

DUNGEON GRAND PRIX



COMPATIBLE WITH
**DCC
RPG**

AN RPG CARTRIDGE



A LEVEL-0 FUNNEL AND SETTING FOR CRAZY KART ADVENTURES!



COMPATIBLE WITH
**DCC
RPG**

DUNGEON GRAND PRIX

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RPG**

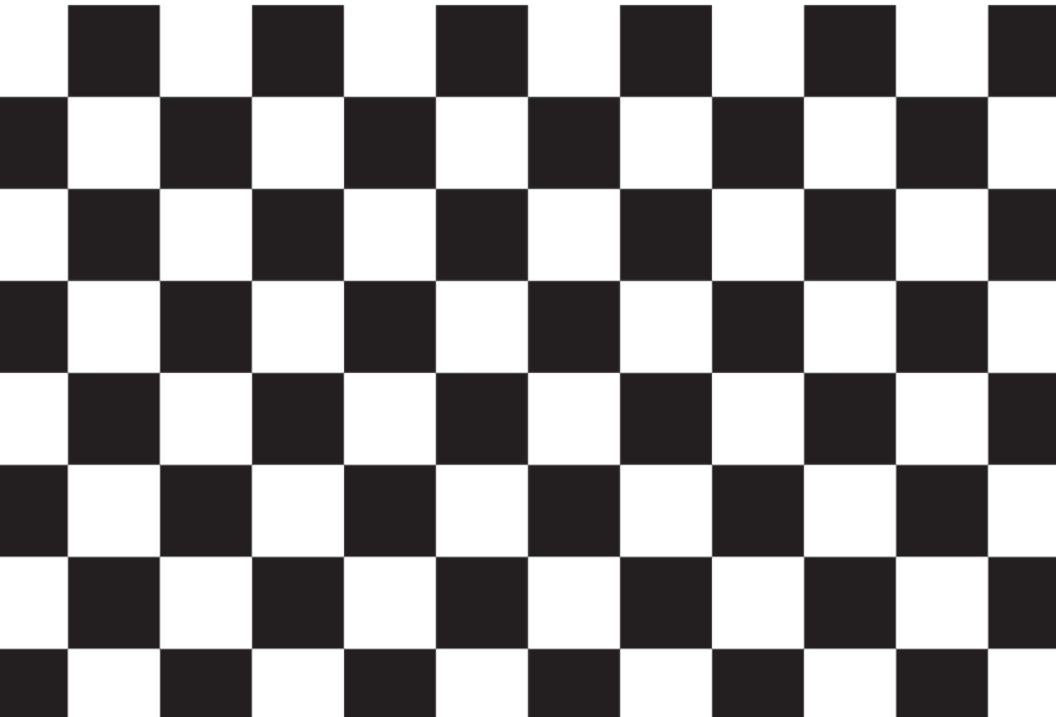
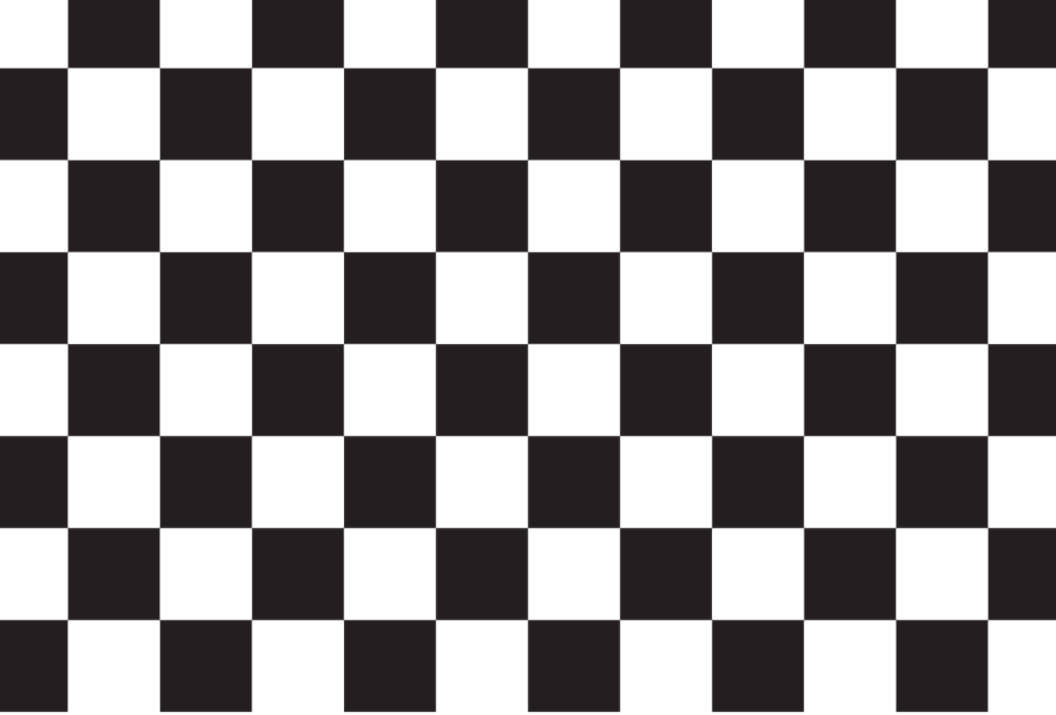


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WHAT THE @#*&! IS DUNGEON GRAND PRIX?

- **STRAPPING YOUR CHARACTERS IN KARTS!**
- **GIVING THEM WACKY NEW ITEMS AND DRIVING MANEUVERS!**
- **ALSO PUTTING ENEMIES IN KARTS!**
- **THAT'S IT!**

How does *Sailors on the Starless Sea* change if they could have just escaped the falling rocks?

How absurd does it get if beastmen are motoring around in Karts behind you, hurling rocks and bombs. What if the Chaos Lord rolls up burning rubber?

Honestly, it's all just ridiculous.

The magic here is giving your players the Karts and Driving Maneuvers, and letting them loose in the adventures you already have.

Also, the key here is that **it's not racing!** There are no winners, and we're all doing this for the love of the dungeon.

Is it really that different from riding a horse?



DRIVERS

Occupations

Level-0s are called Zeroes, affectionately, probably. They all come from somewhere in the Bone-Tyrant's kingdom.

TABLE 1: OCCUPATIONS

d10	Background	Trained Weapon	Trade Goods
1	Pit Crew	Wrench (1d4)	1d3 Spare Tires
2	Driver	Steering Wheel (1d3)	Champion's Medal
3	Stunt Person	Stunt Glass Bottle (1d3)	Portable Spring
4	Stunt Driver	E-brake (1d4)	Bungie Cable (30')
5	Daredevil	Firecrackers (2d3)	Blindfold
6	Fuel Attendant	Fuel Nozzle (1d5)	1d3 15-Round Fuel Canisters
7	Dirtbiker	Chain (1d4)	Dirt Bike
8	Wind-Surfer	Mast (1d10)	Surfboard
9	Double-Agent and Navigator	Compressed Air Gun (1d5)	Cellphone
10	Car Enthusiast	Car Magazine (1d3-1)	2d3 Model Cars

Armor

You won't look good smeared on the pavement, but you could look good moments prior.

TABLE 2: ARMOR

Armor	AC	Check Penalty	Speed	Fumble Die	Cost
Pit Crew Uniform*	0			d4	5 gp
Motorcycle Leathers	1	-	-	d7	15 gp
Helmet	1	-1	-	+1d	15 gp
Racing Suit*	2	-	+5'	d5	50 gp
Racing Plate	7	-7	-25'	d16	700 gp

* Fire resistant: takes ½ fire damage.

Item Crates

Get an upper hand, if you can afford it. Alternatively, throw item crates on the track to attract your opponents. They take 1 action to break open.

