panels, ready to react if anything goes wrong in the tubes. Those armed with beam pistols will not shoot at targets near vats.

Section 5 - Sugar Looms: There are six of these massive machines that produce sugar-based objects as well as finished sugar fiends. What emerges at any one time depends on the needs and desires of the bloodbanker vampires overseeing the process. Production is identical to the Fabro forge (*issue #4 page 10*), except the looms use corn syrup and artificial sweetening chemicals instead of copper. The lead vampire for each loom makes fabrication checks with a +7 modifier. Each loom weighs 25 tons and is wired into the internal dungeon power grid. If a loom is damaged while finishing one or more fiends, it will emerge damaged and dying, screaming until it finally breaks down into piles of chemical syrup. If a loom is making an object, Fumbles will produce a Moon Dust Elemental (*issue #1 page 19*) made from powdered sugar with a byproduct pile of unrefined sugar weighting 1d6 tons dumped in a random direction. The byproduct covers an area of 10 square feet per ton and may engulf anyone standing there (Reflex save DC 12 to avoid being buried).

Each loom is protected by 1d10+6 sugar fiends, 1d6+1 hemonoid ghouls armed with moonstuff swords (1d8+2), and one bloodbanker vampire wielding a machine gun that deals (3d12) at range 120'/240'/360'.



Section 6 - Sealed Vault: Held behind this vault door (300 hit points, Armor Die [1d14]) is an ecological disaster of bio-technology gone wrong. A living computer is fused with a clone factory, and an endless stream of violently unstable humanoids is being spawned.

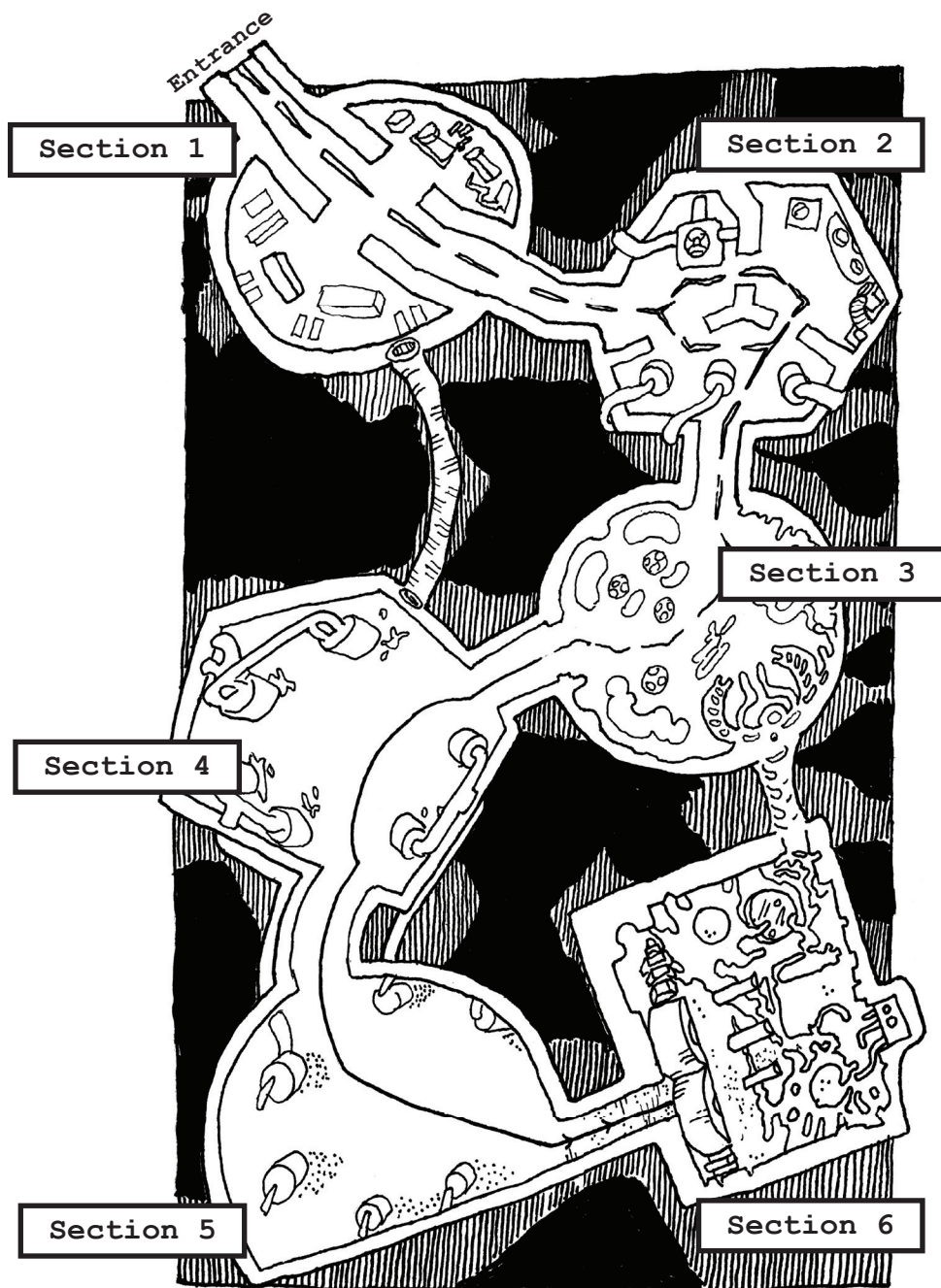
Unstable clone: Init +1; Atk unarmed +2 melee (1d3+1); AC 11; Armor Die 1d3; HD 1d8; MV 30'; Act 1d20; SP unstable (see below), death throes cause 1d12 damage to foes in melee range upon death; SV Fort +0, Ref +1, Will +0; AL C.

