

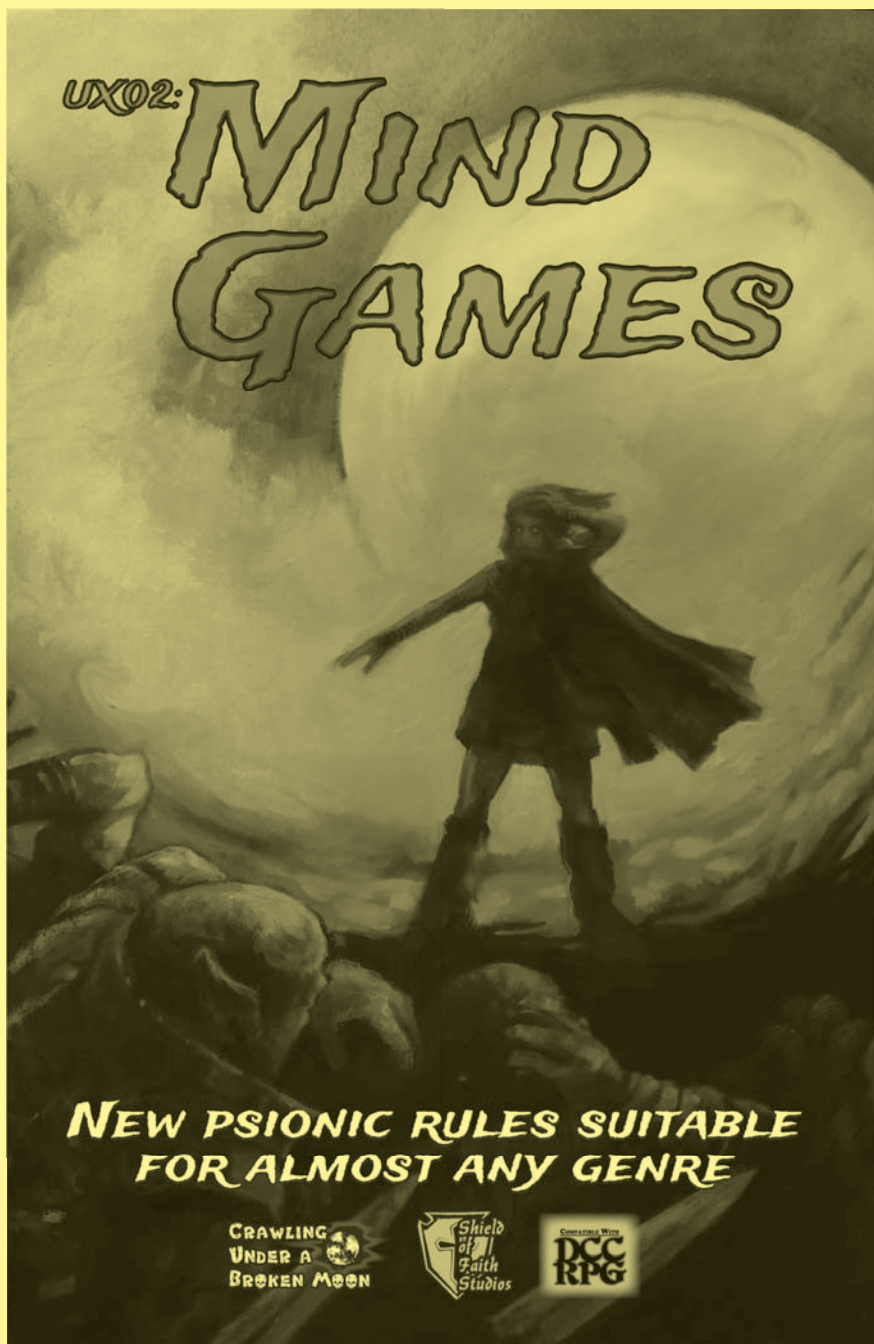
CRAWLING UNDER A BROKEN MOON

A detailed illustration of a character with a crown and goggles, wearing a protective suit, working in a dark, industrial workshop. The character is holding a glowing, spherical object that emits bright light and sparks. The background is filled with mechanical parts, pipes, and a large wheel. The overall color palette is dark with high-contrast highlights from the glowing orb and the character's goggles.

Issue No. 17
Feb 2017

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CRAWLING UNDER A BROKEN MOON

Welcome to the Seventeenth issue of *Crawling Under A Broken Moon*!



For this February issue I thought it might be nice to cover something romantic. Well... Necromantic really. Its pretty much the same thing, right?

Anyways, all things undead have been a fascination of mine since I was young. The Romero films are fond memories. While I've included bits of undead in many issues, I thought it was high time to have an issue *dead-icated* to them, Umerica style.

So, prepare yourselves for a heapin' helpin' o' deadness by the Puget Sound in the North Western stretches of Umerica.

Reid "Reidzilla" San Filippo

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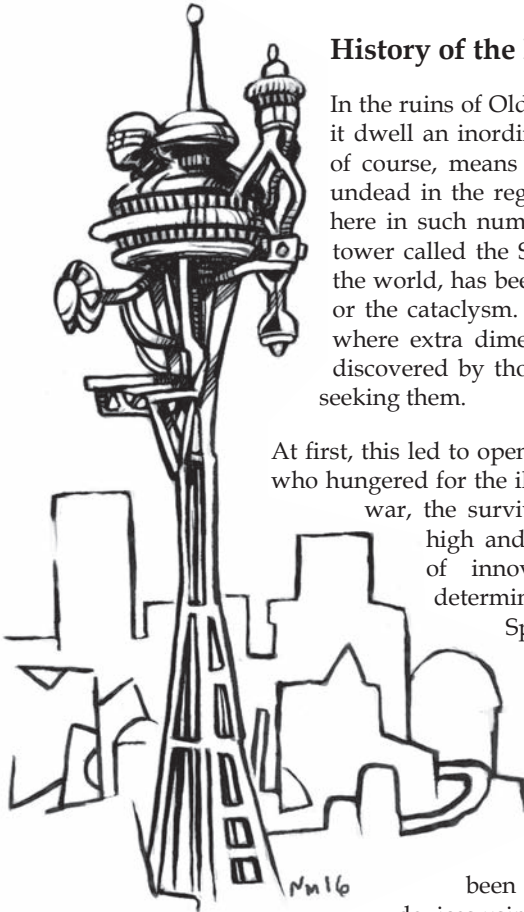
Submission Guidelines

Original submissions are welcome. Anything published will belong to the author, artist, and creator. For art submissions, please send a link to some samples. Old school style black and white line art is preferred. Anything post apocalyptic is always welcome. All contributors will get a free print copy of the zine. Email: crawlingunderabrokenmoon@gmail.com

An Interesting Place to Die

The Necromancers of the Space Needle and the Land of the Reanimatronic Dead

By Reid San Filippo, Talon Waite, and Tim Bruns



History of the Region

In the ruins of Old Seattle and the lands that surround it dwell an inordinate number of necromancers. This, of course, means there is also a startling amount of undead in the region as well. As to why they gather here in such numbers, the answer lies in the ancient tower called the Space Needle which, unlike most of the world, has been untouched by the ravages of time or the cataclysm. Within the Space Needle is a place where extra dimensional necromantic secrets can be discovered by those willing to commit themselves to seeking them.

At first, this led to open warfare between the necromancers who hungered for the illicit arcane secrets. After decades of war, the survivors decided that the cost was too high and peacefully settled on competitions of innovative necromantic discovery to determine who would gain access to the Space Needle's secrets each month.

These competitions have led to many cutting edge advancements in the formation of undead, the many uses of reanimated flesh, and necromantic magic in general. The most widely known application of these discoveries has been NecroTech, advanced technological devices using reanimated flesh as high-perpetual motive force generators powered by negative energy batteries. Another is ManaJava, a type of enchanted brew made from coffee beans affected by the cosmic forces of the cataclysm and decades of necromantic background radiation.

Looking for work in all of the wrong places

Despite the area being thick with the walking dead, it is remarkably amicable to traders and travelers looking for work. The necromancers who dwell here do not

have time to hunt down the rare ingredients or technological components they need for their great works; nor do they wish to waste time with mundane tasks too complex for moronic reanimated servants. This means there is always work for those who would risk the chance of ending up as part of the next great work...