1. **Slime-Fruit (5 gp):** good for a single meal, when thrown on the track it's a hazard. DC 14 Ref save or Out of Control.
2. **Nitro Fungus (15 gp):** when applied to the hood, it creeps in and gives the fuel injectors a nice mushy hug, provides an extra move action for 1d3 rounds.
3. **Emerald Scarab (5 gp):** a giant beetle fueled by rage, with a taste for oily metal. Target within 30' makes DC 12 Ref save or suffers 1d4 damage.
4. **Ruby Scarab (20 gp):** warrior beetles that refuse to let a car escape by chewing straight through metal. Target within 60' makes DC 16 Ref save or suffers 1d8 damage. Tries for 1d3 rounds until it hits; the scarab never lets up.
5. **Fairy's Wings (50 gp):** burst from the engine block, flapping gracefully. Ignore 1 failed Out of Control check.
6. **Ghost Skull (100 gp):** a giant holographic skull that laughs endlessly while spinning around. 100% intangibility for 1d3 rounds.
7. **Royal 5-Point Jelly (200 gp):** slipped into the engine bay, it makes Karts nigh invincible. AC +5 and Damage +3d for 1d3 rounds.
8. **Sapphire Scarab (500 gp):** queens of their kind, they quantum entangle their targets and hunt to their doom (Karts only though, currently). Target within 300' makes DC 20 Ref save or suffers 1d12 damage.
9. **Fuel Canister (50 Rounds) (15 gp):** can be immediately added to the tank as an action.
10. **Repair Kit (25 gp):** a mixture of scrap metal, rivets, bolts, and some nice paint! Repairs 2d3 HP.

KARTS

Karts are classified based on the HD of the driver. Pick whatever makes sense, with a -1d penalty for each HD class step away from where you should be. For example, a 1 HD peasant (normally Class I) in a Class III Kart has a -2d penalty for all actions! It's hard to drive a Kart too big or small for you (a mechanic could probably fix this though... for a price).

TABLE 3: KARTS

Class	HD	Description
I	0-1	Super light weight Karts, built for zipping around. The fastest!
II	2-3	Light-weight Karts that can fit through most dungeons.
III	3-4	Mid-level, where the most serious of racers congregate. There's a very large orc and drow league here.
IV	5-7	The first of the Heavy Classes. Fatalities pile up in this league.
V	8-10	Super-Heavy. Most commissioners won't even adjudicate these races.
VI	11+	The largest of Karts, they're built for giants, but only barely. This is the most lethal of leagues.

Fueling!

Fuel prices change daily. Roll 1d3 whenever you enter a depot, and that's how much fuel costs per round today in gp!

For Sale

SUPER-LIGHT (CLASS I, 0-1 HD, 15 GP)

Kart, Super-Light: Init +3; Atk ram +0 melee (1d3); AC 10; Act as Driver; HD 1d4; MV 90'; SP Fumble d4, Gas (150 Rounds), *Grappling Hook*; SV Fort +0, Ref +4, Will +0

A very small go-kart, 48" long, 4 wheels, 50 lbs.

The tiniest of Karts, reserved mostly for Zeroes, the Fae, and peasants. What it lacks in durability it makes up for in speed and compactness.

- ⇒ **Grappling Hook:** 30' long, can be fired straight behind.

LIGHT (CLASS II, 2-3 HD, 50 GP)

Kart, Light: Init +2; Atk ram +1 melee (1d4+1); AC 11; Act as Driver; HD 2d6; MV 75'; SP Fumble d5, Gas (150 Rounds), *Inflatable Copilot*; SV Fort +0, Ref +3, Will +0

A small go-kart, 60" long, 4 wheels, 120 lbs.

Goblins, kobolds, and orcs flock to the Light Karts. These are standard use in most kingdoms, and are perfect for scouting and patrols!

- ⇒ **Inflatable Copilot:** what's better than a copilot who can keep driving when you hop out? Maintains heading and speed for 1d3 rounds before deflating.

MID (CLASS III, 3-4 HD, 75 GP)

Kart, Mid: Init +1; Atk ram +2 melee (1d5+2); AC 12; Act as Driver; HD 3d8; MV 75'; SP Fumble d6, Gas (200 Rounds), *Kart-Horn*; SV Fort +1, Ref +2, Will +0

A mid-sized Kart, 65" long, 4 wheels, leather seat, 250 lbs.

The standard-sized Kart that makes warhorses envious, they go through more fuel than a horse does, so account for that!

- ⇒ **Kart-Horn:** a very loud and obnoxious horn! When blasted, ALL drivers within earshot make a DC 12 Fort save or suffer Will -2 for 1d3 rounds.

HEAVY (CLASS IV, 5-7 HD, 200 GP)

Kart, Heavy: Init +0; Atk ram +4 melee (1d8+3); AC 14; Act as Driver; HD 3d10; MV 50'; SP Fumble d10, Gas (200 Rounds), *Kart-Plank*; SV Fort +2, Ref +1, Will +1

A large Kart, 75" long, 4 wheels, leather seat, 5-point harness, 500 lbs.

A much beefier Kart that makes up for its lack of speed with the ability to smash through other Karts!

- ⇒ **Kart-Plank:** crank operated plank that can be lowered, stretches 10'. Used for boarding other Karts.

SUPER-HEAVY (CLASS V, 8-10 HD, 500 GP)

Kart, Super Heavy: Init -1; Atk ram +5 melee (1d10+4); AC 16; Act as Driver; HD 3d12; MV 30'; SP Fumble d12, Gas (300 Rounds), *Bumper-Kart*; SV Fort +3, Ref +0, Will +2

A very-large Kart, 80" long, 6 wheels, leather seat, 6-point harness, 1000 lbs.

Rumour has it this Kart was designed by a troll itself!

- ⇒ **Bumper-Kart:** anything it bumps into is knocked back 30'.

DREADNOUGHT (CLASS VI, 11+ HD, 2000 GP)

Kart, Dreadnought: Init -2; Atk ram +7 melee (1d12+6); AC 18; Act as Driver; HD 3d20; MV 30'; SP Fumble d16, Gas (500 Rounds), *Giant Ramp*; SV Fort +5, Ref -1, Will +3

A gargantuan Kart, 150" long, 8 wheels, leather seat, no harness or safety, 2000 lbs.

Putting a giant in a Kart is silly; their knees stick up almost 15' into the air. It's much less silly as the Kart steamrolls you. It should be noted in an epic race there were once 2 Dreadnoughts that did a leapfrog maneuver, and a 3rd Kart double-ramped through the air, delivering a drow driver to the glory of her kingdom!

- ⇒ **Giant Ramp:** what's more, there's a ramp over the back of the Kart. Drivers make a DC 12 Driving check as they vault into the air. The result is how far they fly! On failure, they're OUT. OF. CONTROL! Driving backwards means you can SCOOP.

Liveries

The Kingdom has a large population of artisan-mages willing to imbue your Kart with strange gifts. You'll also need an artisan-mage willing to do the job. Be warned: they all make bizarre requests, and they do take a bit of time as well.

1. **Fae (30 gp, 1d3 Turns):** has a cool fairy wing paint job! Can be collapsed and carried on back by adventurers.
2. **Kobold (50 gp, 1d3 Days):** painted like a snarling kobold! May dump a 30' oil slick behind it. All passing through make a DC 15 Ref save or are Out of Control! 1 available per Pit Stop.
3. **Zombie (50 gp, 1d3 Days):** the paint job is unsettling, like a rotting corpse. Also, these Karts, unfortunately, are affected by Turn Unholy, but yay, they are immune to Critical Hits!
4. **Minotaur (300 gp, 1d3 Weeks):** modeled after a bull, go figure! Critically Hits on 16-20.
5. **Troll (1000 gp, 1d3 Months):** heals 1d8 HP per round; its paint is made with troll's blood, and can heal minor abrasions!
6. **Giant (500 gp, 1d3 Weeks):** magnetic storage for 6 Super-Light Karts.

Upgrades

Perhaps you need a change made to your current Kart? Work with your Pit Crew! You need at least 1 Crew Member on retainer to get it done!

- **Engine Swap (150 gp, 2d5 Turns):** pull an engine out of another Kart.
- **Fuel Tank Swap (50 gp, 1d5 Turns):** pull a fuel tank out of another Kart.
- **Armor Plating (100 gp per AC, 1d5 Turns per AC):** pull armor out of another Kart or standard armor; any armor.
- **Off-Road Tires (100 gp):** uses ½ MV on and off-road.
- **Weight Class Adjustment (50 gp per Class Adjustment):** suspension and seating changes to the Kart so a bigger or smaller driver is more comfortable! They no longer suffer the -1d penalty on actions.
- **Weapon Mount, Fixed (25 gp):** weapon fires straight ahead.
- **Weapon Mount, Rotating (75 gp):** weapon fires anywhere in front 180°.
- **Extra Fuel Tank (150 Rounds) (50 gp, 1d3 Turns):** a giant 8' Tank. Only operable by a Pit Crew.