Each being will attack mindlessly as soon as it is birthed, and will violently rupture after 1d3 rounds of combat, leaving behind puddles of clear goo. This goo is siphoned back into the factory through floor drains. If the vault door is breached, assume that there are 3 hostile beings ready to attack (one will last 3 rounds, one will last 2, and one will last 1 round before dying). 1d3 new beings will join combat each round. If the living computer or factory is destroyed, award the PCs an extra 10 XP. The vault itself holds 350,000 copper pieces plus 1d3 spoils from below (roll 1d7).

Dungeon Complex: Vhelaminar vault spoils

1	Universal Fuel Converter	This technological wonder allows users to trade -1d of Fuel for 10 ammo, or vice versa. Loading cursed materials will cause a nuclear overload (6d10 in a six-mile radius).
2	Reanimation Suit	This suit will re-vitalize a slain wearer, using the same process detailed on page 24. Add +1d3 to General Tech checks to re-animate.
3	Safety Device	Automatically convert one Fumble or nuclear event into a non-existent timeline event. This device fits easily into a small pocket, but loses functionality after 1 use.
4	Xenomemetic Armor	4 Armor Levels with impervious. Covers the body. Wearer is immune to xeno senses.
5	Bio-belt	This living machine wraps around the waist or may be worn over the shoulder. Produces 10 ammo or 1 ration of food every 10 hours.
6	Ruby Laser Optical Microchip	Integrate into any energy weapon using a DC 16 General Tech or DC 6 Weapon Tinkering check to add +2d to base damage.
7	Silverbiter Gun	Custom semi-automatic heavy pistol dealing (4d6) at range 30'/60'/90'. Holds 20 silver pieces. Can double-tap with 2 Rate of Fire.

Organ Farm V: Originally known as the dungeon complex **Vhelaminar**. Sections are roughly 240' wide by 240' long (about as big as a drug store). Doors (except the vault door to section 6) are welded open. Light is provided by a blue strip of diodes in the floor, leading from Section 1 straight through to Section 6.