The following is a small list of the various Necromancer Guilds that an enterprising group of talented individuals could inquire with to find employment:

THE STEIN SOCIETY - Specializing in traditional (read primitive) scientific methods.

THE NECREVOLUTIONITES - Avant garde theoretical NecroScience at its finest. A think tank that does not dabble often in the actual application of their works.

NECOGNITION COMBINE - The originators of NecroTech and still one of the finest manufacturers of it.

UNION OF SERVICE - Known for developing the RapidRaise system of accelerated mass undead production.

THE ANTI-LIFE LEAGUE - Specializing in the development of high-quality, intelligent undead and self-improvement reanimation techniques.

When an adventuring party is attempting to find a paying gig, roll 1d8 on the table below to see some possible opportunities.

- 1 **Only the best will do** - (High pay) the guild needs a bushel of freshly harvested bodily specimens. The catch is that they must fit a very specific criteria and be less than 6 hours dead. Roll 1d6 to determine the criteria: 1 - organs from a large predator creature, 2 - Eyes from adolescent humans, 3 - spleens untouched by drugs or alcohol, 4 - 150ft of vegan intestine, 5 - brain and organs from a pre-cataclysm cryo-sleeper, 6 - 2d4 pairs of femurs of an exact set of dimensions.
- 2 **Keeping up with the John Does** - (Medium pay) Sneak into a rival guild's lab and make copies of their current project plans and result reports. Portable scanner is provided but must be returned intact.
- 3 **The Case of the Missing Corpse** - (Medium pay) Investigate a break in that resulted in the loss of several experimental cadavers. Bonus pay if the cadavers are returned unspoiled.
- 4 **Dump and Run** - (Low pay) An easy job. Just take these failed experiment corpses out of the city and dispose of them discreetly. Unfortunately, the experiments get homesick halfway there...
- 5 **Looking for Mr. Goodbody** - (Medium to High pay) As the guild was putting the final "touches" on their latest and greatest creation, it decided to get some fresh air and left. Nets are provided to help capture it, once located. Bonus pay if delivered unharmed.
- 6 **Garden Run** - Some rare herbs are needed for a new ManaJava concoction. Good news, they are not too far from the city. Bad news, they can only be found in the Dead Woods, the infamous dumping ground of decades of failed experiments.
- 7 **Nerco Repo** - (Medium pay) Several guild clients are very behind on their payments for some cutting edge NecroTech. The guild wants either the items returned or payment in full.
- 8 **Spring Cleaning** - (Low-High pay) The storage catacombs this guild uses to house failed experiments has gotten a bit full. They need any active experiments "dealt with" so the cleaning crew can get to work.

Notable Locations

THE SPACE NEEDLE

Disk Level

To this day, no sage or wizard has determined why the antennas of this structure are the only means of communicating with the Grand Synod of Astrolichs, who dwell in another dimension. All that is known is that as long as the rotating disk level moves at a revolution cycle of 47 minutes, wizards occupying the disk level can commune with the Synod in hopes of gaining elusive necromantic secrets.

As there is only so much room on the disk level, there is a great deal of competition among the Necromancers that live within the ruins of Old Seattle. Only the best and most ambitious have the privilege of “disk time”.

Skullbucks

Skullbucks is the most prominent Manajava shop in the Space Needle. It is located on the top floor below the disk level and houses spacious seating. There are two rows of stand alone tables which are flanked by booths that are set into the walls. The barista counter spans from one wall to the other offering several java stations to choose from.

In addition to the grand operations of Skullbucks, it boasts their own unique Manajava Blend called the Triple Burnt Chocolate Infusion as well as some unusual regulars such as Gary the coffee drinking skeleton and his ward Krissy.

***Triple Burnt Chocolate Infusion:** This proprietary brew causes a 1d3 temporary Luck boost for 1d6 hours. This temporary Luck can be spent in the usual ways but once it's gone the characters start using their natural Luck. Abuse of this brew can quickly gain the ire of the gods. (50-80gp)*

Gary the Skeletal Warrior - Gary was an adventurer from bygone days but his success as one ended in the Space Needle as he and his group ran afoul of a powerful Necromancer. During Gary's resurrection something funky happened and he retained all of his intelligence and freewill which he quickly turned on his new-found master and slayed him. Gary soon realized there was no going back to his former life so he got a job keeping the peace at Skullbucks and seeks out the pleasure of life regardless of his skeletal state. As time went on, the slain Necromancer's brother died mysteriously and Gary adopted his daughter Krissy who is an up and coming Necromancer, as well as one of the best baristas Skullbucks has ever seen.

Gary (4th level Skeletal Warrior [2015 Gongfarmer's Almanac, pg16]): Init +5; Atk magic sword +d6+2 melee (1d8+2 plus Will save (DC 13) or be paralyzed, crit on 19-20); AC 16; HD 4d10; HP 21; MV 30; Act 1d20; SP undead immunities and crits, bound by will, addicted to coffee; SV Fort +2, Ref +3, Will +4; AL N.

Gary is a six foot four skeleton clad in enchanted chainmail and a black robe. He possesses a magical sword plus various other weapons and items.

Gary is always friendly to newcomers and will offer them information or even help for a price. He is usually found in the corner booth by the bar brooding over a cup of java and one of his romance novels where he can keep a close eye on the rest of the room and Krissy.

Krissy - Krissy is the beautiful daughter of a Necromancer that died of mysterious causes and is Gary's unofficial adopted daughter. She works at Skullbucks as a barista (if you ask around, one of the best if not the best) to earn some money and collects magical information of various sorts. She is an up and coming Necromancer and has been working on a plan to gain the favor of the Synod of Astrolichs in order to leave the area once and for all. She is always professional in dealing with customers and treats newcomers with measured paranoia as she wants no interference in her plans.

Krissy (1st level Wizard): Init +1; Atk crowbar +0 melee (1d4); AC 12; HD 2d4; HP 5; MV 30; Act 1d20; SP very beautiful +3 to Per checks, SP spell cast 1d20+2; Spells known: Charm Person, Chill Touch, Mend, & Sleep ; SV Fort +0, Ref +2, Will +3; AL N.

Krissy is curvy with beautiful large dark brown eyes, about five foot seven, and has dark hair that is just past her shoulder which possesses streaks of purple, teal, pink, and blond color. She wears a combination of dark leather armor, the Skullbucks standard uniform, and a pair of sneakers.

She is usually seen behind the bar with a smile on her, innocently flirting with customers, as she dances around to the music playing in the background. On her breaks she usually sits with Gary and reads from a large old tome.

THE UNDERGRUNGE

The whole of the Undergrunge is built in the flooded undercity of old Seattle. When at peace, the rotting wooden streets are filling with undead, and decaying buildings hold host to a booming, if sodden economy. When at war, the Undergrunge is a hopping musty music scene beset by soul-rending music and sonic warfare. From the raw pumping grind of the Grunge Mummies to the sick dance beats from Neclectro cult raves, domination of the Undergrunge quite literally shakes the foundations of the city.

The Undergrunge market is a place where anything can be had for a cost, and it's not always in material goods. Items, body parts, souls, and cheap beer are all common place trading items in the deep blue market. It's where a necromancer can get what he needs, no questions asked, even in a city that usually doesn't ask questions about such things. The strange mixture of salt water, minerals, magic, and radiation has given the local waters a preserving effect on dead tissue. Combined with the market's dark and secluded nature, it's a natural spot for trading the unnatural.

The Grunge Mummies are a gang of reanimated flannel wrapped corpses that bring a deep grinding sound and angst ridden lyrics to the scene. These Kizz worshipers can head bang with the best of them, and they don't even need to use

their own heads. The abundance of rotted wood in the Undergrunge has made it easy for them to build rotting instruments that can drive that deep groove even under water. The deep distorted roar has been known to accompany raids from skeleracons, which seem drawn to and driven by the grunge.

Meanwhile, Technos Discos has claimed his own cult in part of the Undergrunge, driven by his Neclectro DJs. These DJs use NecroTech keyboards, turntables, and other instruments to create deathly hypnotic trance beats that drive the rave zombies to dance and do their bidding. When the bass gets thumping and the lights start flashing, these rave zombies can even emerge from the Undergrunge in search of a good time and an after-rave snack.