DRIVING RULES

The Basics, or Just Driving

(in a safe order, of course)

- **Headlights:** you have headlights, use them or don't, but they only work while the engine is running. They light up about 60'.
- **Mirrors:** if you skip your action, you cannot be surprised, because you're too busy being a good driver and paying attention.
- **Engine:** it takes an action to start and stop the engine. The engines are loud and attract attention up to a ¼ mile away (encounters are twice as likely). The fumes are also a dead giveaway.
- **Gas:** each Kart says how many ROUNDS of fuel it has, so keep that in mind. It will die at the end of the final round.
- **Driving Check:** anyone skilled (or crazy) enough to drive a Kart in a dungeon adds their Character Level to their driving checks (and appropriate modifiers).
- **Actions:** everything you already can do in a dungeon, you still can. Remember: you need to focus on driving, though, or you'll careen off a cliff or slam into a wall.
- **Attacks:** it's likely easier to target the driver than the Kart. That's totally fine, and intended!
- **Attacks of Opportunity:** are still a thing while trying to sneak past enemies. It would be a pity for an orc to stab your tires and spin you out as you tried to pass.
- **Damage:** taking damage while driving is very dangerous. Whenever you're hit, make a DC 10 Ref save. On failure, you're **OUT OF CONTROL**.
- **Ramming:** attacker takes ½ damage from ramming, and needs to make a Luck check or be Out of Control!
- **Saves:** keep track of whether effects target the driver or the Kart. Choose saves accordingly!
- **Stopping** or Newtonian Dynamics: these things don't stop on a dime. Every round, you must move at least ½ the distance you moved the last round.

OUT OF CONTROL

Oh no, you are now... OUT OF CONTROL! Roll your Kart's Fumble Die and subtract your Luck modifier (lower results are better)!

1. Just fine, nothing happens.
2. A wild spinout leaves the driver dizzy and at Act -1d for 1d3 rounds.
3. A sudden collision finds the driver, they take 1d3 random attribute damage, and the Kart takes 1d3 damage.
4. The Kart flips! The driver and Kart both take 1d4 damage and are knocked prone. The engine stops and needs to be restarted.
5. Driver is stunned for 1d3 rounds from the shock.
6. Fuel tank ruptures and leaks 2d3 rounds of gas every action. Also, this is definitely a fire hazard!
7. 1d3 wheels fall off. Lose 25% of MV per wheel lost.
8. Roll over 1d3 times. Driver takes 1d3 attribute damage per roll over as bones break, and they are knocked prone. The engine is still running.
9. The throttle breaks and the Kart accelerates to full speed.
10. Brake lines burst and the Kart cannot slow down.
11. In a fit of absurdity, the steering wheel falls off.
12. The driver is knocked unconscious for 1d3 turns.
13. The Kart lurches and the driver is ejected 3d6 feet away, suffering 2d8 damage (DC 12 Fort save for ½) as they bounce down the pavement.
14. The fuel tank catches and the Kart explodes, dealing 3d6 damage to all within 30'.

The Advanced, or Maneuvers

What's the fun in driving a Kart in a dungeon if you can't finesse it? Maneuvers allow you to do so!

Any character can do a maneuver with their Action Die. Also note that sometimes you may want to do a maneuver as a reaction. If so, roll it at Act -1d.

If you fail at your maneuver, you're **OUT OF CONTROL**.

Oh, and Character Armor Check penalties apply to their Driving checks! These are listed in the table.

MANEUVERS, BASIC (YET ADVANCED)

These are the basics; every driver *should* be able to do them innately! There may be more maneuvers discoverable out in the world (quest for it!).

- **2-Wheels:** flip onto two wheels to slip past attacks of opportunity and through narrow spaces (like doors). DC 15 Driving check to activate, DC 20 Driving check to extend or maintain, and while on two wheels any damage automatically sets you Out of Control.
- **360:** spin around, deflecting incoming projectiles. DC 13 Driving check to add AC +3 vs Projectiles. Any projectiles that miss automatically roll for attack against the nearest target. Fort -2 until the next round.
- **Backwards,** Driving: do a 180 then drive backwards. It doesn't require a check, but you have Act -1d until you're facing forwards again!
- **Blind Attack:** in a dark area, flip your headlights off then back on to catch an opponent off guard! Make an opposed Driving check vs their Will save to gain the upper hand!
- **Dodge:** just zipping around back and forth. DC 5 Driving check to add AC +1.
- **Drift:** wide turns, trading grip for sheer sliding coolness. DC 15 Driving check to add AC +3. Damage sustained automatically puts you Out of Control.
- **Hop:** avoid a trap, track hazard, or even another car by hopping over them. DC 12 Driving check or land on top of it, activating the trap or knocking both Karts Out of Control.
- **Nitrous (if installed):** spend an action (and nitrous) to gain 1d3 *extra* actions for the next 3 rounds.
- **Quick Brake:** spend an action to make a DC 12 Driving check to stop **IMMEDIATELY**.
- **Ride the Gutter:** when making a tight turn, make a DC 12 Driving check to add Ref +2 for 1d3 rounds.
- **Weight Transfer:** make a DC 11 Driving check to add Act +1d for the next action.

CLASS-SPECIFIC ABILITIES

Each of the base classes in DCC also get their own abilities. If you have a class (or species) not listed here (Stratosfiend, for example), just pick the most appropriate ability! Or make a new one!

- **Thieves** can drive up walls and wall-ride. Their Luck modifier applies to Out of Control rolls.
- **Fighters** ram without taking damage (or losing control) and add their Deed Die to Driving checks and Kart attacks!
- **Clerics** are real gear-heads that overdrive their engine. Driving checks are at +2d and use 2x the fuel.
- **Dwarves** love bumper cars! They make 2 ram attacks per action die, and may add their Deed Die to both!
- **Halflings** are the gods of distracted driving, and make maneuvers as reactions without penalties. Their Luck modifier applies to Driving checks!
- **Wizards** can make opposed Spell Checks vs an opposing Kart's Fort save to tether another Kart and move it 15' in any direction.
- **Elves** are incredibly spry and can make opposed Ref saves with another driver to leap out and swap Karts.
- **Stratosfiend** may engage the Polyphemian REDLINE by making an opposed Will check vs a Kart's Fort save. On success the opponent is **OUT OF CONTROL**.

BONE GIANT'S PARADISE GP (LEVEL-0 FUNNEL)

For one reason or another, the Zeroes (new drivers) have found themselves under the harsh rule of the Bone Giant "The Bone-Tyrant" inside his nebulous Fortress full of "racetracks." Clear to the Zeroes and any viewers at home, the Bone-Tyrant has no idea what a race is.

On the Video Screens:

Today the finish line flags sway in the wind for a new crop of unlucky individuals. The camera pans over the drivers in their Karts, starting to rev their engines.

The Bone-Tyrant grabs the mic. "Light the Beacons today and I'll open the gates to the Fortress."

The camera pans and reveals 4 giant unlit beacons.

The conceit here is lighting all 4 of the beacons. It doesn't really matter what order it happens in, as long as they get lit.

All Zeroes are given a Super-Light Kart and a torch (hopefully it doesn't go out).

Weather Conditions

Roll for weather each time a new section is entered; it's a rough day.

1. **Clear:** everything is fine.
2. **Sun Glare:** without eye protection, it's very difficult to focus on driving. Driving checks -1d.
3. **Rain:** the track is slippery. Ref saves -2.
4. **Wind:** a gust of wind blasts through. All make DC 16 Fort save or Out of Control.
5. **Ice:** can't slow down on this track without going Out of Control.

