

CRAWLING UNDER A BROKEN MOON



Issue No. 2

August 2014

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CRAWLING UNDER A BROKEN MOON

Welcome to the second issue of *Crawling Under A Broken Moon*! We've got another heaping helping of post apocalyptic weirdness for you.

This issue we bring the wasteland love with some mutant madness. First we have a new Mutant class with random mutation tables. Then there is more mutant monsters in the new column *Cirque de Bizarre*, where plain old monsters are mutated for your amusement!

Next, we introduce one of the major powers in the lands of Umerica, the Cyberhive! Plus write ups of its servants in the *Twisted Menagerie*. Finally, an overview of the Floating Tower of the Cyberhive in *Interesting Places to Die*.

I would be remiss not to mention that several artists have stepped up to help me this issue. I thank them from the bottom of my radioactive heart.

I invite you to join me again as we explore a strange, yet familiar, new world together!

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

The Mutant

A new class for those looking to play a person "blessed" by the twisted world they call home.

Either you were born "gifted" with genetic aberrations or some exposure to a nanovirus, cosmic radiation, or dimensional rift warped you. Regardless, you are very different from all of the known peoples of Umerica and it is difficult, if not impossible, to hide it. Fortunately for you, your strange physique has unique abilities that help you to survive.



Hit Points: A mutant gains 2d4 hit points at each level.

Weapon Training: Mutants can and will use any weapons they can get their hands on. As for armor, they have no restrictions other than it must be custom fit to the mutant's unique physiology. Shields are unrestricted as well.

Alignment: Mutants tend more towards the Neutral and Chaotic

Table Mu-1: Mutant

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will	Survival Die
1	+1	1d8/III	1d20	+1	+1	+1	1d3
2	+2	1d8/III	1d20	+1	+1	+1	1d4
3	+2	1d10/III	1d20	+2	+2	+1	1d5
4	+3	1d10/III	1d20	+2	+2	+2	1d6
5	+4	1d12/III	1d20	+3	+3	+2	1d7
6	+5	1d12/III	1d20+1d14	+4	+4	+2	1d8
7	+5	1d14/III	1d20+1d16	+4	+4	+3	1d10
8	+6	1d14/III	1d20+1d20	+5	+5	+3	1d10+1
9	+7	1d16/III	1d20+1d20	+5	+5	+3	1d10+2
10	+8	1d16/III	1d20+1d20	+6	+6	+4	1d10+3

alignments but Lawful mutants do exist; mostly in large communities that allow mutant citizens.

Survival: Of all of those who dwell in Umerica, mutants know best the meaning of hardship. As such they are well trained in the arts of survival; finding safe food, finding clean water, avoiding environmental hazards, identifying dangerous creatures, navigation through the wastes, etc.

The mutant gets to add their Survival Die to all non-combat tasks related to surviving in the wilds and wastes. In addition, the mutant can add their Survival Die to all Saves involving toxins, radiation, and environmental effects.

Mutation: As their namesake implies, all mutant characters have one or more mutations. Roll on table MU-1 to determine what type of mutation you have. Then roll to determine the subtable under the type of mutation. Finally, roll on the subtable to determine the mutation. Once you have determined what mutation you have, roll the percentage chance for each item listed. Yes, it is possible to receive no benefits or penalties for the mutation.

Table Mu-2: Base Mutation Table

Roll d%

1-45	Hybridization
46-89	Physiology
90+	Roll one of each type



Hybridization Mutations

The mutant is now part something else than human. Roll 1d6 to determine the sub table, then roll on the subtable

1-2: Animal Subtable: roll 1d7

1	Fish: has fish-like features (scales, fins, hairless, etc)
	60% chance of being fully Amphibious. They can breath underwater as well as they can on land.
	40% chance of having functional flippers: +5 to all swim checks, +10 Swim move speed.
	30% chance of needing daily immersion in water for at least an hour or suffer 1 Sta damage.
	20% chance of having vestigial fins which reduce movement by 5.