QUEEQUEG'S QUOFFEE



One of the most popular and prevalent coffee shops in Old Seattle. Each location is small but is open 24 hours a day. Their signature coffin logo can be found nearly anywhere in the city, either on a busy street corner or on discarded cups rolling around in alleyways.

The most remarkable thing about Queequeg's is that behind every barista counter in each shop is the exact same tattooed man serving up the coffee. He does not say much and refuses to explain how and why he is standing behind every counter at the same time.

The tattooed man will allow regulars to run a tab and smiles wickedly when someone asks what happens to those who skip out on their debt. He also will make special request brews on occasion, if properly persuaded.

While Queequeg's does not have a signature Manajava brew of their own, they have good ties with the Anti-Life League and might be able to offer some of their more esoteric brews on request.

THE CATHEDRAL OF STYLE

This garish temple is located a few blocks from the Space Needle and streets around it are well lit. Its interior has the appearance of both a decadent place of worship and a designer clothing store. This is because it is the home of Annanita, the Fashion Lich who is an avid devotee of Lady Douangphrachanh (a local minor deity of clothing design and trend setting).

The pious undead fashionista has been designing the clothes of the Necro-elite in Old Seattle ever since contact with the Synod of Astrolichs was established. Each article of clothing she makes is a work of art and costs x10 the normal amount. Anyone wearing an outfit created by Annanita gains a +3 to all Personalty checks involving social interactions, making a good impression, or giving commands.

The gilded and gaudy statuary littering the cathedral's interior are more than decoration. They are gargoyles (DCC RPG, pg 413) and Annanita can awaken 2d3 of these gaudy gargoyles with a simple snap of her withered fingers, once every 10 rounds (1 minute).

Annanita is always interested in exotic materials for her clothes and loves making deals. If adventurers ask about some work, she will be looking for one or more of the following materials, roll 1d8:

- | | | | |
|---|-------------------------|---|----------------|
| 1 | Lobstrosity shell | 5 | Pigtipede skin |
| 2 | Flying Laser Ursine fur | 6 | Xenotaur skin |
| 3 | Scorpionoid shell | 7 | Dino-leather |
| 4 | Lion Snake skin | 8 | Reindire hide |

THE FUEL FARM

On the eastern edge of Old Seattle are a series of heavily fortified warehouse buildings, each covered with dozens of scorch marks. The area reeks of gasoline and large signs stating "NO FIRE BEYOND THIS POINT" ring the former industrial park.

Within each warehouse are dozens of convict slaves herding vast mobs of penned in Petrol Zombies (CUaBM #6), collecting their petroleum vomit, or filtering the vomit to be used for fuel. There is a 10% chance per 12 hours that an entire pen of Petrol Zombies will spontaneously explode and fill that section of the warehouse with fire and smoke.

Since NecroTech has lessened Old Seattle's need for petrol, fuel can be purchased here at good prices (10-30% off normal price). This fuel is a bit more volatile than normal gasoline and is 8% more likely to catch fire or explode than usual.

THE DEAD WOODS

North of the city is a large stretch of deep forest that many necromancers have made use of to dispose of particularly embarrassing or dangerous failed experiments. Decades of dumping caustic necromantic materials into the woods has made it a weird, dangerous place to venture. It also is a treasure trove of esoteric necromantic bits and bobs.

Possible encounters within the woods, roll 1d7:

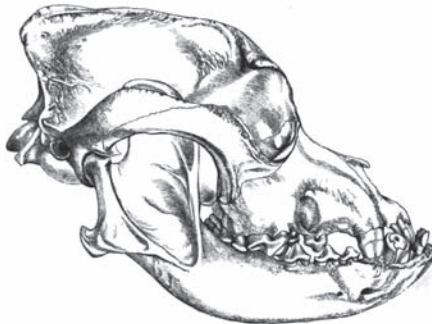
- 1 A Necrocornicon (CUaBM #10) has taken residence in a glen near the edge of the woods. It has lured 2d4 young women from the city and turned them into Wight Ladies. It will use its guise as a unicorn to lure intruders into an ambush situation.
- 2 Many of the assorted body parts discarded in the woods have formed into Parts Pile (pg 27) and continued gaining mass from other abandoned corpses to reach an astounding 12 HD in size (+3 to hit, +3 to damage, and +3d16 action dice). Due to the general reek of rot in the area, a victim cannot smell its approach.
- 3 A gaggle of 3d4 zombies (DCC RPG, pg 431) all connected by implanted wires and surgical tubing so they must move as a group. This reduces the group's Move to 10.
- 4 This area is haunted by 2d3+1 Ghouls (DCC RPG, pg 414) that have numerous NecroTech halogen lamps embedded into their flesh that shine constantly. They will use their lights to distract and confuse their prey. Once per encounter, the group can produce an effect similar to the Color Spray spell, effect level 14 (DCC RPG, pg135). They also have been given an augmented Move of 50.
- 5 A glowing hollow strewn with various NecroTech lanterns is the home to a Shadow (DCC RPG, pg 425). It has gathered the lights to set up a perfect hunting ground here. In addition to its normal abilities, this Shadow is resistant to spells (50% chance of any spell not affecting it)
- 6 There is a pit here that appears to have been covered in once but has recently been excavated, possibly from the inside out. 2d6 skeletons (DCC RPG, pg 426) still dwell in the pit and will climb out if they detect prey. Their bones are fetid and covered in strange, bioluminescent mold. Any creature damaged

by one of these skeletons must make a DC 12 Fort save or contract Grave Rot (loss of 1 hp per day, and no natural healing). Grave Rot can be healed only through magical means.

- 7 A group of 3d4 Lab Assistants (see Peasant, DCC RPG, pg 434, armed with bone saws - dam 1d5) are hastily burying dozens of blood soaked sacks. They will flee if approached but are easily dominated (Per check, DC 10).

Things of value that could be found within the woods, roll 1d7:

- 1 A mishmash of NecroTech components worth 3d16gp
- 2 A set of ManaJava brewing equipment in good condition (CURSED: all java brewed with this equipment will increase the chance of the drinker raising as a random undead upon death by 3% per cup imbibed).
- 3 A NecroTech JawBolter (pg 18), damaged (Fumble on 1-3). It has 4d6 shots left in the battery and an 8 tooth jawbone loaded.
- 4 A soiled journal with 1d3 random wizard spells written in it. When a spell from this book is learned, the roll for Mercurial Magic is made on a d30 instead of a d100.
- 5 A bloody backpack containing: Thermal sleeping bag, a zippo lighter, bottle of lighter fluid, hand-crank floodlamp, a box of 24 cheesy tuna flavored Go! Bars, a 1 liter plastic water bottle (half full), and a compass.
- 6 A patch of luminescent mystic herb plants. Over the course of 30 minutes, 5d20gp worth can be harvested from the patch. These herbs are best used in necromantic rituals or ManaJava brewing but if taken raw they will render the chewer numb to all pain for 2d4 hours. The GM will track all damage taken by the character during the duration of the effect as they will have no real idea of how damaged they are.
- 7 A small cage containing a floating, rune covered dog skull. If released, the skull will serve its liberator loyally until death. It can perform tasks and tricks similar to a well trained dog.



Wikinomicon

Blood Blade Weaving

Level: 2

Range: Varies

Duration: Instant

Casting Time: 1 Round

Save: Varies

General: The caster can manipulate his own spilled blood or the blood of his foes to craft deadly attacks upon his enemies. At least 1d3 Stamina points worth of blood is required to cast the spell (cannot be counted towards spellburn) and it must have been spilled within the last 3 minutes. The caster can specifically choose a lower effect than one that he rolled if he so chooses.

Manifestation: The blood effected floats into the air as the caster waves his hands. It forms into lethal shapes to inflict pain and death upon the caster's foes.

Corruption: Roll 1d4: (1) blood oozes from the caster's pores intermittently; (2) The color of the caster's blood changes{roll 1d5: 1 - yellow, 2 - blue, 3 - black, 4 - white, 5 - clear}; (3) The caster's veins bulge permanently all over their body and pulse visibly; (4) The caster has a 10% chance to vomit up blood every time a spell is cast.