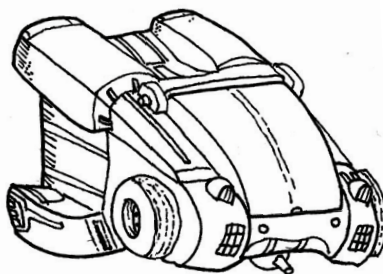
d30	LVL-3 ENCOUNTERS [SURFACE]
1	A technological gateway has been built here, quantum entangled to another location using high theoretical science. DC 8 General Tech to activate the gate.
2	2d3 bio-beasts will aggressively attempt to digest all organic matter in the party. Bio-beast: Init +2; Atk bite +4 melee (1d8); AC 13; Armor Die 1d6; HD 3d8; MV 40'; Act 2d20; SP bite degrades Armor by -1d; SV Fort +4, Ref +2, Will +0; AL C.
3	An NPC bearing a random curse will entreat the party for help.
4	Ammo vending machines are standing here. 25% chance there is a booby-trapped machine among them. 10d30 rounds of ammunition are available for 1 cp each.
5	1d8 orbital attack spheres will quickly descend, bombarding PCs with laser fire. Orbital drone: Init +3; Atk laser cannon +0 missile (1d12) 120' range; AC 12; Armor Die [1d6]; HD 3d8+3; MV 30' (fly); Act 2d20; SP laser causes additional 2d6 damage if both attacks hit one target. SV Fort +2, Ref +0, Will +0; AL N.
6	5d6 bug-hunters (page 19) are following a pheromone trail here.
7	1d12 terrorists are fighting 1d8 security guards amid flaming debris and rubble. Terrorist: Init +2; Atk submachine gun +3 missile (3d8) 120'/240'/360' range; AC 11; Armor Die 1d4; HD 2d6; MV 30'; Act 1d20; SP reckless techniques cause 3d4 damage in addition to normal Fumbles; SV Fort +0, Ref +1, Will +1; AL C. Security guard: Init +0; Atk pistol +1 missile (1d6) range 60'/90'; AC 9; Armor Die 1d8; HD 3d4; MV 20'; Act 1d20; SP slow, SV Fort +1, Ref +0, Will +0; AL L.
8	A crumbling hotel slouches here, inhabited by 3d6 talking humanoid spiders.
9	Giant toads are inhabiting a slime-oozing natural wellspring here.
10	2d6 crater lizards begin tracking the party, hoping to scavenge food left behind. Crater lizard: Init +0; Atk claw +2 melee (1d8+3 and 1 Agi); AC 13; Armor Die 1d8; HD 2d8+5; MV 20' (climb or burrow); Act 2d20; SP claws cause painful swelling in the form of agility damage; SV Fort +3, Ref +1, Will +0; AL N.
11	Armored shelters form a small community of 4d5 hybrid humanoids here. Hybrid humanoid: Init +1; Atk sword +1 melee (1d8+1); AC 11; Armor Die 1d3; HD 2d8+1; MV 30'; Act 1d20; SP infra vision, lucky blood; SV Fort +1, Ref +2, Will +1; AL N. These humanoids exhibit halfling and elf features and have 9 Luck.
12	3d4 moon mutants are dumping trash out of a hovering cargo freighter here.
13	2d4 vampire pilgrims are journeying here, wrapped in UV-shielded coffinsuits. Vampire pilgrim: Init +1; Atk rifle +6 missile (1d10 + bleed) 80'/160'/240' range; AC 12; Armor Die [1d4]; HD 4d4+6; MV 30' (fly); Act 1d20; SP sunsickness, rifle causes 1d6 bleed damage per round; SV Fort +0, Ref +3, Will +1; AL N. Coffinsuits are worth 200 cp. These vampires are in search of a sun god's skull.
14	Wild beasts are overpopulating this area. 100 + 1d20 will arrive each hour until there are at least 2,000 total. Any loud sudden noise (firearm or louder) will cause a stampede if there are over 300 beasts gathered together closely.
15	3d6 robots are gathered here around a metal cube. Each robot mechanically feeds copper pieces to the cube while reciting arcane monotone syllables.
16	A random hovering or flying vehicle of the Judge's choice will crash-land in the adjacent six-mile hex. Roll another encounter to determine the vehicle's pilot.

d30	Encounter Type (<i>lvl-3 surface encounters, cont.</i>)
17	2 cybernetic apes are busy destroying each other in the middle of a glowing arena. Cyborg primate warrior: Init +4; Atk slam +5 melee (2d10+4); AC 15; Armor Die 1d8; HD 6d6; MV 50' (climb); Act 1d20; SV Fort +9, Ref +2, Will +5; AL N. After losing 50% of their hit points, these apes will gain an eye laser missile attack at +6 (1d16+4) with 100' range that causes 1d6 burn damage per round.
18	A street gang of 3d12 feral urchin nerds will pay gold for technological devices.
19	A used vehicle salesperson approaches the party, attempting to sell a random ride.
20	5d30 shiny copper pieces litter the ground here. Each one is a newborn mimic.
21	1d3 drop pods land 300 feet away, and 2 leathernecks will emerge from each. Leatherneck: Init +1; Atk machine pistol +4 missile (3d6) 60'/120'/180'; AC 11; Armor Die 1d12; HD 4d10+4; MV 20'; Act 1d20; SP damaged radio; SV Fort +5, Ref +2, Will +3; AL N. These grunts are cut off from the other marines and have damaged radio equipment. They will trade 8 ablative pieces for repair assistance.
22	The nearest dune swells rapidly, exhibiting biological features such as eyes, mouths, a face, or other physiology. It will solidify into a permanent structure.
23	1d12 chaos cultists are here, preparing to worship an outer-dimensional entity. Chaos cultist: Init +0; Atk kris blade +3 melee (1d10); AC 10; Armor Die 1d3; HD 3d4; MV 30'; Act 1d20; SP tithe, cast spells from scroll d16; SV Fort +0, Ref +1, Will +0; AL C. These cultists may burn hit points, spending it as Luck.
24	Random assortments of vehicles are abandoned here in a dusty parking garage.
25	5d6 dune bandits begin stalking the party from 500 feet away, plotting an ambush. Bandit warrior: Init +2; Atk rifle +2 missile (1d10+1d4) 80'/160'/240' range; AC 10; Armor Die 1d7; HD 2d10; MV 30'; Act 1d20; SV Fort +2, Ref +0, Will +1; AL N. Dune bandits wear camouflaged body armor and helmets (5 Armor).
26	Medical waste is scattered across the area, with scavengers looming to investigate.
27	3d5 xenocyte soldiers rush over the nearest dune, hellbent on destroying the party. Xenocyte soldier: Init +4; Atk stinger +6 melee (1d14); AC 16; Armor Die [1d6]; HD 3d10; MV 50' (climb); Act 2d20; SP fear; SV Fort +3, Ref +3, Will +2; AL N.
28	A lonesome floating brain will attempt to adopt the party as its children.
29	5d8 mutants are hosting a destruction derby with 2d3 random vehicle types.
30	Moldy gray agents begin monitoring the party from afar, hovering six miles above in a gray saucer. Over the next 30 hours, they will use strange science to target the PC with the lowest Luck score and grant a +1 bonus to a random attribute.