2	Feline: has cat-like features (fur, tail, whiskers, etc). 60% chance of superior balance: plus +1d3 to Agi 40% chance of having perfect night vision 120' 30% chance of having paws instead of hands which reduce Agi by -1d3. 20% chance of being a quadruped. This makes it impossible to move quickly while holding anything.
3	Canine: has dog-like features (fur, tail, claws, etc). 60% chance of lethal jaws and claws (damage 1d5) 40% chance of superior sense of smell: +5 to track by smell 30% chance of having a hunched posture which reduce movement by 5. 20% chance of having a short attention span which reduces Int by -1d3
4	Reptile: has lizard-like features (colorful scales, claws, fangs, etc) 60% chance of having a poisonous bite, 1d4+poison (DC 8+Lv, -1d3 Sta) 40% chance of having thermal sense 40', can be used for missile attacks at -1d4 to hit. 30% chance of being cold blooded. You suffer a -1d3 penalty to all activity at night or underground. 20% chance of needing to shed your skin on a monthly basis. When shedding, you suffer -1d4 for 1d3 days.
5	Bird: has avian-like features (beak, feathers, wings, etc) 60% chance of functional wings with a flight speed of 20+2d20. 40% chance of having superior vision: +1d5 on visual perception checks. 30% chance of having wing-arms which reduce Agi by -1d3. 20% chance of having full beak which reduces Pre by -1d3
6	Tortoise: has tortoise-like features (shell, beak, etc) 60% chance of having an armored carapace, AC +5, +8 if all limbs and head are withdrawn. 40% of having health improved by +1d3 Sta and a life span elongated by +3d30 years. 30% chance of having a very slow gate, -10 move speed. 20% chance of having slow joints which reduces Agi by -1d3
7	Roll twice more on this table, ignoring this result. The mutant is a combination of both results.

3-4: Mineral Subtable: roll 1d7

1-2	Granite: has stone-like features (hairless, calcified skin, etc) 60% chance of being very solid, +1d4 Str & Sta, -1d3 Agi 40% chance of having armored skin, AC +6 and -1d3 Agi. 30% chance of having a lack of mobility, -5 move and -1 Agi 20% chance of having to consume several pounds of quality minerals daily or suffer -1 Sta.
3-4	Iron: has metallic features (hairless, metallic skin, etc) 60% chance of having metal skin, ignore the first 1d3 points of damage from all attacks. 40% chance of superior muscles, +1d3 Str and +1d3 to unarmed damage 30% chance of having slow reaction, -3 to Initiative and -1 Agi 20% chance of being magnetically charged, 20% of disrupting electrical equipment within 3ft.

5-6	Crystal: has crystalline features (hairless, gem-like skin, etc) 60% chance of having prismatic skin, plus 1d4 to AC when skin is exposed to bright light. 40% chance of being able to cast Color Spray. Must spend 3d3 hours in direct sunlight to recharge ability. 30% chance of Photoluminescence, -5 to Hiding 24 hours after being exposed to sunlight do to glowing. 20% chance of being brittle, plus 1d3 damage from critical hits taken.
7	Roll again on this table, ignoring this result, and roll on the Animal Subtable. The mutant is a combination of both results.

5-6: Vegetable Subtable: roll 1d5

1	Tree-like: has tree-like features (bark, branches, leaves, etc) 60% chance of having bark skin, AC +2 and +1d3 Str. 40% chance of having being able to regenerate lost limbs in 1d5 weeks. 30% chance of needing to take root in soil for at least an hour a day or suffer 1 Sta damage. 20% chance of having to make a DC 10 save or immediately fall asleep at night or in total darkness. Can be woken by strong light.
2	Bush-like: has bush-like features (green tint, leaves, etc) 60% chance of being able to live off of photosynthesis. No food is required other than 12 hours of sunlight. 40% chance of producing berries, roll 1d6 for type: 1-2: Nutritious, 1 berry is good for a whole meal (1d12/week) 3-4: Poisonous, 1 berry is DC 8+level or -1d3 Sta (1d7/week) 5-6: Explosive, 1 berry is 1d3 per level, 5ft radius (1d3/week) 30% chance of needing to take root in soil for at least an hour a day or suffer 1 Sta damage. 20% chance of having to make a DC10 save or immediately fall asleep at night or in total darkness. Can be woken by strong light.
3	Vine-like: has vine-like features (tendrils, leaves, etc) 60% chance of having natural camouflage, +5 to hide wherever there is heavy foliage. 40% chance of having 1d4 5ft tendrils you can use at a Str & Agi of 10 30% chance of needing to take root in soil for at least an hour a day or suffer 1 Sta damage. 20% chance of having to make a DC10 save or immediately fall asleep at night or in total darkness. Can be woken by strong light.
4	Flower-like: has flower-like features (blooms, leaves, pleasant odor, etc) 60% chance of being very beautiful, +1d3 Pre 40% chance of being able to make a pollen attack 1d5 time per day. Causes Fort DC 10+level or sneeze for 1-3 rounds. 30% chance of increasing wandering encounters involving monsters attracted by you fragrance by 20% 20% chance of having to make a DC10 save or immediately fall asleep at night or in total darkness. Can be woken by strong light.
5	Roll again on this table, ignoring this result, and roll on the Animal Subtable. The mutant is a combination of both results.