Misfire: Roll 1d4: (1) one of the caster's ally's skin becomes covered in bruises; (2) all edged weapons within 10' of the caster begin to drip blood no matter how many times they are cleaned; (3) one random being within 50' becomes a hemophiliac; (4) All cut wounds suffered within 100' of this casting of the spell for the next year inflict an additional 1 point of Sta damage per wound due to excessive bleeding.



Spell Effects

- 1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.
- 2-11: Lost. Failure.
- 12-13: Failure, but spell is not lost.
- 14-15: The blood hovers into the air and forms into dozens of glass-like shards. These strike all foes within 10' for 1d3+1 damage.
- 16-19: The blood hovers into the air and forms into several jagged spikes. These either strike all foes within 10' for 1d5+1 damage or may be launched up to 100', doing 2d8 damage to one target.
- 20-21: The blood hovers into the air and forms into 1d4+1 spinning blades. They all fly into one target within 50 feet, causing 1d8 damage per blade and then each blade can strike a different target up to another 50' away for 1d8 damage. Alternatively, The blades can strike all foes with 15' for 1d3 damage each blade.
- 22-25: The blood forms into spinning blades as above but 2d3+1 blades are formed plus the initial and secondary ranges are increased to 100'.
- 26-29: The blood forms into 1d4+1 crimson javelins that each fly up to 150' and strike a different target for 3d4. Should any of the javelins kill their first target, those javelins can then strike an additional target within 100' for 2d4 damage. Alternatively, all of the javelins can be launched at one target within 150', causing 2d8 damage per javelin.
- 30-31: One foe within 50' suffers 2d4 Stamina damage as one crimson javelin bursts forth from its body for every hit die it has. These javelins then strike different targets up to 150' away for 3d6 damage. Should any javelin kill its target with the first strike, it may be directed at another target within 100' feet causing 2d6 damage.
- 32-33: All foes within 10' suffer 1d3 Stamina damage as blood violently bursts forth from their bodies. 1d3 crimson javelins are formed from each foe's blood that then strikes a target of the caster's choosing within 100' for 3d6 damage. Should any javelin kill its target with the first strike, it may be directed at another target within 50' feet causing 2d6 damage.
- 34+: A sword of blood bursts forth from the veins of all foes within 50' causing 1d4+1 Stamina damage to each one. Each vermilion sword then delivers 3d6 points of damage to their begetter for the next 1d4+1 rounds.

Fleshcraft *By Talon Waite*

Level: 4

Range: Touch

Duration: 1 Hour/Per Caster Level
(Once per day/ per target)

Casting Time: 1 Round

Save: Fortitude vs. Spell Check DC (for unwilling opponents)

General: Flesh, organs, and bones become mere clay under the Necromancers caress. For unwilling targets this can be a painful experience as bones and flesh are moved and twisted to fit the Necromancers vision. The caster can specifically choose a lower effect than one that he rolled if he so chooses.



Manifestation: The Necromancer grabs their target's flesh and moves it in obscene ways as their fingers can sink beneath the skin to manipulate the muscle and bone underneath.

Corruption: Roll 1d6: (1) The caster's flesh melts off of his face - leaving nothing but a skull; (2) The casters muscles bulge and break through the skin - causing a horrific image of raw muscle wrapped in thin tendrils of skin; (3) One of the caster's appendages grows to an abnormal size; (4) caster's hands twist and curl into claws; (5) caster's hair grows and becomes stark white; (6) Caster's voice becomes raspy and sounds like bones grinding against bones.

Misfire: Roll 1d4: (1) The caster's muscles knit together immobilizing him for 1d4 rounds; (2) The flesh becomes soft and malleable - appearing to almost fall of the bone. Movement speed is reduced by $\frac{1}{2}$; (3) Sharp bone spurs randomly erupt from the caster's body causing 1d4 damage; (4) The caster's skull elongates and narrows causing a -2 penalty to all vision and sensory related rolls that are beyond 10 ft.

Spell Effects

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint; (4+) misfire.

2-11: Lost. Failure.

12-17: Failure, but spell is not lost.

18-19: The Necromancer is able to subtly affect their target's body and can move 1 attribute point to another between all attributes except Luck. The target experiences agonizing pain and must make a Will save or pass out for 2d4 rounds in addition to suffering 1d3 points of damage.

- 20-23: The Necromancer is now able to move up to 3 attributes points from any combination of attributes to any combination of other attributes, except Luck. The target experiences agonizing pain and must make a Will save or pass out for 2d4 rounds in addition to suffering 1d3 points of damage.
- 24-25: At this level of control, the Necromancer can reduce or increase two attributes of his choice, except Luck, by either +2 or -2 in addition to increasing or decreasing movement by 5ft. The target experiences agonizing pain and must make a Will save or pass out for 2d4 rounds in addition to suffering 1d3 points of damage.
- 26-28: The Necromancer can reduce or increase two attributes of his choice, except Luck, by either +3 or -3 in addition to increasing or decreasing movement by 5ft. The target experiences agonizing pain and must make a Will save or pass out for 2d4 rounds in addition to suffering 1d3 points of damage.
- 29-33: The Necromancer can reduce or increase two attributes of his choice, except Luck, by either +3 or -3 or move any combination of 6 attributes points around between all attributes except Luck in addition to increasing or decreasing movement by 10ft. The target experiences agonizing pain and must make a Will save or pass out for 2d4 rounds in addition to suffering 1d3 points of damage.
- 34-35: The Necromancer can reduce or increase any three attributes of his choice, except Luck, by either +2 or -2 or move around any combination of 6 attribute points between all attributes except Luck in addition to increasing or decreasing movement by 15ft. The target experiences agonizing pain and must make a Will save or pass out for 2d4 rounds in addition to suffering 1d3 points of damage.
- 36-37: The Necromancer can reduce or increase any three attributes, except Luck, by either +3 or -3 or move around any combination of 9 attribute points between all attributes except Luck in addition to increasing or decreasing movement by 15ft. The target experiences agonizing pain and must make a Will save or pass out for 2d4 rounds in addition to suffering 1d3 points of damage.
- 38+: The Necromancer can reduce or increase any three attributes, except Luck, by either +4 or -4 or move around any combination of 12 attribute points between all attributes except Luck in addition to increasing or decreasing movement by 20ft. Or the Necromancer can choose to permanently affect an attribute by +1 or -1. The target experiences agonizing pain and must make a Will save or pass out for 2d4 rounds in addition to suffering 1d3 points of damage.

Necrotech-R-U's

By Reid San Filippo and Talon Waite

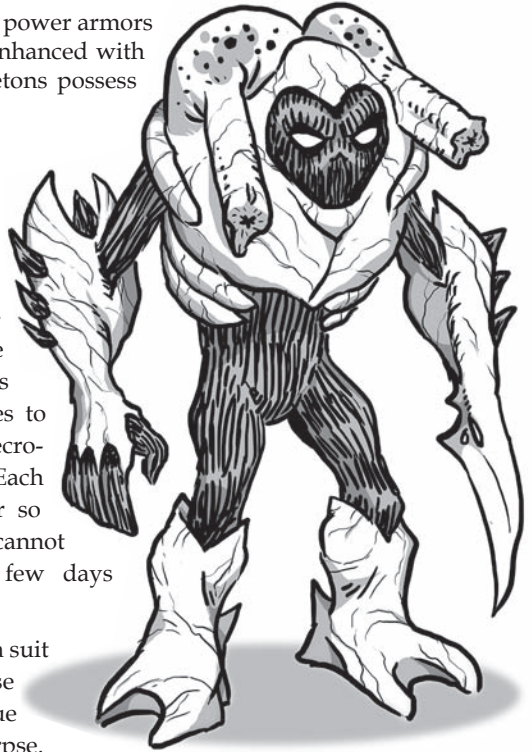
Out of the necromantic competitions that Old Seattle is obsessed with have come many avant garde apparatus that might be of interest to a wasteland wanderer. Here are a few that are the most common known.