RANDOM VEHICLE TYPES

Roll 1d12 for determine a random vehicle type.

1	Bike	7	Speeder
2	Buggy	8	Cargo freighter
3	Flying car	9	Shuttlepod
4	Personal vehicle	10	Landing craft
5	Truck or SUV	11	Attack cruiser
6	Mech	12	Oversized car



d30	LVL-4 ENCOUNTERS [SURFACE]
1	Carpets of green fuzzy moss begin crawling across this entire six-mile hex.
2	Nebular emissions seem to contain a coded message. Anyone in the area with a media reading device and an active receiver may record this strange signal.
3	2 wizards (5 HD) begin casting <i>fireball</i> at each other from 100 feet away using 1d20 + 6 to determine spellcasting results (<i>DCC RPG page 216</i>).
4	2d6 bat-assassins are hanging upside down in a belfry overlooking a trailer park. Bat-assassin: Init +4; Atk bite +5 melee (1d6); AC 10; Armor Die 1d8; HD 4d8; MV 30' (fly); Act 1d20; SP bite drains 1 XP; SV Fort +1, Ref +4, Will +2; AL C. Subsonic linguists will recognize the bat-assassin language as Chiropteran.
5	A hideously grotesque bio-sorcerer asks the party for help with a deadly infection.
6	2d10 giant clams are soaking in a natural hot spring.
7	1d24 escaped prisoners make a hasty retreat as a nearby prison alarms blares. Fugitive: Init +2; Atk shiv +5 melee (1d4/1d10*); AC 10; HD 4d10; MV 30'; Act 1d20; SP backstab +8; SV Fort +1, Ref +3, Will +1; AL C. <i>*requires backstab.</i>
8	3d12 humanoid moths are operating a pharmacy here, selling drugs and medicine.
9	6d4 acolytes of the Lunar Lady are pouring a foundation for a new temple here. Digging machines and blocks of shaped holy moon stone crowd the area.
10	A clown astronaut (5 HD) is found collapsed in the middle of this six-mile hex. The clown appears to be suffering from a psychotic break as well as starvation, dehydration, and a xenocyte infestation that will become fatal in 1d10 hours.
11	2d12 homunculi resembling bat-frog hybrids will offer occult wisdom and spell knowledge (up to spell level 3) in exchange for freshly donated blood. Bat-frog homunculi: Init +1; Atk spit +2 missile (3d4+1) 20' range; AC 9; Armor Die 1d6; HD 3d4+4; MV 20' (fly); Act 1d20; SV Fort +3, Ref +1, Will +0; AL N.
12	3d5 otherworldly beings are being enslaved by a psionic organism 50 feet away. Psionic organism: Init +0; Atk mind blast +0 missile (1d30) 60' range; AC 7; Armor Die [1d4]; HD 5d6; MV 20' (fly); Act 1d20; SP erase mind; SV Fort +0, Ref +0, Will +8; AL C. Mind blast erases all memories if it reduces hit points to 0.
13	Energy permeates the area. Living beings regain 1d5 hit points, but feel hungry.
14	2d6 robotic botanists are experiencing a logic breakdown and are abducting trees. Robot botanist: Init +0; Atk axe +3 melee (1d8+3); AC 10; Armor Die [1d6]; HD 4d8+4; MV 30'; Act 1d20; SP logic; SV Fort +4, Ref +0, Will +1; AL C. Faulty logic compels these robots to kidnap sentient trees and teach them geometry.
15	10d30 copper piece mimics (1 hp each) have developed a taste for living blood.
16	1d4 scam artists approach the party, offering an easy reward for an easy quest. Scam artist: Init +1; Atk dart gun +2 missile (1d4 + poison) 20'/40'/60' range; AC 10; Armor Die 1d3; HD 4d4; MV 30'; Act 1d20; SP poison causes 1d6 Int damage followed by 1d16 secondary damage; SV Fort +0, Ref +1, Will +1; AL N.
17	3d8 sadistic slaughter-gangsters attack the party, intent on causing bloodshed. Bloodshed butcher: Init +2; Atk blade +7 melee (1d8+2) plus scarring; AC 13; Armor Die 1d6; HD 4d8+3; MV 30'; Act 1d20; SP scars inflict 1 personality damage, blade crits on a 19-20 attack roll; SV Fort +5, Ref +0, Will +2; AL C.