Going Off-road

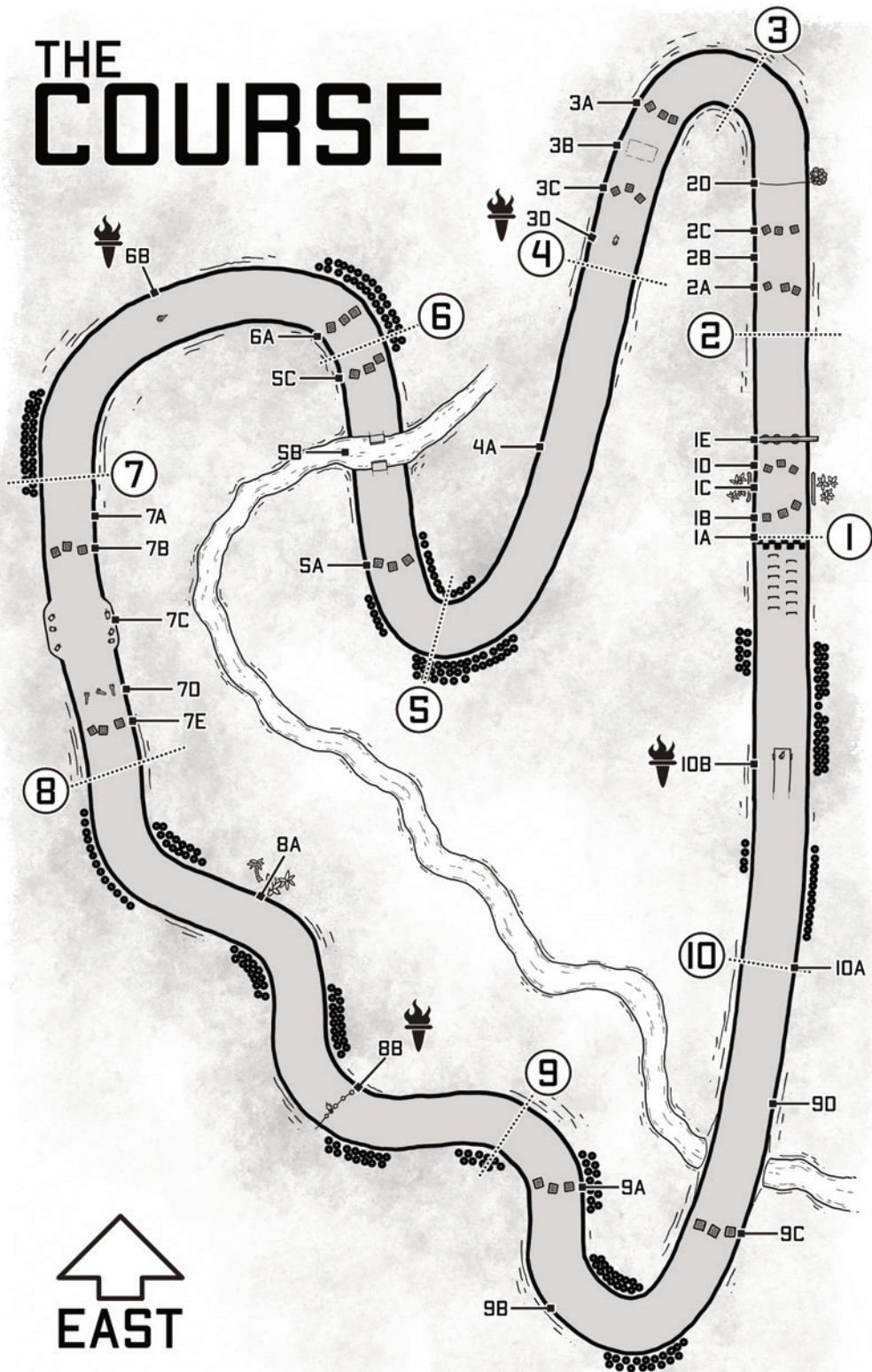
The characters can always go off-road, but there are barriers (HD 1d8) to bash through. While off-roading, speed cuts to $\frac{1}{4}$ MV, and you attract the attention of adjacent racers who realize you've left the track!

OFF-ROAD ENCOUNTERS

Roll every turn (10 Rounds) the characters are off-road.

1. 2d6 **peasant Karts** (pg. 33) rush in from the Pit Stop, attempting to dog-pile on the Karts to get an autograph.
2. 2d6 **goblins water-crew** (pg. 31) driving out of underground pits and hurling water balloons at the drivers.
3. 1d3 **hobgoblin flag-crew** (pg. 31) shouting about "cheaters," they rush the drivers, trying to spear them and drag them back onto the course.
4. 1 **orc on a lawnmower** (pg. 33) swerves in front of the fastest moving Kart.
5. 1 **kobold bat-crew** (pg. 32) being chased by 1d3 **track bats** (pg. 30). There is a LOT of screaming.

THE COURSE



The Course

A stunning 13.83 miles of asphalt through the kingdom! A sweeping view of palm trees, flowing rivers, gorgeous alpine mountains, and adjacent kingdoms.

Remember: it takes 1 or more rounds to light the beacons! Light all 4 to win! With each beacon lit, the Bone-Tyrant bellows "You'll never make it out alive, race or die!!!"

SECTION 1: STARTING GRID

Length: 3000'

1A (DISTANCE 0')

A densely packed starting grid facing east, full of all the Karts for this heat! In addition to the Zeroes, there are 2d6 **kobolds** (pg. 32) revving their engines and ready to go!

1B (DISTANCE 100')

1d3 Item Crates!

1C (DISTANCE 300')

To the sides of the tracks are barriers keeping all the Zeroes in as well as luscious palm trees!

1D (DISTANCE 600')

1d3 Item Crates!

1E (DISTANCE 1000')

Hanging from the gantries above are 2d3 cages, holding hungry **giant track bats** (pg. 30). The kobolds use their boomerangs to free them, freeing them in 1d3 rounds. It's fairly clear what they're trying to do, especially when they don't start their engines (note: they are wearing uniforms with bat-wing emblems; it should be comically obvious they are related).

Those underneath the cages make a DC 10 Ref save or take 1d6 damage. Either way, now that the giant track bats are free, they're angry and need to feed!

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SECTION 2: GNOLL'S FOLLY

Length: 4000'

A quick straightaway east, with a 30° climb, showcasing the alpine slopes in the distance, their snow-tipped peaks begging the thought "will we ever escape here?" but also "wish you were here."

2A (DISTANCE 300')

1d3 Item Crates!

2B (DISTANCE 1500')

On the side of the track there stands a **laughing gnoll** (pg. 31) with a torch, excitedly shouting that he offers to relight any torches that have gone out!

2C (DISTANCE 1800')

1d3 Item Crates!

2D (DISTANCE 2000')

This section seems innocuous, but unfortunately, halfway through there is a trip wire (DC 13 Find Trap) on the roadway. It's tied to a pyramid of open barrels of oil. Hitting it spills oil all over 100' of the track (DC 12 Ref save or Out of Control).

The gnoll, being a nice hyena, runs over if anyone slips Out of Control to help! Unfortunately, he himself must make a DC 15 Ref save or he slips, falls, and drops his torch, immediately igniting the track for 1d6 burning damage per round. It burns for the rest of the race; there are no safety crews.

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SECTION 3 : BEACON'S BEND

Length: 7000'

The track continues its 30° climb into the east, and at the end makes a hairpin turn to the northwest, the first beacon waiting at its end.

3A (DISTANCE 1000')

1d3 Item Crates!

3B (DISTANCE 3500')

Of course the ground is discolored, because there is a pressure plate 20' by 60' embedded in the track halfway through the section (DC 12 Find Trap). If not avoided, it launches the first Kart and the nearest 1d3 Karts 20' into the air. They fall back to the earth, dealing 2d6 damage to both the Kart and the driver (DC 11 Fort save for ½).

3C (DISTANCE 4500')

1d3 Item Crates!

3D (DISTANCE 5000')

The first beacon lies embedded in the track; you can lean out of your Kart to light it, and it takes 1 round to ignite. Within 1d3 rounds, **Tuo'Ron the Swift** (pg. 42) arrives to hassle whomever lit the beacon!

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SECTION 4 : NO ESCAPE

Length: 7000'

Speeding out of the hairpin turn, continuing the 30° incline to the northwest, Castle Tyrant is seen in the distance as fans gather, waving flags on the parapets!

4A (DISTANCE 2000')

When the Zeroes least expect it, 3 **goblins** (pg. 31) in Karts speed past the group (DC 11 Notice), immediately spinning around and driving in reverse.

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SECTION 5 : DRAWBRIDGE'S DEMISE

Length: 5000'

A straightaway out of a curve to the northeast that has leveled out and is no longer climbing.

SA (DISTANCE 1000')

1d3 Item Crates!