Nexoskeleton - Biological Power Armor Crafted From Reanimated Flesh

Original concept extracted from a dream had by Benjamin Baugh, used with permission.

Nexoskeletons are horrific biological power armors crafted from reanimated flesh and enhanced with eldritch technologies. All Nexoskeletons possess the following universal traits;

- ✦ Mindless undead ignore the wearer
- ✦ Lay on Hands can damage the wearer
- ✦ All versions of the Nexoskeleton run on negative energy and each one possesses a unique network of batteries to store this energy (see the Necro-batteries section, pg 18). Each suit has roughly a dozen or so batteries implanted in it and cannot function for more than a few days without recharging.
- ✦ Those that die while wearing a suit of Nexoskeleton tend to raise as a Power Wight (pg 23) due to the suit bonding to their corpse.



Hide of Undeath (light nexoskeleton): This suit of leather armor is made from the cured hide of zombies. The hide itself appears to be a pale green and grey color but otherwise appears to be a normal set of hide armor. If you look closer there is strange circuitry that can be seen embedded in the hide. When a person wears the armor they automatically feel stronger and out of touch with the living world.

Hide of Undeath possesses the following abilities when worn:

- ✎ +3 AC, -3 Check Penalty, Fumble Die d8
- ✎ STR increased by +1
- ✎ Personality decreased by -2
- ✎ Becomes immune to sleep, charm, and paralysis spells, as well as other mental effects and cold damage.
- ✎ Damage Resistance 1d3 against bludgeoning weapons/attacks

Rattlebones (medium nexoskeleton): This armor appears to be scale mail but made from chunks of overlapping bones and metal plates. The metal appears rusty in some places and in other places, polished like new.

Rattlebones possesses the following abilities when worn:

- ✎ +5 AC, -5 check penalty, -5' speed, Fumble Die d12
- ✎ STR increase by +3
- ✎ Personality decreased by -4
- ✎ Becomes immune to sleep, charm, and paralysis spells, as well as other mental effects and cold damage.
- ✎ Damage Resistance 1d3 against piercing and slashing weapons/attacks

Frankenfort (heavy nexoskeleton): This massive suit of armor is about 9 feet tall and appears to be stitched together from various fleshy sources with crisscrossing leather and metal plates along with random bolts sticking out of various places. The wearer literally climbs into the back of the armor and the armor seals itself up around the wearer.

Frankenfort possesses the following abilities when worn:

- ✎ +8 AC, -8 check penalty, -10' speed, Fumble Die d16
- ✎ STR increase by +6
- ✎ Personality decreased by -8
- ✎ Becomes immune to sleep, charm, and paralysis spells, as well as other mental effects and cold damage.
- ✎ Damage Resistance 1d5 against all non magical attacks
- ✎ Once every 1d4 rounds can shoot a bolt of lightning (atk ranged 2d6 dam)

Undead Grafts

Sometimes there are no other means to fix an injured comrade except by grafting something undead to their still living body. These undead grafts can take the shape of mere skin patches, to eyes, a jaw, or even entire limbs. These grafts appear obviously unliving but each has been enhanced with various tech. All can be seen with wires, bolts, metal plates, tubes, strange protruding vials with bubbling liquid, and the like.

The melding of undead with living flesh is a sanity breaking experience. The subject must make a Will save (DC 10) or permanently lose 2 points of Intelligence or Personality for each graft attachment process they go through.

Eye of the Watcher: One or two eyes from the reanimated undead replace a person's normal eyes. If only one eye is replaced they gain Darkvision 60 ft. but if both eyes are replaced they gain Darkvision 120 ft.

Ears of the Bat: These elongated bluish ears give a bonus of +2 to all hearing checks.

Golem Jaw: This oversized fanged boned maw gives a bite attack that does 1d8 points of damage. Due to the character's elongated and obscene jaw it makes it hard to speak and it takes a Will Save of DC 10 to be able to focus enough to speak in full sentences.

Zombie Arm: This zombified arm increases the owner's Str by +1 (when using said arm) and does other normal arm things. If both arms are zombified then the owner's strength is increased +3.

Claw of the Wright: This pale hand ends in a set of black, wicked claws that do 1d6 damage.

Legs of the Brute: If both legs are possessed the speed increases by 15ft.

Cured Skin: These patches of what appears to be dried mummy flesh is imbedded in the owner with various patterns. This gives the owner a +2 AC bonus.

Flesh Engines

These hideous, muscle driven motors create a tremendous amount of torque for comparatively small amounts of negative energy, usually provided by a system of Necro-batteries. If used to replace vehicle combustion engines, they reduce the Speed and Max values by one but the fuel die is replaced by a battery die that is +2 die steps bigger. Smaller versions can be used to drive power tools and the like. These are even more efficient and last 100% longer on a Necro-battery charge.

Necro-batteries

Most of the NecroTech devices encountered will incorporate or require negative energy to function. The most common storage unit for these are Necro-batteries, which resemble electrical charge packs but are much more ornate and usually covered in runes.

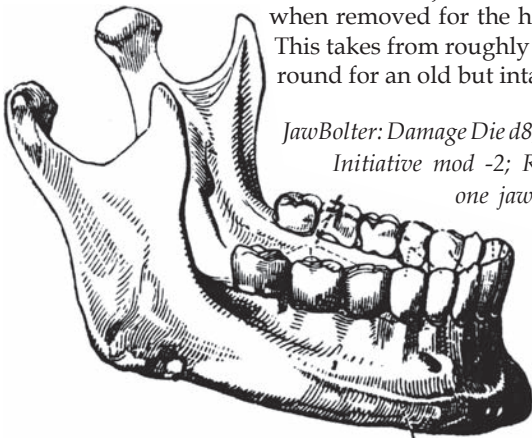
Also unique to Necro-batteries, the method used to recharge them is based on the owner's alignment:

- ✦ Lawful persons must recharge their Necro-batteries by a natural energy source such as a lightning storm or spells effects that are necromantic or elementally based. Spells cast for the purpose of recharging a Necro-battery have no other effect. The replenishment is based on the level of the spell cast or the number of damage dice divided by two for natural energy effects.
- ✦ Those of Neutral alignment can only recharge their Necro-batteries by absorbing energy from the remains of undead foes. This is based on the HD of the defeated undead.
- ✦ The chaotic ones must drain energy from other living creatures to replenish the energy on a Necro-battery. This is based on the HD drained from the creature.

JawBolters

These appear to be some sort of rifle augmented with fleshy actuators and a humanoid jawbone inserted into the side of the weapon. With internal feed actuators, the jawbolter plucks the teeth off as the jaw feeds through the rifle, similar to an ammo belt, and magically fires the teeth out like bullets. To reload, just insert another betoothed jawbone. The bolter's Necro-battery is good for 80 shots, roughly five human jawbones.

To function as ammunition for the jawbolter, a lower jawbone must be intact when removed for the head and generally striped of flesh. This takes from roughly 5 minutes for a fresh corpse to one round for an old but intact skeletal remains.



JawBolter: Damage Die d8; ROF Single fire or Auto (8 rounds); Initiative mod -2; Range 60/120/180; Ammo capacity one jaw, ~16; Necro-battery life 80 shots; Era 4 (Special).

For additional information on firearms see CUaBM #1, pg 14.

MANAJAVA

ManaJava, a mystic brew made from necromantically ensorcelled coffee beans grown in irradiated soil, is available in many varieties. The enchanted effects of the drink are only potent while it is still hot. Storing it in a heated container can extend its potency for 6d6 hours. Reheating the drink will not restore its magic properties. Below are a handful of examples that a Baristamancer might have available.