d30	Encounter Type <i>(lvl-4 surface encounters, cont.)</i>
18	A lesser god is trapped beneath the moon's crust here and will attempt to infiltrate the dreams of living beings that rest nearby. Will save DC 10 prevents intrusion.
19	A disembodied presence haunts this area, attempting to possess inanimate objects. Haunted presence: Init +0; Atk haunting touch +2 missile (1d10 Per) 30' range; AC 9; Armor Die 1d14; HD 5d6+3; MV 20' (fly); Act 1d20; SP possession; SV Fort +0, Ref +0, Will +3; AL N. Possession only works on electrified objects.
20	2d4 vapor trappers (4 HD) are here refilling dangerous pressurized canisters.
21	1d4 automated turrets emerge from the ground and begin firing at moving targets. Gun turret: Init +1; Atk autoblaster +1 missile (3d6) 120' range; AC 14; Armor Die [1d4]; HD 4d6; MV 0'; Act 1d20; SP ammo banks run empty after 5 rounds of continuous firing; SV Fort +5, Ref -5, Will +0; AL L. Parts are worth 5d30 cp.
22	The moon radiates encompassing eerie energy. All PCs gain 1 Luck.
23	Random vehicles litter the landscape. Among the 2d12 of them, 50% are wrecked.
24	A plastic outhouse stands here, with a shotgun and 12 ammo someone left behind.
25	3d4 fabricators (level 4) are operating fabro-forges out of a tool shack and will create custom creations for the party, charging only the cost of materials.
26	2d4 radiation demons have broken loose from a circle of protection. Radiation demon: Init +4; Atk core rod +7 melee (2d6 plus burn); AC 16; Armor Die [1d8]; HD 4d8+6; MV 30' (fly); Act 1d20; SP burning victims lose 1 Stamina per round; SV Fort +4, Ref +1, Will +1; AL C. Core rods are worth 150 copper.
27	2d6 cyborg corpses spontaneously reanimate and emerge from the moon's crust. Reanimated cyborg: Init -1; Atk piston +0 melee (1d16); AC 7; Armor Die 1d12; HD 4d12-3; MV 5'; Act 1d20; SP un-dead; SV Fort +0, Ref -1, Will -2; AL N.
28	12 humanoid politicians have launched a massive visibility campaign in the area. Campaigner: Init +1; Atk speaker gun +1 missile (1d6) 300' range; AC 10; Armor Die 1d4; HD 4d8; MV 30'; Act 1d20; SP public speaking can distract up to 2d5 HD every round (300 foot range); SV Fort +1, Ref +0, Will +2; AL L.
29	Dreamflayers have left a spawning pool here with 1d14 larvae swimming inside.
30	3d14 ghoul militia have defected from the forces of darkness and seek asylum. Ghoul defector: Init +1; Atk axe +2 melee (1d8+1) or shotgun +1 missile (1d10) 50'/100' range; AC 10; Armor Die 1d6; HD 4d8; MV 30'; Act 1d20; SP un-dead; SV Fort +4, Ref +1, Will +0; AL N. Military gear provides 4 Armor Levels.