Physiology Mutations

All or part of the mutant's body is now twisted and different. Roll 1d6 to determine the sub table, then roll on the subtable

1-2: Biology Subtable: roll 1d6

1	Giantism: The majority of the mutants body is enlarged. 60% chance of +1d4 Str and -1d3 Int. 40% chance of +1d4 Str and -1d3 Sta. 30% chance that all clothes and armor must be custom made. 20% chance of being clumsy, -1d4 Agi.
2	Iron Gut: The mutant can eat any organic matter and digest it. 60% chance of having an acidic spit attack; 1d8 damage, range 5/10/15, may spit once every 1d3 hours. 40% chance of +1d3 Sta 30% chance of having a huge potbelly, -1d3 Agi 20% chance of needing to eat +1d3x100% extra food per day or suffer -1d3 damage each night.
3	Extra limbs: the mutant has extra arms, legs, or even tentacles. 60% chance of having extra functional arms, gains an additional 1d14 action die. 40% chance of having extra functional legs, gains +10 to Movement. 30% chance of having vestigial limbs that move on their own, 25% chance of causing a -1d3 to all actions each round. 20% chance of having trouble concentrating, -1d3 Int.
4	Strange Head: the mutant has an unusual head. 60% chance of having their head sunk into their torso, 50% chance to ignore any critical involving head strikes. 40% chance of having a extra head, gains 1d4 Int. 30% chance of having a shrunken head, suffers -1d3 Int. 20% chance of having 1d3 extra vestigial heads that interfere with motor control, 25% chance of causing a -1d3 to all actions each round.
5	Strange Skin: the mutant has unusual skin. 60% chance of having tough warty skin, +2 AC and +1 Fort save. 40% chance of having chameleon skin, +2d4 to hiding if generally unclothed. 30% chance of having excessive loose skin, suffers -1d3 Agi. 20% chance of having 3d6 extra vestigial gibbering mouths growing randomly around their body, -5 to all silent move checks and +3d6% chance of random encounters.
6	Strange Eyes: the mutant has unusual eyes. 60% chance of having large eyes, granting particularly acute sight, +1d3 to hit with missile attacks and spot checks. 40% chance of having 360° vision. cannot be snuck up on. 30% chance of having light sensitive eyes, must wear protective visor when in bright light or suffer -2 to all actions. 20% chance of being covered in extra vestigial eyes growing randomly around their body, suffers -1d4 Pre.

3-4: Weaponization Subtable: roll 1d6

1	Claws: One or both hand has wicked talons, 1d5 damage. 60% chance of poison glands, 1d4+poison (DC 8+Level to save against, -1d3 Sta). 30% chance that fine manipulation is lost, -1d3 Agi.
2	Spines: The mutant has spines that grow from their body. Can be used as thrown darts; 1d3 damage, range 10/20/30. 60% chance of a dense coat; +4 to AC, cannot wear armor. 30% chance that they make noise; -3 to move quietly.
3	Fangs: Jaws are enlarged, reinforced, and full of vicious teeth, 1d5 damage. 60% chance of poison glands, 1d4+poison (DC 8+Level to save against, -1d3 Sta). 30% chance of rough speech, -1d3 Pre.
4	Horns: Great tusks, horns, or antlers grow from your head, 1d4 damage (2d4 when charging). 60% chance of a mighty frame, +1 Str and +5 Movement. 30% chance of addled brains, -1d3 Int.
5	Club fist: One or both hands are enlarged and riddled with bony protrusions, d5 damage. 60% chance of mighty muscles, +1d5 Str and -1d3 Agi. 30% chance of all thumbs, -2 to hit with all missile weapons.
6	Spikes: The mutant's body has multiple bony spikes jutting out, +2 damage to all unarmed attacks. 60% chance of very spiky, all opponents striking with unarmed or natural attacks suffer 1d3 damage per hit. All clothes and armor must be custom made. 30% chance of very ugly, -1d3 Pre.