SPIRIT SPICE - Imbiber can choose anytime within the next 6 hours to transform into a gaseous form for 1d4 turns. While in this form he is immune to mundane physical attacks. (10-20gp)

CINNAMON HEAT - For 1d4 hours, imbiber resists first 10 points of cold or ice damage taken each round, and receives a +4 bonus to all saves to resist cold-based effects. (10-20gp)

MINT MENTIS - For the duration of 1d3+1 hours, the imbiber gains a +1 die step bonus to all Int checks. If more than one draught is taken within a 24 hour period, when the duration expires the imbiber suffers a -1 die step penalty to all Int checks per draught taken for the next 24 hours. (20-50gp)

BITTER BOOST - For the duration of 1d3 turns the imbiber gains an extra 1d14 action die. Once the duration has elapsed, the imbiber suffers a -1 die step penalty for the next 1d3 hours. This penalty may be delayed by drinking another cup of Boost but the final duration of the die step penalty will be (Number of Draughts +1)d3 hours. (40-70gp)

VANILLA VIGOR - Allows the imbiber to remain awake for 3d20+40 hours without needing any rest, after which they will fall into a deep, coma-like sleep for the next 2d24+10 hours. No natural healing occurs during the period of wakefulness or slumber. (10-20gp)

POWER-CCINO - For the duration of 1d3+1 hours, all spellburn committed by the imbiber gains double the normal spellcasting bonus. Once the duration is over, the imbiber suffers an amount of temporary attribute damage equal to the amount spellburned under the ManaJava's effects. Each point of attribute damage is randomly assigned to either Str, Agi, Sta, Per, or Int. (50-80gp)

Raise Mocha - When fed to a dying person or recent corpse this draught will temporarily animate the body as a Caffeinated Corpse (See pg 22) under the control of the cup holder. (40-70gp)

NEXPRESSO - A potent potable that only a select few can brew. The drinker gains a pale pallor and similar qualities and immunities as an undead (while still being alive) for 1d3+1 hours. They are immune to critical hits, disease, poison, sleep spells, charm spells, and paralysis spells, as well as other mental effects and cold damage. If a double shot is taken, the imbiber also uses Crit Table U: Un-dead (DCCRPG, pg 390) if they score a critical hit on an opponent. A triple shot grants the imbiber power similar to the Chill Touch spell (DCCRPG, pg 133). They receive a +1 to attack rolls, and every creature the imbiber attacks takes an additional 1d4 cold damage.

The drawback of this brew is threefold: firstly, the drinker can no longer feel their body as a living person can so they are unaware of how much damage they take from any attack, other than general observations based on the size of the wound. The GM will track all damage taken during the duration of the effect. Next, the during the duration of the effect, the imbiber can be turned as an undead of equal hit dice plus one. Finally, should the imbiber die within one day per shot taken, they will automatically raise in a few hours as a Shadow (DCCRPG, pg 425). (70-100gp)

ELEVATING REPOSE - This brew was developed by the Anti-Life League and is only available on request from the few baristas that they are allied with. In addition, it takes months for the meticulous preparation and brewing process to be done correctly so it is VERY expensive (~1000gp).

When imbibed, the drinker will experience the ultimate coffee experience and then gently drift off into a peaceful sleep as they die. 2d24 hours later they may raise as an intelligent undead. Below is a list of saving throws that must be made (rolled in order) to see how the conversion process went:

- ✦ Fort save (DC 13) versus Death (no reanimation possible). On a success, they roll on Table 9-5: Physical Appearance of Un-dead to determine the nature of their undeath.
- ✦ Will save (DC 13), success indicates the imbibers class abilities, alignment, memories, and personality remain in tact. Failure could mean they are a different person now or that they were possessed upon reanimation.
- ✦ Fort save (DC 13), success indicates their Hit Die is increased by +1 die step (reroll all HP). Failure means their Hit Die is reduced by -1 die step (reroll all HP). If the save result was over 20 they also gain 1d3 additional hit dice.
- ✦ Will save (DC 13), success indicates they may roll one time on Table 9-6: Traits or Properties of Un-dead (DCC RPG, pg 381) to determine what powers unlife has bestowed upon them. If the save result was over 20 than they may roll twice and keep both powers.

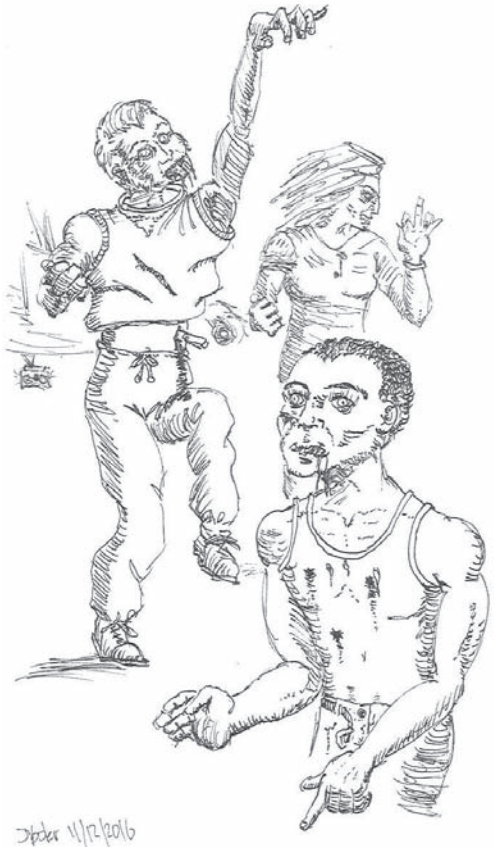
TWISTED MENAGERIE

Rave Zombies

Rave Zombies (the dancing dead):
Init +1; Atk thrashing limbs +3 melee (1d4); AC 13; HD 2d7+2; MV 30; Act 2d16; SP undead immunities and crits, infectious dance; SV Fort +3, Ref +1, Will NA; AL C.

These crazed undead can spontaneously raise from the corpses of Technos Discos followers (usually in groups of 3 or more) or can be created by necromancers that have learned to raise the dead with enchanted music. It is unknown if this necromantic raising process taps into the power of the Terrible Bringer of Beats or another, more vile, source of horrifying melodic energy.

These zombie like creatures tend to dress in remnants of garishly colored clothing and usually are adorned with at least 2d4 eternal chemiluminescence accessories (usually bracelets, necklaces, or other bubbles). There is a 1 in 6 chance for each Rave Zombie to be armed with a Glowstick Flail (damage 1d4+1, eternal dim-light radius 15 feet) that spontaneously appeared when that Rave Zombie was raised. Also, techno dance music emanates from their bodies loud enough to be heard up to ¼ mile away per 3 Rave Zombies present.



Rave Zombies are constantly dancing, even while running. Any magics or effects that cause them to be totally immobile will inflict 1 point of damage per round to them as they attempt to gyrate against their bonds. This will also silence the music radiating from their bodies.

Anyone within 100 feet of a group of Rave Zombies must make a Will save (DC 8+1 per 3 Rave Zombies in the group) or be compelled to dance. Other actions can be attempted while dancing but they suffer a -2 die step penalty. Each round spent dancing requires a further Fort save (DC 8+1 per 3 Rave Zombies in the group) or suffer 1 point of temporary Stamina damage. Anyone reduced to 0 Stamina by dancing will die and raise as a Rave Zombie in 1d3 turns. The only way to free dancing victims is to kill all of the Rave Zombies or prevent them from dancing for at least one minute (10 rounds).

Caffeinated Corpse

Caffeinated Corpse (the coffee animated ghoul): Init +3; Atk bash & bite +2 melee (1d6); AC 12; HD 2d4+1; MV 60; Act 1d20; SP undead immunities and crits, jitter touch, sense coffee 1000ft; SV Fort +5, Ref +3, Will NA; AL C.

Ghastrista (greater coffee ghoul): Init +4; Atk bash & bite +5 melee (1d6); AC 14; HD 6d4+3; MV 90; Act 2d20; SP undead immunities and crits, greater jitter touch, sense coffee 1 mile, brew master; SV Fort +7, Ref +4, Will NA; AL C.



Raised by pouring a rare brew of ManaJava into a corpse's mouth, these undead will only be animate for a short time unless they get more coffee... and they know it. They can sense the brewing of coffee from 1000 feet away and unless ordered otherwise by their master, they will always be moving towards the largest nearby source of coffee.

Caffeinated Corpses look similar to "normal" zombies but are constantly twitching from the enchanted caffeine coursing through them. Another difference is that they run VERY fast whenever they move.

After the initial cup of joe that awakened them, a Caffeinated Corpse will deanimate after 1d3 hours unless they can find more sustenance. Each additional cup of ManaJava consumed will extend

their existence by an additional 2d4+4 turns. Regular coffee can be consumed as well but it only grants 1d3 turns of unlife per cup.