SB (DISTANCE 3500')

A river runs through... and the drawbridge is up! A wedding party for the Bone-Tyrant's niece is arriving!

Daring drivers may try to ford the river, but the Kart engines flood... and they sink.

The drawbridge is supposed to automatically lower as Karts approach, but it's stuck for 1d5 rounds.

There's a computer terminal at the side of the bridge that can be messed with to force the bridge to lower (DC 12 Hacking or DC 14 Pick Locks). Failure means they have to wait for the automatic process.

Any enemies the drivers have escaped catch up as they wait for the bridge. Every turn, 1d6 **opportunistic hobgoblins** (pg. 31) run onto the track, thinking today is the day to have their racing debut! They need Karts, of course!

SC (DISTANCE 4500')

1d3 Item Crates!

SECTION 6 : PEASANTS' UPRISING

Length: 9000'

A straightway to the north, curving and veering to the west! The view now shows the free lands of the next kingdom over; wouldn't it be great to live there? A dragon swoops overhead in the distance, unleashing a gout of flame. Damn, it would have been nice to move there after the race.

6A (DISTANCE 300')

1d3 Item Crates!

6B (DISTANCE 4500')

Back to the track! Conveniently, the beacon is just laying in the open... but there's an **Ogre** (pg. 32) **with a Tetsubo in a Kart** who has been roped by 12 **peasants** (pg. 33) also in Karts) (pg. ###) as they try to recreate their favorite winter film. It's impossible to get past them via Kart, you could probably walk though.

Cutting a rope takes 1 action, pissing off that peasant.

Every round, the ogre makes a Ref save vs the remaining ropes, and on success it breaks free.

As usual, the beacon takes 1 round to light. **Jilane the Night Wind** (pg. 42) arrives in 1d3 rounds to hassle those who are closest to the beacon.

SECTION 7 : THE SLOW CURVE, OR THE OLD PIT STOP

Length: 8000'

A downward 45° slope curves until it is heading straight west! There are a bunch of peasant workers on the track sweeping the blood off from the last lap. They dive out of the way while waving and congratulating the Zeroes on being halfway through!

7A (DISTANCE 1000')

A reasonable place to pick up more Zeroes if any have died (they probably have). There are 1d3 peasants cheering on the track!

7B (DISTANCE 2000')

1d3 Item Crates!

7C (DISTANCE 4000')

There are 1d3 Fuel Canisters (50 Rounds) sitting in pit stops at the side of the road. A good place to refuel! 1 goblin is running back and forth.

7D (DISTANCE 6000')

1d3 Repair Kits, 1d3 peasants scrambling around in helmets, grease stains everywhere.

7E (DISTANCE 7000')

1d3 Item Crates!

SECTION 8 : LOGGERS' REVENGE

Length: 10000'

Continuing the steep descent, with a slight bank toward the southwest, lumberjacks stand on the side of the track harvesting lumber, waving from atop the tall trees!

8A (DISTANCE 3000')

Yog'kto the Dying Grasp (pg. 43) is hovering idly above the hewn palm trees, waving at drivers!

8B (DISTANCE 6000')

The beacon hangs from four ropes tied to four upright bundles of logs in the distance (DC 12 Find Trap). The ropes are holding the bundles taught.

As usual, it takes 1 round to light the beacon.

If the beacon is lit the ropes catch fire, and in 1d3 rounds they spill logs onto the track. DC 14 Ref save to avoid or suffer 2d4 damage from the rolling hazards. As soon as the trap springs, **Yog'Kto** tries to run a Kart off the track.

SECTION 9 : LABYRINTH LANES

Length: 12000'

A winding stretch of zig-zags continuing the 30° decline to the southwest. What's worse, though, is that the river continues underneath the lanes, and there are NO guardrails. Going Out of Control or otherwise slipping and sliding results in falling off the edge to your doom. A Luck check can be made to hold on for your life.

To make things worse, there are triangular prisms* scattered all over the track, each covered in perfect mirrors. They are disorienting, and to gaze upon them means to make a DC 13 Will save or be Out of Control (and likely off the side, to your death).

They're easy enough to avoid, but moving over MV 30' (or trying to grab an Item Crate) forces you to test once per turn.

9A (DISTANCE 1000')

1d3 Item Crates!

9B (DISTANCE 3000')

2d3 **lumberjacks** (pg. 32) are being chased around by 2d6 **hungry track bats** (pg. 30).

9C (DISTANCE 6000')

1d3 Item Crates!

9D (DISTANCE 9000')

2d3 **hobgoblin flag-crew** (pg. 31) angrily waving their flags, trying to distract and crash drivers.

* **Sailor Editor says:** THROW SOME d4s on your battle map (if you're using a map, that is) and use them as your prisms. Make saves when within 30' of them!

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SECTION 10 : TYRANT'S PASS

Length: 8000'

The final straightaway, the beacon lies at the end right in the center of the track. There is one ramp up the middle, and two 30' ladders on the sides. Good Luck! The sun is shining, and this should be a clear, clean ending to the day. Dolphins flip and pirouette through the air beneath a rainbow, and beachgoers on jet skis cavort! A wonderful day!

10A (DISTANCE 0')

As the PCs enter this section, the **Bone-Tyrant** (pg. 30) and 12 **skeletons** (pg. 33) burst onto the track on Karts, exploding from the wall.

Every round, the Bone-Tyrant says (roll 1d4):

1. You forget, this is MY world!
2. Race or die!
3. You'll never reach the beacon!
4. Nice dolphins, eh?

10B (DISTANCE 6000')

He won't let you reach the beacon if he can help it. He uses the skeletons to corral targets into a bait ball, then belches a fireball into the mess.

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The End

If all the beacons are lit? The Bone-Tyrant keeps his word, drops the track barriers, and opens the Fortress gates.

If he breathes no longer? Good on the Zeroes... but now they must face the power vacuum that remains.

Either way, there are more races to be had, and more dungeons to Kart.

Ride off, engine sputtering, into the sunset!



APPENDICES

Appendix B : Bestiary

BONE-TYRANT, THE

Bone-Tyrant (Bone-Giant), in Kart: Init -2; Atk Ram +7 melee (1d12+6) or Fuel-Canister +5 missile-fire (1d6+3, 15') or Goliath Tire-Iron +8 melee (1d8+6); **AC** 18 (Kart), 14 (driver); Act 2d20; **HD** 11d6 (driver), 3d20 (Kart); **MV** 30' (Kart), 15' (driver); **SP** Fumble d16, Meteoric Gasp, Un-dead Traits, Gas (500 Rounds); **SV Fort** +8, **Ref** -2, **Will** +2; AL L

The Lord Ruler of this so-called "Bone Giant's Paradise." He saw the Karts in a past life, or possibly a future life (undeath is a confusing space to occupy). What matters though is that he is a 20' tall Bone Giant crouched in a Kart zipping around the kingdom. Often found shouting "race or die."

For all the ridiculous requests and promises of escape from his "paradise," he always follows through and keeps his word and lets the Zeroes free... should they win. That said... he's been known to interrupt challenges, putting his fingers on the scale.

He's also on the Circuit Council of 8, making the Paradise a qualifying course for the *Dungeon Grand Prix*.

- ➔ **Meteoric Gasp:** The Bone-Tyrant belches a meteor of bone and flame 60' away, bursting on impact, spraying a 20' area for 2d7 damage. DC 11 Ref save for ½ damage as they duck for cover.

BATS, GIANT TRACK

Bat, Giant Track: Init +5; Atk Grab and Claw +2 melee (1d5) or Furious Flapping +3 missile fire (1d3, 15'); **AC** 13; **HD** 2d5; **MV** 45' (flight), 15' (crawl); Act 1d20; **SP** NOTHING; **SV Fort** +0, **Ref** +0, **Will** +0; AL N

Giant bats that flock near the course. The Bone-Tyrant's Pit Crew has trained them to put out the beacons; it's very convenient, you know. They've also been equipped with cameras, transponders, and goggles, making them both quite stylish and always a ping away. The Bone-Tyrant always summons them as needed.

- ➔ **Grab and Claw:** on a roll of maximum damage, target makes DC 12 Fort save or is pulled into the air (and out of their Kart).
- ➔ **Furious Flapping:** puts out flames instantly or pins target in place. DC 12 Ref save or trapped by gusts of wind for 1d3 rounds.