Random Encounter Table MO-1: Mutation Origin. roll d10

1	DNA rewritten by nanovirus
2	Cosmic radiation exposure
3	Malicious genetic manipulation
4	Magical curse
5	Reaction to Alien bacteria
6	Punishment from the Gods
7	Failed spell
8	Xeno-parasite infestation
9	Infected by bite of a mutant
10	Reaction to toxic waste



5-6: Freak Abilities Subtable: roll 1d6

1	Regeneration: The mutant recovers very quickly from any injury. They heal twice as fast as normal. 60% chance of regenerating 1d3 hp per hour 40% chance of having the ability to regrow limbs. 30% chance of losing 1 Pre or Agi every time they heal 10 or more hp due to cancerous scarring. 20% chance of needing to eat 1d3 pounds of flesh for every 5 hp healed or suffer 1d3 Sta loss.
2	Bioluminescence: The mutant's skin emanates a dim glow. 60% chance of having holographic camouflage, +3 to +8 to hide when holding still. Must be naked for full effect. 40% chance of being able to emit a bright strobe light causing everyone to suffer -1d5 to all actions. Lasts 1d3+Sta mod rounds. Can Emit 1d3 times per day. 30% chance of having a constant, pervasive glow. -5 to hiding. 20% chance of emitting bright flashes of light as random intervals. Increase random encounters at night by 50%.
3	Strange Organ: The mutant has a extra internal organ with weird properties. 60% chance of always adding +1d7 to make a Luck test to recover after dropping to 0 hp. 40% chance of being able cast a spell by taking stat damage equal to the spell level. The spell is determined randomly when the mutation is gained. May spellburn to increase cast chance. 30% chance of the organ making loud gurgling sounds randomly. -1d3 Pre. 20% chance of having pheromones that attract predators. Increase random encounters by 20%.
4	Modular Physique: The mutant's physiology is not fixed. 60% chance of being able to move up to 3 points between Str, Agi, and Sta at the cost of 1d3 hp damage for each adjustment. 40% chance of being able contort in impossible ways to fit through small passages. Each attempt causes 1d4-2 Sta damage. 30% chance of fumbles having a 10% chance of one limb being at ½ Str for 1d24 rounds. 20% chance of all physical attacks suffered doing an extra 1d4-1 damage.
5	Gas Production: The mutant can produce prodigious amounts of gas. 60% chance of having a gas bag attached to their body , which can be inflated to allow them to float like a hot air balloon . 40% chance of being able emit a cloud of gas with a 20ft radius. Anyone within the gas must make a DC 8+Lv to save against 1d3-1 Sta damage per round. Gas remains potent for 2d5 rounds. 30% chance of having uncontrollable flatulence. -1d3 Pre and -3 to all move silent attempts. 20% chance of taking double damage from all fire attacks due to being combustible.
6	Cyclic Flux: Each morning the mutant must roll a d10 and a d3 for each stat. If the d10 result is even, the mutant adds the d3 result to the stat. If the d10 result is odd, the mutant subtracts the d3 result to the stat. Stats cannot be increased greater than 20 or less than 3 by this mutation.



Making Mutant Monsters

A perceptive DM may have seen the mutation tables in the new Mutant character class and thought they might be good for adding mutations to existing DCC monsters. That was intended as many monsters are perfectly suited to a post apocalyptic world after a little mutation!

As an example, the common Wolf and the giant Ape-Man will face the mutation tables for our amusement.

Mutating a common Wolf

For the Wolf, a roll of 92 means it gets both a Hybridization and Physiology mutation. For the Hybridization mutation a roll of 1 gets the animal subtable and 5 gets Bird. A few rolls later gets the results of a superior vision and a beak. Now for the Physiology mutation a roll of 2 gets the Biology subtable and another 2 gets Iron Gut. A few rolls later gets the results of an acid spit, extra Stamina, and a voracious appetite.