A Caffeinated Corpse is under the control of whoever holds the cup that contained the ManaJava that raised it. They cannot attack the cup holder or ignore their commands.

Any living man-type creature struck by a Caffeinated Corpse must make a Fort save (DC 14) or suffer jitters so intense they cause a -1 die step penalty to all actions for the next 1d5 hours. These jitters can be temporarily relieved by consuming coffee but only for 1d3 turns per cup.

There are stories of a greater type of Caffeinated Corpse, known as a Ghastrista, that are much more intelligent and powerful. Should a Ghastrista gain access to the proper equipment and supplies, they are more than capable of brewing their own joe. They can even brew ManaJava with enough time and a source of enchanted beans. The jitter effects of a Ghastrista's attacks last for days instead of hours.

Power Wight

Lesser Power Wight (NecroTech enhanced corpse): Init +1; Atk bash +4 melee (1d5+3) or weapon +4 melee (dam+3); AC 13; HD 3d12+4; MV 20; Act 1d20; SP undead immunities and crits, ignore crit 33%, enhancements, absorb electricity; SV Fort +7, Ref +1, Will NA; AL C.

Greater Power Wight (reanimatronic juggernaut intellectual): Init +2; Atk bash +8 melee (1d5+4) or weapon +8 melee or ranged (dam+4) ; AC 14; HD 6d12+10; MV 25; Act 2d20; SP superior intelligence, undead immunities and crits, ignore crit 50%, enhancements, absorb electricity; SV Fort +9, Ref +2, Will +6; AL N.

Using the secrets of both golemcrafting and necromancy, these creatures are always planned works created in a lab and never spontaneously occur. They are creations formed from the finest parts of various corpses and incorporate NecroTech devices within their bodies.

They generally have the appearance of heavy bodied, 7ft tall humans with arcs of energy playing across several exposed mechanical bits. Greater Power Wights have a much more refined, less corpse-like appearance than their lesser cousins due to the added care taken during their construction.

Due to redundant systems and reinforced tissues, Power Wights can outright ignore critical hits scored upon them 33% of the time. Greater Power Wights ignore crits 50% of the time.

Any electrical damage inflicted upon one of these creatures does no damage but instantly heals the creature for $\frac{1}{2}$ of the damage normally inflicted.

All Power Wights are constructed with several useful NecroTech enhancements, Lesser ones having 1d2+1 and Greaters having 1d4+2. Roll 1d10 on the table below to determine what enhancements a particular Power Wight has. Duplicate results are allowed and either act independently or are combined into a greater enhancement.



- 1 **Extendable Arm** - The Power Wight's primary arm can rapidly extend 10ft farther than normal. This can be used to deliver a surprise melee attack (treat as a backstab, once per combat) or attempt to grab a victim and quickly pull it towards the wight (treat as a grapple attack with success indicating the target is pulled next to the Power Wight).
- 2 **Powered Melee Weapon** - One of the Power Wight's limbs is equipped with a NecroTech enhanced melee weapon that does +2 die steps more damage than normal (one-handed weapons only).
- 3 **Armor Plating** - The AC of the creature is increased by +3 and it ignores the first 1d3 points of damage from all attacks.
- 4 **Negabolt Caster** - Several electrodes protrude from the Power Wight's body and can be used to fire a bolt of negative energy at an opponent (negabolt +3 ranged, 3d5 damage, range 20/40/80). This requires an action and can only generate one bolt per three rounds. Any undead hit by this bolt will actually heal instead of suffer damage.
- 5 **Might Augment** - The beast may supercharge its muscular system with negative energy and +2 to all rolls involving Strength, including to hit and damage rolls. This effect only lasts 1d3 rounds and requires 2d3 minutes to recharge.
- 6 **Essence Drain** - On a successful touch attack, the Power Wight forces the target to make a Fort save (DC 13) or suffer 1d3 temporary Sta damage. The energy drained from the target can instantly recharge any other NecroTech enhancement.
- 7 **Mystic Engine** - Once every 3 rounds, as an action, the creature can use the engine to cast a spell built into the engine using 6d4 as the casting dice. The spell available is determined randomly from spell levels 1-3 each time it is used.
- 8 **Necro-shock Leads** - All melee attacks made by the creature do an extra 1d4 negative energy damage.
- 9 **Speed Augment** - The creature may supercharge its neural tissues with negative energy and gain an extra 1d24 action die for 1 round. This requires 3 rounds to recharge.



10 **Detachable Parts** - The Power Wight can detach one or more body parts (max equal to HD) without injury and they will function independently (atk +2 melee (1d3); HP 8; MV 15; Save All +1). The creature can see and hear perfectly from each detached part.

Greater Power Wights are usually quite intelligent and have a penchant for academic studies. As they are of Neutral alignment, they prefer to seek enlightenment and survival instead of outright savagery. They will utilize thoughtful tactics in combat, set traps, and employ minions when possible.

As they have an innate understanding of the nature of undead and NecroTech, they can create 1d3 HD worth of unintelligent corporeal undead every week, given the proper materials and lab space. Also, for every decade they exist they become an expert at one particular field of academic study, gaining a +4 to knowledge rolls regarding it.

Corpsenado

Corpsenado (undead funnel cloud): Init +5; Atk wind buffet +9 melee (1d4+4) or throw debris +5 missile (1d3+3) ; AC 18; HD 10d8+10; MV 90; Act 4d20; SP undead immunities and crits, vortex, spawn zombies; SV Fort +12, Ref -5, Will +5; AL C.

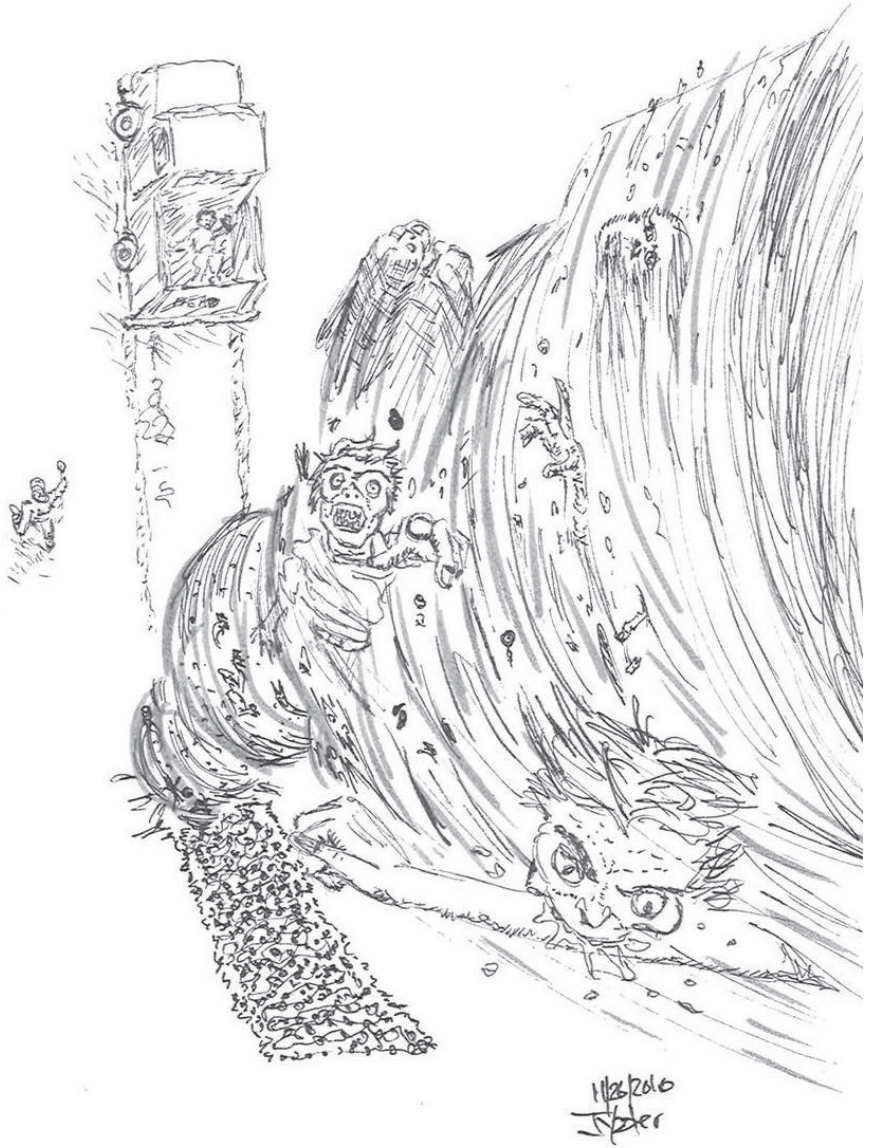
Only the ancient Astrolichs truly understand how to summon and control one of these titanic abominations from the plane of Eternal Unrest. Many who try to harness their howling rage eventually lose mastery over them and join the hungry thralls within the funnel.