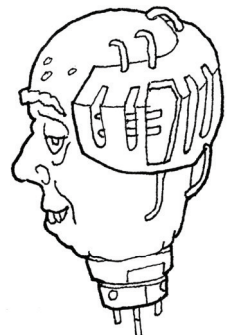
d30	LVL-3 ENCOUNTERS [UNDERWORLD]
1	A random NPC is found frozen solid in a stasis chamber built into a broom closet.
2	2d3 cursed shape-shifters will mimic the PCs and attack them from the shadows. Shifting shape: Init +0; Atk warping touch +0 melee (1d24); AC 8; Armor Die 1d12; HD 3d4; MV 20'; Act 3d16; SP if warping touch slays a victim, it will spawn a new shifting shape with 3 HD. SV Fort +3, Ref +0, Will +0; AL C.
3	A starving mimic is here, shaped like a steel lootbox. It will awaken if touched. Ravenous mimic: Init +9; Atk bite +4 melee (1d14+7); AC 14; Armor Die [1d8]; HD 3d14; MV 0'; Act 1d20; SP mimic, ripping jaws; SV Fort +12, Ref +0, Will +3; AL N. Bite damage exceeding 12 points will break 1 bone and remove 1 limb.
4	A pile of plastic trees is burning here, providing warmth for 3d4 humanoid moles.
5	3d6 satanic centipedes emerge from the ceiling and walls, striking at clerics first. Satanipede: Init +3; Atk stinger +2 melee (1d10 + poison); AC 13; Armor Die 1d6; HD 3d6; MV 30' (climb); Act 2d20; SP poison causes 1 lost caster level; SV Fort +0, Ref +0, Will +0; AL C. Resisting poison requires a DC 14 Fortitude save.
6	Spirits visit the party, asking for help in conducting a pollution-cleansing ritual.
7	Dungeon corridors intersect in front of the party. Generate 3d4 rooms and roll 3 encounters to populate 3 of the rooms. Rooms also contain traps, guns, and ammo.
8	3d30 feral urchins have fused together 3d12 buried spacecraft into a twisted ramshackle labyrinthine town for dwarf-sized individuals selling fuel and parts.
9	7 professional slayers are selling assassination contracts here (2,500 cp base rate). Slayer: Init +4; Atk knife +2 melee (1d4+1/1d10+1*); AC 11; Armor Die 1d4; HD 3d6; MV 30'; Act 1d20; SP backstab +7, backstab damage will cause MV to be reduced by half; SV Fort +0, Ref +4, Will +1; AL N. <i>*requires backstab.</i>
10	An elf-sized anti-gravity suit has been left behind here, full of human bones. If disturbed, the bones will animate into a humanoid configuration and attack. Suited skeleton: Init +0; Atk glowing claw +3 melee (1d3+6); AC 15; HD 3d10; MV 20' (fly); Act 2d16; SP foes struck by two glowing claws will lose their next d20 Action Die; SV Fort +1, Ref +0, Will +1; AL N. Suit grants a 20' fly speed.
11	NPCs are lounging in a cavern-like synth-music club hosted by humanoid lizards.
12	2d8 moldy gray agents will begrudgingly ask the party for pink-label cigarettes.
13	2d6 sentient pineapples and coconuts beg the party to save them from 'the juicer'. Juicing robot: Init +1; Atk pulp-hammer +3 melee (1d8+5); AC 16; Armor Die [1d12]; HD 3d14+6; MV 15'; Act 3d16; SV Fort +7, Ref +0, Will +4; AL L.
14	A cyborg bio-sorcerer offers to sell the party a troll organ for 4,500 copper pieces. Installing the organ costs nothing, and it will heal 1 hit point per round in combat.
15	Spent shell casings have been fused and conjoined into a massive crude idol here. 2d6 acolytes (3 HD) are gathering spent ammo as tribute for an impending ritual.
16	5d10 halfling burrowers are building an expansive warren community here.
17	Microscopic parasites have infested 3d12 miners, mutating them into violent rampaging abominations. They burst out of the wreckage of a burning tunnelcraft. Infested mutant: Init +3; Atk pseudopod +5 melee (1d6+2); AC 13; Armor Die 1d8; HD 3d12; MV 30'; Act 6d16; SP blind; SV Fort +3, Ref +2, Will +0; AL C.

d30	Encounter Type (<i>lvl-3 underworld encounters, cont.</i>)
18	2d4 gnomes try to pilfer any potions or bottled liquids while the party is asleep. Bottle gnomes: Init +6; Atk tool +4 melee (2d4+1); AC 13; Armor Die [1d4]; HD 3d6; MV 20'; Act 1d20; SP pick pocket +6; SV Fort +5, Ref +2, Will +1; AL N.
19	2 time travelers (<i>DCC RPG page 429</i>) are spotted. If approached, they will activate wrist devices to cloak their visual appearance. After this, they will attempt to flee.
20	An underground lake bubbles here, with a cluttered island squatting in the middle.
21	300 feet of sparkling silver ore shines through the dungeon walls.
22	3d8 dwarven tunnelers are spearheading a rescue mission into a nearby dungeon. Dwarf ranger: Init +0; Atk spear gun +2 missile (1d8) 100' range; AC 11; Armor Die [1d7]; HD 3d10+3; MV 20'; Act 1d20; SP dwarf senses, spear gun can launch 100' of tether attached to a grappling hook; SV Fort +5, Ref +1, Will +4; AN .
23	The party has stumbled into a vehicle graveyard (<i>Moon Mutants #4, page 26</i>).
24	A nest of 3d8 xenocyte ravagers is brooding here, guarding a xenocyte queen. Xenocyte ravager: Init +3; Atk talon +6 melee (1d12); AC 14; Armor Die 1d10; HD 3d8; MV 60' (climb); Act 3d16; SP xeno senses; SV Fort +3, Ref +5, Will +4; AL L. The queen xenocyte has HD 6d16, MV 0', and produces 1 egg hourly.
25	1d4 conical drones are protecting a vaulted corridor full of experimental tech. Cone drone: Init +0; Atk taser beam +6 missile (2d7) 300' range; AC 6; Armor Die [1d12]; HD 3d10+6; MV 0'; Act 1d20; SP these semi-mobile turrets may spend an action to gain MV 30' for 1 round; SV Fort +7, Ref +0, Will +3; AL L.
26	4d5 random NPCs are waiting in line at a teller machine that dispenses copper.
27	Rival clans of bug-hunters are arguing over a recently slain gigamorphic bug.
28	2d4 humanoid velociraptors in labcoats are researching unique rock formations. Raptor scientist: Init +6; Atk bite +2 melee (1d8+2); AC 13; Armor Die 1d7; HD 3d6+3; MV 30'; Act 1d20; SP cold-blooded; SV Fort +2, Ref +4, Will +3; AL N.
29	Digging engines are boring a tunnel system directly in front of the party. Roll two more encounters to determine the passengers inside the tunneling engines.
30	An underground city has recently suffered from a cave-in and is partially buried under rubble and wrecked vehicles. 3d5 mangleworms blindly pursue survivors. Mangleworm: Init +0; Atk thrash +8 melee (3d10+4); AC 9; Armor Die 1d14; HD 5d6; MV 50' (burrow); Act 1d16; SP blind; SV Fort +13, Ref +0, Will +7; AL N. Thrash damage is tripled against buildings, barriers, items, and vehicles.