GNOLL FIRE-CREW

Gnoll, Fire-Crew: Init +0; Atk bite +1 melee (1d3) or torch +1 melee (1d6); AC 13; HD 1d8; MV 30'; Act 1d20; SP Ignite; SV Fort +1, Ref +0, Will +0; AL C

Many creatures have taken to working in the Paradise. Pit Crews from the Hyena Kingdom Raceway have come in droves. Easily told apart from the Bone-Tyrant's crew by their trademark "grinning hyena in racing goggles" on their jumpsuits, they mean well and are horribly misguided most of the time.

Here they operate as fire crews, both setting and putting them out.

- ➔ **Ignite:** lights object or 5' area on fire for 1d6 damage per round. It burns for 1d3 rounds.

GOBLIN WATER-CREW

Goblin Water-Crew, in Kart: Init +2; Atk ram -1 melee (1d3) or Water Balloon +0 missile fire (1, 15'); AC 10 (Kart), 10 (Driver); Act 1d20; HD 1d4 (Kart), 1d5-1 (driver); MV 90' (Kart), 30' (driver); SP Fumble d4, Fire Resistant, Gas (150 Rounds); SV Fort -2, Ref +5, Will -2; AL C

Responsible for the plumbing in the paradise, the goblins serve as the masters of all things water. On the tracks they're there for putting out the fires the gnolls fail to, and causing a bit of general chaos.

Their suits are water-cooled, you can see the water in translucent patches! This also makes them fire-resistant, but don't tell the gnolls.

- ➔ **Fire Resistant:** won't catch fire. Takes ½ damage from fire.
- ➔ **Water Balloon:** target tests twice for Out of Control due to damage!

HOBGOBLIN FLAG-CREW

Hobgoblin, Flag-Crew, in Kart: Init +3; Atk ram +2 melee (1d3) or Flagpole Stab +2 melee (1d8); AC 10 (Kart), 14 (driver); Act 1d20; HD 1d4 (Kart), 1d8+2 (driver); MV 90' (Kart), 45' (driver); SP Fumble d4, Standard-Bearer, Gas (150 Rounds); SV Fort +1, Ref +5, Will +-1; AL C

Suited in 3-5 different conflicting checkerboard patterns are the Flag-Crew! They mark the start and end of the race, and often act as safety coordinators. Despite the Bone-Tyrant's repeated instruction, most drivers just drive right at them. The flags mark the finish line, right?

They have a passive rivalry with the Water and Fire crews... it wouldn't get violent. Surely.

- ➔ **Standard-Bearer:** other drivers always drive toward the Flag-Crew when able. DC 10 Will save to resist.

KOBOLD BAT-CREW

Kobold, Bat-Crew, in Kart: **Init** +1; **Atk** ram -2 melee (1d3) or black boomerang -2 missile fire (1d6); **AC** 10 (Kart), 11 (driver); **Act** 1d20; **HD** 1d4 (Kart), 1d4 (driver); **MV** 90'; **SP** Fumble d4, Bat-Whistle, Gas (150 Rounds); **SV Fort** -2, **Ref** +4, **Will** -2; **AL** L

The kobolds of this verdant paradise tend to the track bats the Bone-Giant so loves. Unfortunately for them, they are both great snacks for the bats and terrible at domesticating them. It's a win-win or a lose-lose, depending on who you are.

If you see one in an all-purple racing suit with a black batwing logo, in a Kart speeding down the track, there are likely 3-5 hungry track bats chasing them. Hit your throttle.

- **Bat-Whistle:** make a DC 10 Will save to call a track bat. On success it arrives in 1d3 rounds. Mood (1d3): (1) kobold for dinner; (2) listening to the kobold; (3) doing its own thing.

LUMBERJACKS

Lumberjack, Palm: **Init** +3; **Atk** Carbon-Fiber Racing Axe +2 melee (1d5+2) or Thrown Axe +3 missile fire (1d5, 30'); **AC** 13; **HD** 3d8; **MV** 25'; **Act** 1d20; **SP** Steel-Shinned Boots; **SV Fort** +4, **Ref** +1, **Will** +2; **AL** N

Someone needs to keep the palm trees at bay. They don't even work for the Bone-Tyrant, but he doesn't mind the grounds looking good!

- **Steel-Shinned Boots:** immune to non-magical ram attacks from Karts.

OGRE OF PARADISE

Ogre of Paradise, in Kart: **Init** +2; **Atk** ram +5 melee (1d5+2) or grab and slam +6 melee (2d4+6); **AC** 12 (Kart), 16 (driver); **Act** 2d20; **HD** 3d8 (Kart), 4d8+4 (driver); **MV** 75' (Kart), 30' (driver); **SP** Fumble d6, Crit on 18-20, Tetsubo Sweep, Gas (200 Rounds); **SV Fort** +4, **Ref** +2, **Will** +1; **AL** C

An ogre clan, clad in chartreuse or Klein-blue racing stripes and neon-orange pennants. The Bone-Tyrant doesn't technically like them intruding on his track, but their Karts bear his personal machine shop's logos and handiwork.

What is the Bone-Tyrant up to with the track ogres... is he plotting AGAINST the Zeroes?

Honestly, they're mercenaries who used to rule the paradise and are waiting for their day to seize the circuit from the Bone-Tyrant should he fall. They'll use their obsidian mauls to do it.

- **Tetsubo Sweep:** all within 15' make DC 10 Ref saves or take 1d16 damage from the flailing obsidian maul.

ORC, ON LAWNMOWER

Orc, on Lawnmower: **Init** +2; **Atk** run-over and thresh +1 melee (3d4); **AC** 20 (lawnmower), 10 (driver); **Act** 1d20; **HD** 1d4 (lawnmower), driver (1d8); **MV** 15' (lawnmower), 30' (driver); **SP** Fumble d12, Not the Bees, Gas (80 Rounds); **SV Fort** +2, **Ref** +0, **Will** -1; AL C

Someone needs to keep the lawn fertilized, green, and well cut! They are strangely obsessed with virtual reality, and are devoted to an order called the "Jobians." They bear a trademark crest of anodes on their skulls, and their tracksuits are covered in circuit boards.

- ➔ **Not the Bees:** the orc hurls a polygonal beehive of polygonal bees at the target, who must make a DC 13 Fort save or become distracted and at Act -1d for 1d3 rounds until the bees dissipate.

PEASANTS

Peasant, in Kart: **Init** +2; **Atk** ram -1 melee (1d3) or harpoon +1 missile fire (1d4, 20'); **AC** 10 (Kart), 9 (driver); **Act** 1d20; **HD** 1d4 (Kart), 1d4 (driver); **MV** 90' (Kart), 30' (driver); **SP** Fumble d4, Victory Horn, Gas (150 Rounds); **SV Fort** -1, **Ref** +2, **Will** -1; AL N

All kingdoms need peasants, right? They do just about everything, including living inside the paradise. Most aspire to win their freedom in the races. Many will do anything they can to get their big day.

Most are just fodder for the racing empire. Some just enjoy the permanently good weather.

- ➔ **Harpoon:** target makes a DC 10 Fort save or the harpoon embeds itself. The peasant has a 50' cable they can tug on, reeling them in 10' per round.
- ➔ **Victory Horn:** tooting the horn at full volume makes all within ear-shot make a DC 12 Will save or be at Will -1d and stunned for 1d3 rounds.

SKELETONS

Skeleton, Track, in Kart: **Init** +3; **Atk** ram +0 melee (1d3); **AC** 10 (Kart), 9 (driver); **Act** 1d20; **HD** 1d4 (Kart), driver (1d6); **MV** 90' (Kart), 30' (driver); **SP** Fumble d7, Get Yourself Back Up Again, Un-dead Traits, Gas (150 Rounds); **SV Fort** +0, **Ref** +4, **Will** +0; AL L

Dead Zeroes, peasants, and track-hands. It doesn't matter who died in the paradise, conditions for living there mean they will race eternal. They serve the Bone-Tyrant with undying fervor.

Their jumpsuits are gold foil, with racing numbers for the year they died.

- ➔ **Get Yourself Back Up Again:** the skeleton makes a DC 10 Will save whenever it is killed to return from the grave in 1d3 turns. It will reassemble its Kart within 1d3 rounds.

Appendix D: Converting a Dungeon?

Bestiary Entries? Just figure out which Kart is appropriate and drop them in.