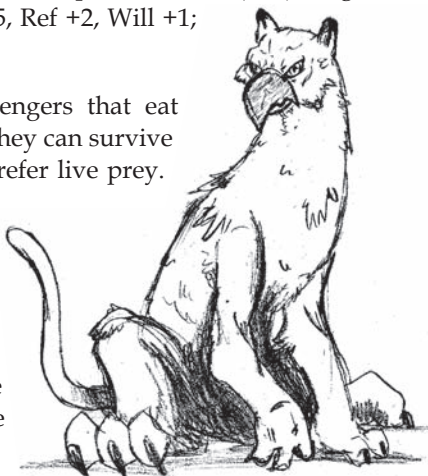
The total mutations for the Wolf are: Bird like features including a beak, superior vision, the ability to eat anything organic, an acidic spit attack, increased Stamina, and the need to eat its own body weight every day. Overall, a wonderful creature to unleash upon an unsuspecting group of adventurers!

Falcon Wolf

Falcon Wolf: Init +3; Atk Beak +2 melee (1d4+2); AC 13; HD 1d6+4; MV 40'; Act 1d20; SP Hunger Rage - see below, Acid spit +4 missile (1d8) range 20', may spit 1d3 times per hour; SV Fort +5, Ref +2, Will +1; AL L.

Falcon Wolves are ravenous pack scavengers that eat anything that crosses their path. While they can survive off of any organic matter, they much prefer live prey. When hunting they depend heavily on their amazingly keen eyesight which grants them +5 to perception and hunting checks, day or night.

If a pack of Falcon Wolves have not been able to find enough food, they become enraged and gain +1d3 to hit and damage on all attacks until they feed.



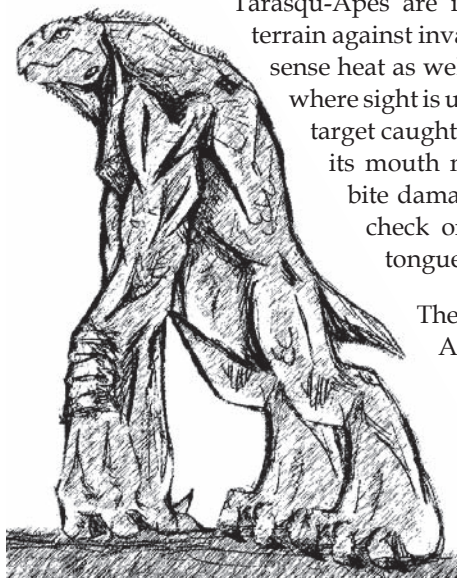
Mutating a Giant Ape-Man

For the Ape-Man, a roll of 33 means it gets a Hybridization mutation. A roll of 2 gets the animal subtable and 4 gets Lizard. A few rolls later gets the results of a poisonous bite, a thermal sense, and a cold blooded metabolism. With the addition of a ballistic sticky tongue the creation of twisted terror is complete!

The Mighty Tarasqu-Ape

Tarasqu-Ape: Init +1; Atk bite +12 melee (2d6+10 plus DC16 poison, -1d3 Sta) or slam +14 melee (2d8+10) or tongue lash +9 missile (1d4+4 plus entangle) range 50ft; AC 18; HD 8d8+10; MV 40' or climb 30'; Act 3d20; SP rend for additional 2d8 damage if more than 2 slam attacks hit same target in one round; SV Fort +14, Ref +8, Will +6; AL C.

These three story tall beasts dominate wherever they choose to call home. Luckily, they prefer to live in isolated areas rich in wild fruit and game. Whenever they sense a threatening presence within their territory, they respond with immediate and brutal violence.



Tarasqu-Apes are intelligent and will use the natural terrain against invaders. It will also employ its ability to sense heat as well as it can see to attack in conditions where sight is useless. Also, any man sized or smaller target caught by its tongue lash will be drawn into its mouth next round and automatically suffer bite damage unless they break free, DC 15 Str check or 10 points of damage done to the tongue.

The only known weakness of a Tarasqu-Ape is its cold blooded metabolism. It suffers a -5 to all actions at night or after a long period underground. Also, cold attacks doing 10 or more points of damage have a 10% + 1% per point of damage chance of causing the Tarasqu-Ape to become slowed for 1d5 rounds.