NPC REACTION ROLL

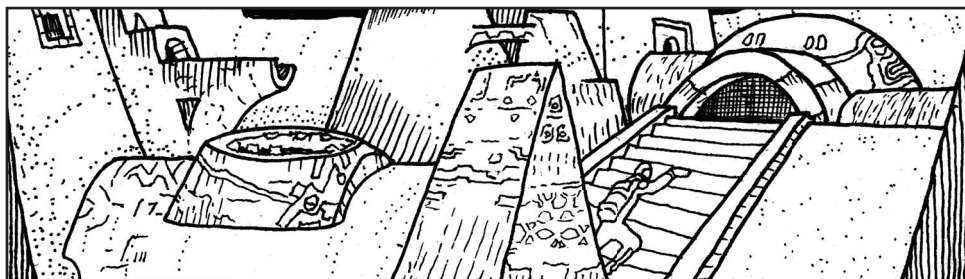
Roll 1d12 for NPC reaction when first encountered.

1	Steal copper pieces	7	Borrow resources
2	Stalk from far away	8	Bestow ammunition
3	Beg for food	9	Ask for directions
4	Barter for goods	10	Trade vehicles
5	Negotiate transportation	11	Share blueprint or spell
6	Ask for a job	12	Attempt to join party



d30	LVL-4 ENCOUNTERS [UNDERWORLD]
1	Clandestine monks and ascetics live here in a village made of Lawful ferrodroids, bio-sorcerers, and clerics who share a communal consciousness with a triad of 3-headed moon mutant shamans. They offer clean water and spell knowledge.
2	3 cave giants are camouflaged with the ground, but are asleep and snoring loudly. Cave giant: Init -10; Atk slam +4 melee (2d7+5); AC 15; Armor Die 1d12; HD 6d14+12; MV 30'; Act 2d24; SP giant crits; SV Fort +14, Ref +0, Will +5; AL N.
3	Green glowing ghosts can be seen hovering in the reflection of nearby pools.
4	A cult is running an underworld pharmacy here, specializing in poisonous drugs, cursed substances, and toxic liquid metals. 85% are unique or supernatural.
5	A media golem slumps here, appearing like a heap of discarded technology. Media golem: Init +0; Atk bash +0 melee (3d7+7); AC 13; Armor Die 1d10; HD 4d20; MV 20'; Act 1d20; SP golem can fragment physical technology with a corrupting touch dealing maximum bash damage; SV Fort +0, Ref +0, Will +6; AL L. Golem bodies are worth 5,000 cp and 4d6 media relics (<i>Moon Mutants</i> #2).
6	Nearby tunnels are exhibiting signs of biological life and are digesting vehicles.
7	2d6 murky spectral wraiths haunt a graveyard tainted by multicolored fluids. Pollution wraith: Init -8; Atk tendril +4 melee (1d4 plus 1d3 Sta); AC 14; Armor Die [1d6]; HD 4d8+4; MV 20' (fly); Act 2d20; SP spectral un-dead, if foe reaches 0 stamina, spawn 1 new pollution wraith; SV Fort +2, Ref +0, Will +2; AL C.
8	Roll a new encounter with triple the normal amount appearing as traffic surges.
9	Floating cybernetic skulls are scanning the nearest corridor, revealing a trap door.
10	1d30 humanoid mosquitoes are extracting blood from a tapline in the topsoil. Parasitic drinker: Init +5; Atk probuscis +3 melee (1d10 plus bleed); AC 10; HD 4d4; MV 40' (fly); Act 1d20; SP detect blood; SV Fort +0, Ref +3, Will +0; AL N.
11	Condemned mutants march in a colum, shackled by robotic guards who usher them into a series of armored carriers. They soon depart into a tunnel system.
12	Clone cultivators are harvesting a fresh batch of cultured embryos in a nursery. 3d4 android nurses attend a corridor full of medical incubation machinery nearby.
13	A gray alien factory is built into the tunnels and corridors here. Saucers and weaponry are in various stages of completion. 30 scientists attend construction.
14	3d6 human bounty hunters are searching for a vampire troll named Serevax. Human hunter: Init +1; Atk rifle +4 missile (1d10 + holy ammo) 80'/160'/240' range; AC 10; Armor Die 1d6; HD 4d8; MV 30'; Act 1d20; SP holy ammo deals +1d14 damage against un-dead targets; SV Fort +3, Ref +1, Will +2; AL N.
15	Worm farmers have left behind a rotting compost pile. 5d12 cp can be scavenged.
16	A bottomless pit appears 50 feet away. After 1 hour, a random encounter emerges.
17	3d12 energized rabbits will attempt to drain battery power from charged sources. Galvunny: Init +9; Atk bite +5 melee (1d3 plus drain power); AC 17; Armor Die 1d3; HD 4d4; MV 75'; Act 1d20; SP bite drains 1d6 ammo from energy weapons, electric vehicles may be drained of -1d Fuel; SV Fort +0, Ref +6, Will +0; AL N.
18	2d4 trilobyte priests are preaching a sermon here about cosmic anthropod gods. Trilocyte: Init +0; Atk n/a; AC 14; HD 4d4; MV 5'; Act n/a; SV n/a; AL L.