Encounters? Your current table should work just fine, your lairs will just work, they don't really change whether or not the enemies are in Karts. Distance and reaction rolls will go far for you!

Distance? (1) in front of the characters; (2) adjacent and unnoticed; (3) behind the characters.

Reactions? (1) maintaining position; (2) trying to pass; (3) angry and enraged.

Treasure, Items, and Loot? Put it on the floor, it still works. Doesn't matter either way. If they have to hop out, shut off their engines, loot the room, start their engines and leave again... that's a lot of wasted time... just leave the engine running.

Mapping? Hope you have a navigator riding shotgun!

In general, everything still works, it's just a coat of paint. Dungeon crawling still works the same way.

There's no coming in first.

Appendix G: Gods, Patrons, Deities?

EYE-RBBR

Patron saint of when the rubber meets the road. A cybernetic wheel bound with god itself, that spins and spins on its own dynamo. All beneath become as the dyno, squealing tires and squelching gear shifts.

Behold an angel of the road appears. It is simply a colossal tire, 100' high, that all who work on the tracks (and know) worship.

ALIGNMENT

Chaotic. It's a giant tire in the sky? What else would you expect?

THINGS DEEMED UNHOLY

Gremlins, electric vehicles and motors, those who cannot repair a vehicle or drive.

THE WEAPONS OF THE CHOSEN

Wrenches carburetors, spark plugs, pistons, screwdrivers, drills, hoses, cables, tool chests, tool belts, gas cans.

CLERIC OF EYE RBBR TITLES

1. Pit-Scrap
2. Eye-Penitent
3. Rubberized
4. Ironed Tire
5. Exalted Injector

LAY ON HANDS

The laying on of hands only works on metal or armored objects. Non-metal fleshy beings suffer 1d5 Stamina damage from the drilling and boring. Roll below for what effects follow!

1. Oil spills from all orifices of the healed.
2. The healer's fingers turn into drill bits as it bores in.
3. Black smoke pours out of the eyes of the healer.

DIVINE FAVORS

Drive Alive: asleep at the wheel? Try reincarnated at the wheel. If killed while driving, the character returns to 1 hp. 1/month.

Ride into the Sky: by strange arcane magics or sheer speed itself, the cleric floats into the air when moving at 60' or faster. Their MV is "Hover above the Earth or Water" at 60' or faster!

Pulse of the Rivets: as the adherents to the giant wheel of the road, these pit crew clerics are naturally better at repairs. Repair Kits are twice as effective.

CANTICLES

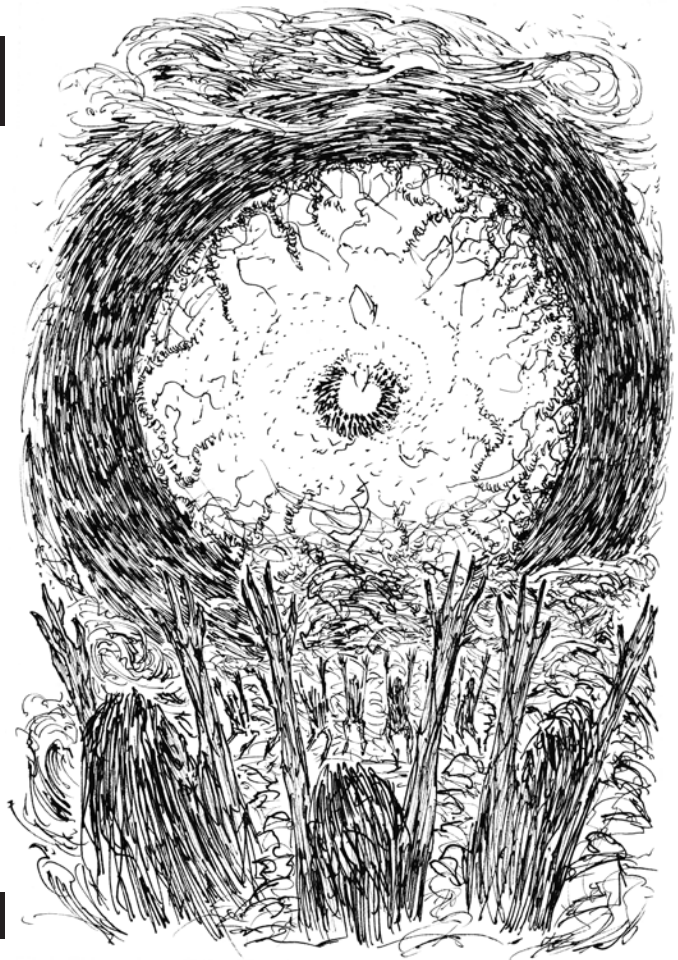
To study under the Tire is to become divine. Clerics who follow it gain abilities civil engineers would DREAM OF.

Level 1: Create or Transform Road

To create the highway the tire god intended, the cleric has the ability to transform earth, ground, mud, cement, rock, and sand into a drivable road of pure asphalt at a rate of 10' x 10' per turn. They can create up to 500 sq ft of road per day per level.

Level 3: Smite Engine or Motor

Those who ride under other gods, or simply just upset followers of the Tire, draw its... ire. It blesses its clerics with the ability to snuff out other machines. The caster forces a touched vehicle to make an Out of Control check immediately. 1 per level per day.



Level 5: Possess Machine

The cleric is able to lend its almighty will to the vehicle of its choice, allowing the vehicle to animate! Both the caster and the vehicle share the caster's Will save score! Damaging either hurts both. They can command a number of vehicles up to their Caster Level.

INVOKE PATRON

EYE-RBBR smiles upon the clerical pit crew that worship it, and frowns at the thought of a wizard calling upon them. Beware when asking for the power of the Great Tire, with it comes great destruction and a love for the open road.

TABLE 4: INVOKE EYE RBBR

Result	Effect
12-13	The wizard and 1d3 of their literal closest entities are possessed by a ghostly tire. This grants them MV +30' on roads for 1d3 hours. They have Will -2, as they can only think about roads, tires, engines, superchargers, and intercoolers.
14-17	Much laughter comes from the Garage in the Stars as 1 tire, then a stack of inert tires, falls onto the target. They make a DC 16 Fort save or are restrained by falling tires until they can remove them.
18-19	With a horrible ungreased wheel squeak, a tool chest full of 2d5 Item Crates rolls out of the Garage of the Great Beyond! Time to get something new!
20-23	A tire demon (see next page) rolls up on the caster within 1d3 rounds. It remains with them until another attempts to invoke EYE-RBBR or whenever they exit a vehicle. It refuses to follow those who walk on feet.
24-27	Holy Tire Rubber! The caster is clad in concentric tires from head to foot, blessed with the polymer of the gods! AC +3 for the 1d3 hours. Also their Fumble is at +2d; it's hard being covered in tires.
28-29	A phalanx-convoy of 2d6 tire demons comes trumpeting through, blasting invisible car horns. They are hasty, unwilling to take vocal commands, and only respond to pantomime. They roll off into the sunset, at the next sunset.
30-31	A holy cross made of tire irons (wrong religion buddy!) is formed and tire light (what the hell?) sprays out 30' from it. Anything struck by the focused tire light (dear god) triples its MV (and must use it) for 1d3 rounds, then rolls for Out of Control (or Fumble if on foot).
32+	<p>The caster is drawn into the giant Tire in the Sky by a hydraulic (shouldn't this be a tractor) beam into the eye of the wheel and given command of it.</p> <p>They have 1d3 rounds to choose a direction, then the Tire blasts (rolls? I guess) 150' ahead and 10' wide, dealing 10d12 damage to all in the affected area.</p> <p>The tire god laughs as it discards the caster as road-kill, knocking it unconscious for 1d3 turns, as it wheels back into Highway Heaven.</p>

Tire Demon (Type I demon, EYE-RBBR): Init +3; Atk Dash Under the Wheel +5 melee (1d8+2); AC 13; HD 3d5; MV 60' (rolling); Act 1d20; SP Demon Traits, Gaze of the Tire God; SV Fort +4, Ref +4, Will +0; AL L

The size of a standard 18" tire. It is in all ways, shapes, forms, as the Tire God itself, but only a foot and a half tall. It still bears the trademark eye where the rim should be. Beware all who gaze upon it.