If you have a request for another “normal” monster you would like to see face the mutation tables, please Email the request to crawlingunderabrokenmoon@gmail.com. The most popular requests will suffer for your entertainment in the next Cirque de Bizarre.

WEAPONS OF THE WASTELANDS

Grenades!

Hand held explosive devices have been used in warfare throughout the ages since man discovered the ability to blow things up. Here is the breakdown by Era:

Era 1 - (1d4/5ft) clay pot bombs with wick fuses and Greek Fire bombs

Era 2 - (1d5/10ft) Plunger fuse grenades, sticks of dynamite, and Molotov cocktails

Era 3 - (1d6/15ft) Modern hand grenades

Era 4 - (1d8/20ft) Fusion grenades, Plasma grenades, and Grapple grenades



General Grenade Effects

Continuing with the abstraction theme from last issue, all direct damage grenades do 1-4 dice of damage based on the Era of construction and the distance to the grenade.

Point blank - 4 dice of damage, Reflex save DC 20 for half damage.

1x range - 3 dice of damage, Reflex save DC 15 for half damage.

2x range - 2 dice of damage, Reflex save DC 10 for half damage.

3x range - 1 dice of damage, Reflex save DC 5 for half damage.

Incendiary grenades work a bit differently. In addition to the initial damage the target suffers 1 die of damage each round for Era die in rounds.

Point blank - 2 dice of damage, Reflex save DC 20 for half damage.

1x range - 1 dice of damage, Reflex save DC 10 for half damage.



Smoke grenades can come from any era and generally cover an area with a radius equal to their Era range or double that in an enclosed space. The cloud will last for 2x Era die in minutes.

Gas grenades work similar to smoke grenades but forces those within the cloud to make Fort saves each round until it dissipates.

Irritant - DC 6+Era die Fort save or suffer Era die to all actions for Era die rounds.

Poison - DC 8+Era die Fort save or suffer ½ Era die Stat damage.

Grenades Table

Weapon	Dmg Die	Era	Blast Range	DC	Cost*	Notes
Iron Pot bomb	d4	1	5ft	8	15gp	Fumble range 1-3
Bundle of Dynamite	d5	2	10ft	10	20gp	Fumble range 1-3
Percussion grenade	d5	2	10ft	12	35gp	10% to fail to explode
Frag grenade	d6	3	15ft	15	50gp	
Concussion Grenade	d6	3	15ft	15	50gp	½ damage is Subdual
Fusion grenade	d8	4	20ft	NA	200gp	+1d of damage at all ranges
Greek Fire Pot	d4	1	5ft	8	5gp	Fumble range 1-3
Molotov Cocktail	d5	2	10ft	8	5gp	Fumble range 1-3
Plasma grenade	d8	4	20ft	NA	150gp	Direct damage and incendiary
Mustard gas grenade	NA	3	30ft	15	20gp	Lasts 2d6 minutes. DC 6+d6 or lose 1d3 Sta
Grapple grenade	NA	4	5ft	NA	100gp	DC 15 Agi save or be entangled
Mutagen grenade	d3	4	20ft	20	150gp	DC 15 or gain a mutation
MicroNuke	d24	4	40ft	25	1000gp	Fort DC 15 or suffer 1d5 Sta

* Costs are very relative. These costs can vary by 200% or more.

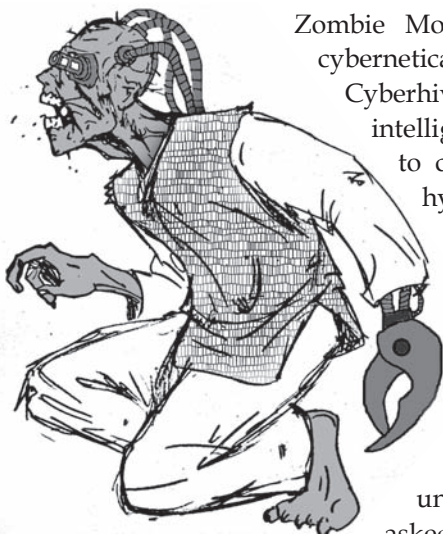
Publisher's Note: I know that Gadgets as well as Grenades were promised last issue but due to space issues they have been pushed off to an upcoming issue. Sorry, my aspirations were bigger than my page count.