d30	Encounter Type <i>(lvl-4 underworld encounters, cont.)</i>
19	Clothing and armor retail stores are going out of business in this quadrant. All prices are reduced by 50%, with each Armor Level costing only 90+1d30 cp.
20	Shallow pools of pink liquid are dotted across the next 500 feet. Up to 10 jars can be harvested and each jar can be applied to wounds in combat, healing 2 HD. If the liquid is not used within 60 hours, it will become toxic, dealing (4d8) to skin.
21	1d5 stone-crushing robots are busy annihilating the ground into a worked tunnel. Stone annihilator: Init +0; Atk crush +0 melee (5d10); AC 5; Armor Die [1d16]; HD 5d20; MV 10' or 5' burrow; Act 1d20; SV Fort +21, Ref +0, Will +3; AL L.
22	12 adventurers have fled their underworld village in search of an enchanted spear that can slay the un-dead were-beast plaguing their crops and eating their children.
23	2d5 talking weasels ask the party for pickled eggs, candy, and spare copper. Weasel bum: Init +5; Atk bite +3 melee (1d8); AC 11; Armor Die 1d3; HD 4d6; MV 30'; Act 1d20; SP backstab +6; SV Fort +1, Ref +5, Will +0; AL N.
24	An underground city is forgotten here. Spoiled meals are untouched on diner tables, while 2d5 parked vehicles are left out in the street with full fuel tanks.
25	A random NPC is carrying luggage and departing from a tunnel transport vehicle.
26	4d3 mutant starfish are clinging to a giant rock that slowly crawls on crablike legs. Star-men: Init +0; Atk dart +1 missile (1d6) 60'/90' range; AC 13; Armor Die 1d10; HD 4d8; MV 5' (climb); Act 1d20; SV Fort +6, Ref +0, Will +1; AL N. Giant rock: Init +0; Atk roll +0 melee (1d30); AC 1; Armor Die 1d30; HD 1d30; MV 10'; Act 1d30; SP mindless, giant crits; SV Fort +25, Ref +0, Will +0; AL N.
27	Moss on the walls, floor, and ceiling of the nearest area begins to glow and crawl towards the surface. After 1 turn, roll a new encounter with 2d6 extra creatures.
28	2d6 giant caterpillars are here spinning a 40 foot tall chrysalis-like structure. Giga-crawler: Init +0; Atk chew +1 melee (1d8+6); AC 8; Armor Die 1d4; HD 4d6; MV 10' (climb); Act 1d20; SP metamorphosis will add an extra 4d6 HD and a MV 20' fly speed after 600 hours; SV Fort +0, Ref +0, Will +1; AL N.
29	The ground here is shattered and riddled with a multitude of tunnels and holes big enough to fit vehicles and functional highway systems. 1 hour after the party arrives, a zoning committee of 3d4 humanoid bureaucrats will arrive to investigate.
30	Domed structures and ziggurats emerge from the living rock here. Dead surveyors are collapsed on a stairway leading into a central hallway through a stone arch. Unbeheld Ystrmel: Init +0; Atk gaze +0 melee (1d30+9); AC 3; HD 9d4+9; MV 0'; Act 1d20; SP statue form, grant wishes; SV Fort +9, Ref +0, Will +9; AL L.



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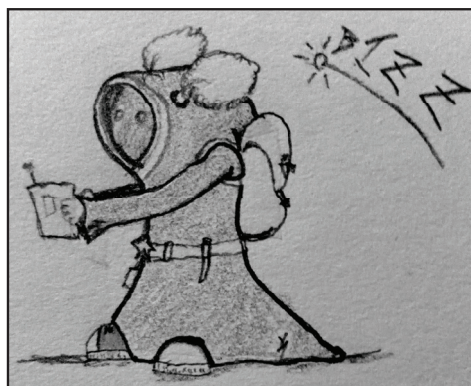


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