No one really understands the concept of a sentient tire, but the sheer dadaism is worth the horror and speed that follows.

- ⇒ **Gaze of the Tire God:** those who stare upon the Eye of the Tire must make a DC 13 Will save. On failure, they must use their full MV' for 1d3 rounds, even when in combat! Watch out for those attacks of opportunity.

PATRON TAINT

While a clerical deity, if bonded with a wizard, stranger abilities unlock. Fear upon mortals that mutate unto the Almighty Tire. After all 6 are selected, roll no more... on this Taint.

1. The caster's skin softens and hardens, turning to rubber. They are now flammable (2x fire damage), gain a natural +2 AC, and take ½ damage from falling as they propel back into the air!
2. The adherent's eyes rotate to the sides of their head, giving them a perfect 360° viewing range. They cannot be snuck up on, but have Personality -1d3.
3. Becoming as a tire, the caster must curl into a ball and roll everywhere. Their "rolling" MV is 15'. They struggle to carry things while doing this. They are fine while operating vehicles!
4. The caster's eyes glaze over with a glassy substance. Blunt force to the head can blind them. They are debris proof, though albeit weird. They have Act -1d in the rain. Also Personality -1d3.
5. Large pipes snake out of the nostrils of the magic-user, becoming engine intakes. This is horrific to gaze upon, but has good effects on the lungs! Personality -1d3. Stamina +2d3.
6. With much screaming and doubling over, exhaust pipes burst from the caster's back. They are incredibly loud and lose the ability to surprise enemies (or anyone). They have Fort +1d.

EYE-RBBR makes strange, cruel, and even dadaist requests of those who dare to call upon its power. Who dares ask of the Tire of Tires?

1. The caster must religiously check the air in the tires of all Karts within 30' before the spell resolves.
2. The caster is compelled to lay on the ground and roll around like a tire for 1d3 rounds before the Great Tire is appeased.
3. The caster must be moving at a rate of MV 50' or higher for the spell to resolve, or it is delayed until then.
4. The caster is asked to carry a tire on their back. Should they drop the tire, the spell will be automatically recast **against them** (Spell Check +5). They bear this tire for 1d3 days. Yes, this can and will stack.

Appendix N

Kingdom Grand Prix (Sega Saturn, 1994)

Lawnmower Man (1992)

A Very Certain Game that I dare not Mention for Obvious Reasons.

Rubber (2010)

Honestly, this came to me when I was considering commissioning fan art of a Character Select Screen in the style of an SNES racing game based on the Crows in Deep Carbon Observatory, and it hit me...

This might have legs... or wheels.

And now we're here.

So get out there and make your Sailors GPs, and your Formula Lankhmars, and your Empire of the East Circuits.

Don't be afraid to get weird, it's just a game after all.

Appendix P: Pit Stops, Crews, and Repairs

Most tracks have Pit Stops, or at least they should. I wouldn't trust another team's crew, though. You could probably make a DC 12 Personality check to sway them, or it will probably end up costing 2x as much.

FUELLING!

Fuel prices change daily. Roll 1d3 whenever you enter a depot, that's how much fuel costs per round today (in gp).

HIRELINGS

Most tracks have help-wanted boards out front. In most larger settlements you can make a DC 10 Personality check to find 1d3 Hirelings willing to work (roll to see who is available).

1. **Pit Crew, Armorer (5 gp / week):** repairs 1d3 hp of damage in 1d3 rounds for 10 gp of parts.
2. **Pit Crew, Tires (1 gp / week):** replace 1 tire in 1d3 rounds, for 25 gp of parts.
3. **Pit Crew, Fuel (1 gp / week):** replace 3d10 rounds of fuel per round. Need to have the fuel on hand.
4. **Pit Crew, Engine (15 gp / week):** able to replace an engine in 3d3 rounds (requires an engine) or repairs an engine to race-ready (150 gp of parts) in 1d3 turns.

Appendix R: The Rivals, or the Dragonriders of Bone-Tyrant Three.

The Bone-Tyrant has a cadre of knights devoted to his cause ensuring the races are happening as planned. You can see them screaming through the skies ahead most days of the week.

They ride trademark jetbikes fashioned after dragons (which breathe fire) and carry giant jousting lances! (They're knights after all.)

Note: Lances deal double damage on charge.

- ➔ **DragonBike's Breath:** sprays a 30' long, 6' wide, geyser for 2d7 flame damage. Make a DC 15 Fort save for ½ damage.

TUO'RON, THE SWIFT

Tuo'Ron, the Swift: Init +10; Atk Lance +5 melee (1d12+1); AC 14; HD 5d6; MV 75'; Act 3d20; SP DragonBike's Breath, Rallying Winds; SV Fort +4, Ref +6, Will +3; AL C

Riding the Black Dragon with the Red Lance is the fastest of the Bone-Tyrant Three. Tuo'Ron patrols the extents of the kingdom, ensuring no Zeroes escape prior to their race. It's rumored that if you can best him in a contest of speed, he will turn a blind eye when you need it most.

Jokes on you, though, as no one has been able to outrun him and his patrol.

- ➔ **Rallying Winds:** allies within 30' have MV +15'.

JILANE, THE NIGHT WIND

Jilane, the Night Wind: Init +6; Atk Lance +5 melee (1d12+3); AC 16; HD 5d8; MV 60'; Act 1d20; SP DragonBike's Breath, TurboFan Rush; SV Fort +6, Ref +4, Will +3; AL L

Sporting a neon purple mohawk 4' high and a translucent lance is Jilane, who has modified her fans to pummel those quite literally beneath her. She was the first to be knighted, and has nothing to prove at this point. It's worth noting she was a Zero who earned her freedom but came back. She's nostalgic for the track... you can probably hire her to join your crew.

- ➔ **Turbo Fan Rush:** target makes DC 16 Fort save or is blasted back 60' in any direction.

YOQ'KTO, THE DYING GRASP

Yoq'kto, the Dying Grasp: Init +3; Atk Lance +6 melee (1d12+5); AC 16; HD 5d12; MV 50'; Act 1d20; SP DragonBike's Breath, From Beyond the Grave; SV Fort +8, Ref +3, Will +3; AL N

Yoq'Kto died in the races as a champion and the Bone-Tyrant brought her back, and keeps bringing her back from beyond the grave. She believes she's at least 100 years old, but cannot remember at this point. The Bone-Tyrant will never release her. Oh, her jetbike, her lance, and her armor are all scrimshawed alabaster.

- ⇒ **From Beyond the Grave:** target makes a DC 16 Will save or is grabbed by a ghostly hand and locked in place for 1d3 rounds.



Appendix T: Track Hazards

If you run out of ideas for your dungeon track, perhaps these could help?

1. **Oil Slicks:** oil spills across the track. DC 12 Ref save to avoid or Out of Control. Highly flammable, burns for 1d6 damage for 1d3 turns.
2. **Spikes:** if not driven around, DC 14 Fort save or 1d4 tires pop and Out of Control.
3. **Bumper Ring:** if slammed into, DC 12 Ref save or thrown 30' in a random direction.
4. **Ramp:** vaults 30' into the air. DC 13 Fort save or 3d6 damage from slamming into the ground and Out of Control.
5. **Livestock Stampede:** 3d6 livestock (HD 2) storm across the track. Anyone traveling over MV 30' cannot stop in time, and slams into them and Out of Control.
6. **Glare:** sunlight reflects off a body of water or a building in the distance, right into the eyes of the driver. DC 12 Fort save or Out of Control and blinded for 1d3 rounds.
7. **Falling Rocks:** bizarrely large rocks plummet from above, perhaps freed by ogres? Deals 2d5 damage, DC 13 Fort save for ½ damage.
8. **Gravity Inversion:** due to a strange pulsing device, or alternatively driving on the ceiling, everything flips upside down. Make a DC 14 Fort save or Out of Control.
9. **Tea Party on the Track:** swerve out of the way at the last second, or you'll hit the tea party! DC 15 Will save or you have to hop out and have tea for 1d3 rounds.
10. **Rock Concert:** an all-gnoll post-punk band is rocking out on the side of the track. Unfortunately, they are across the track from an all-skeleton free jazz collective (clearly studying under John Zorn). Both bands have their amps blasting. Make a series of DC 10, DC 12, DC 15 Fort saves. Any failures result in being knocked 3d7' in a random direction.