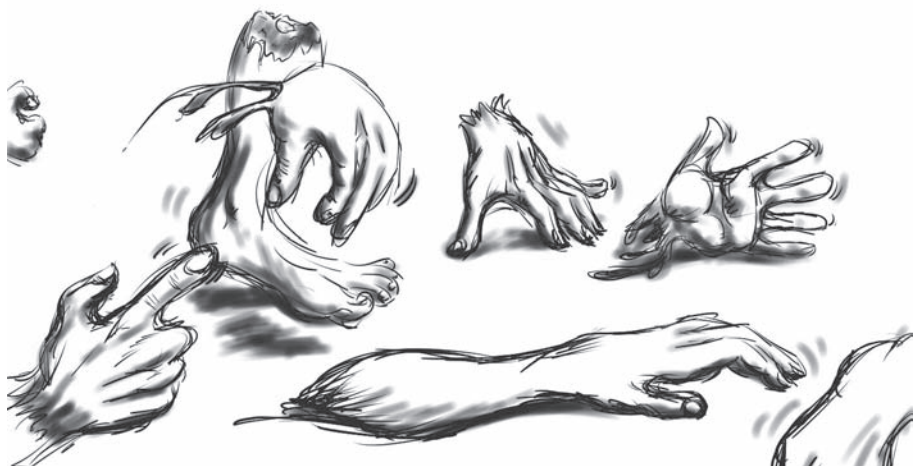
The Corpsenado is a sentient funnel cloud of rageful, anti-life energy whose goal is to scour the life from the surface of whatever plane of existence they inhabit. In the distance they appear as a purplish tornado with arcs of greenish lightning flashing from within. From a closer vantage point hundreds of animated corpses can be seen flailing within the twisting funnel cloud and glowing eyespots are visible peering out from its center mass.

During combat the Corpsenado can, as an action, fling 2d4 zombies (DCC RPG, pg 431) out to a range of 150 feet. These zombies take no appreciable damage from being thrown and are able to attack at the end of the round that they were spawned. There is no limit to the number of zombies a Corpsenado can spawn.

Anyone or thing within 50 feet of the funnel must make a Strength check (DC 15) or be sucked up into the funnel. Victims caught in the funnel take 1d4 damage each round from flying debris and have a 50% chance of being attacked by a zombie that collides with them. All actions taken within the funnel are performed at -2 die steps. The victim must be inventive on creating ways to escape the funnel (i.e. launching themselves off a large object within the funnel, shooting a grapple line arrow into a nearby structure, using magic, a Mighty deed, etc). All DCs to escape will range from 18-25. Anyone that dies within the funnel will raise as a zombie within 1d4 rounds.

Alternatively, a person caught within the funnel can attempt to maneuver into the center, requiring a Str or Int check (DC 15) each round and attack the glowing heart of the Corpsenado (AC 12; HP 20). If the heart is reduced to 0 hp, the funnel will dissipate and return to its home plane. The heart cannot be attacked from outside of the funnel by any mortal means.





Parts Pile

Parts Pile (swarm of reanimated body parts): Init -1; Atk limb bash +3 melee (1d3) or grapple +5 melee (see below) ; AC 11; HD 3d8*; MV 20; Act 3d16*; SP undead immunities and crits, devour, surprise, stench; SV Fort +4, Ref -1, Will NA; AL C.

When still, these amalgamated creatures appear to be a roughly 5 foot pile of foul, rotting body parts of various humanoids. If an Int save (DC 15) is failed, the Parts Pile swarm has successfully ambushed its prey and its opponents are surprised. This gives the swarm +1 die step to all attacks during the surprise round.

Each round that the Parts Pile moves at least 10 feet it exudes a reeking miasma at a 10 foot radius. Anyone caught in the miasma must make a Fort save (DC 10) or retch for the next 1d4 rounds, imposing a -1 die step to all actions. The miasma cloud only lasts one round. Also, as it moves the swarm leaves a trail of noxious bodily fluids. This makes it easy to track.

There is a 50% chance that in melee combat it will attempt to grapple an opponent. If it is successful, the victim is dragged into the center mass of the pile. While in the pile, the victim will suffer 2d3 damage per round as bits and pieces are stripped from their body and the swarm will heal 1 hp per round it has a living victim grappled within its mass. Also, any failed melee or missile attacks against the Parts Pile have a 66% chance of hitting a grappled victim instead.

Should a Parts Pile have uninterrupted access to fresh corpses, it can slowly salvage new parts to increase its power. For every five corpses it has access to, taking 30 minutes per corpse, it gains 1 HD. Also, for every 3HD gained in this manner it also gains +1 to hit, +1 to damage, and an additional 1d16 action die.

There are rumors of greater versions of the Parts Pile that can utilize tools and are clever enough to set traps to capture prey. These Guile Piles can pick locks, set traps, sneak silently, hide in shadows, and climb sheer surfaces as a 2nd level chaotic thief.

R.A.T.S. - Rodents of Abnormal Talent and Size

By Talon Waite

R.A.T.S. (fire breathing zombie rodents): Init +4; Atk bite +2 melee (1d4 +1 plus disease) or breath weapon; AC 13; HD 1d8+2; MV 30 or Climb 20; Act 1d20 SP undead immunities and crits, +5 sneak silently, disease (DC 7 fort save or additional 1d6 damage), breath weapon (once per turn cone of 10' wide and 30' long, all within range must make a Reflex DC 12 save or take 1d6 fire damage); SV Fort +4, Ref +2, Will NA; AL C.

R.A.T.S. appear as a terrible mass of mangy fur patches, plague scarred skin that is completely missing in places, sunken flesh, empty eye sockets, and at times maggots can be seen worming their way through their very flesh.

These R.A.T.S. are not a side effect of necromantic energies gone awry, but are a deliberate creation from one of the Necromancers in the space needle. This individual realized that the best way to gain the upper hand with his competition was to sabotage them. So, with careful study and years of experimentation the R.A.T.S. were born.

These giant zombified rodents of abnormal talent and size were imbued with the ability to breathe fire. This ability is what makes them so dangerous - as fire is the quickest way to destroy years of scrolls and tomes, as well as important pieces of equipment and other dead things. For some time there was a rash of mysterious fires throughout the space needle before the residents realized the true horror of the R.A.T.S. and they were traced back to their creator.

Every so often these R.A.T.S. still appear and wreak havoc because the formula for creating these creatures survived the death of their creator and has been passed around in several of the select circles of Necromancers. The R.A.T.S. were created to be specialized soldiers and have no supernatural way of infecting other rodents to become like them.

Right before reanimation begins R.A.T.S. are bound to a special fetish which is actually a mummified body of a normal rodent. Once bound, they can follow mental and verbal commands of the creator of the fetish (the fetish does not work for other individuals). If the fetish or caster is destroyed, the R.A.T.S. bound simply wander off in search of things to burn or eat.

Rumor has it that there are small groups (2-4) of these R.A.T.S. wildly roaming around the lower parts of the Space Needle and surrounding areas.

Coming Next Issue!

- ▶ A new Interesting Place to Die: The Menfish Pyramid of the Bass Masters!
- ▶ Scrapplers of the Wastelands: A Mighty meaty mercenary PC class
- ▶ And much, much more!

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- * NecroTech - wondrous items brought to you by cutting edge necromancy
- * The Wikinomicon - containing a pair of spells to die for
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