TWISTED MENAGERIE

Zombie Monks of the Cyberhive

Zombie Monk (Lay Ghoul): Init +0; Atk Cyberclaw +1 melee (1d6) or Power Beam +2 missile fire (1d6); AC 12; HD 2d8; MV 30'; Act 1d20; SP Battle Hymn - see below; SV Fort +4, Ref +0, Will +0; AL N.



Zombie Monks are corpses that have been cybernetically resurrected to serve the Cyberhive, a massive alien cyber-intelligence. They travel in packs of 3-12 to communities near and far, singing hymns in machine code (think of the beeps, screeches, and whirs of a fax machine phone line).

When they reach a community, they speak loudly and in unison the Cyberhive's desire for all of their recent dead. While not brilliant conversationalists, they will, in unison, answer most any questions asked. If the community capitulates, the

Zombie Monks leave gifts of simple but useful technology. If they refuse, the Zombie Monks will search the area for any recent graves and exhume the bodies. If they are attacked at any time, they begin singing their battle hymn and slay all attackers as neatly as possible, so as to leave intact corpses. Once their wagons are full of preserved corpses, they return to their home, the Floating Tower.

When three or more Zombie Monks are engaged in combat they "sing" their battle hymn, which is a cacophony of painful electronic noise. Everyone within 100' that is not deaf must make a Will save DC 12 or have their action dice lowered one step. A new save must be made every round.

In addition to corpses, the Zombie Monks' wagons carry several technological items to give as gifts to communities that cooperate. These devices are all run by small quantum flux batteries that will deliver power for at least 100 years. To see what devices are in a particular wagon, roll on Table-ZMW below. On average, there will be 1d12 devices per wagon.

Table ZMW: Technological Gifts of the Cyberhive

roll 1d5

1	Convection Oven (big enough for a 15 pound roast)
2	Air Conditioner (can cool roughly 1000ft ²)
3	Mini-fridge (interior volume 4ft ³)
4	Water Filtration System (5 gallons a day, no filter changes needed)
5	Space Heater (can heat roughly 1000ft ²)

Robo-Lich

Robo-Lich (Cyber Shepherd): Init +1; Atk Powerclaw +7 melee (1d10+3) or Plasma Cannon +9 missile fire (1d14); AC 16; HD 6d8; MV 30'; Act 1d20 +1d16; SP Spells - see below; SV Fort +6, Ref +0, Will +4; AL N.

These terrible and ancient beings are employed by the Cyberhive to watch over groups of wandering Zombie Monks that are moving through especially dangerous territory. They are also found guarding the Floating Tower from assault.

While Robo-Lichs do not have the ability to sing a Battle Hymn like their Zombie Monk charges, they are not adversely affected by it either.

Robo-Lichs leave the Floating Tower with the following spells in memory: Magic Shield, Scare, & Slow. To determine what other spells they may have roll 6 times on the Table RL-1 below.

Among their cybernetic implants is an Arcane Amplification Cyber-Organ that grants them +5 to all casting checks. It is possible that a person skilled in medical science and technology could harvest the organ from a freshly killed Robo-Lich. If harvested properly, it would remain viable for 1d3+1 days. Given the proper medical facilities, the organ could be implanted into a living wizard and grant a similar spellcheck bonus plus other side effects...

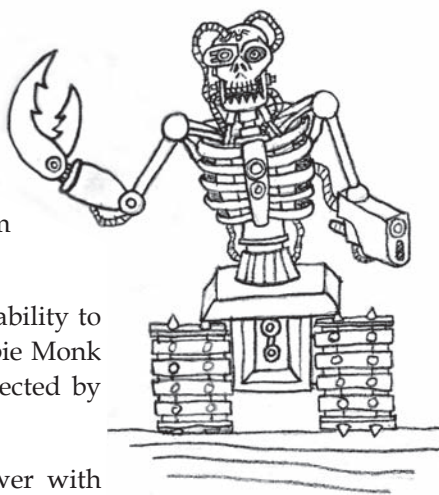


Table RL-1: Robo-Lich Spells known

roll 1d5 down and 1d3 across

	1	2	3
1	Charm Person	Detect Invisible	Consult Spirit
2	Choking Cloud	Forget	Dispel Magic
3	Detect Magic	Knock	Gust of Wind
4	Force Manipulation	Monster Summoning	Haste
5	Mending	Shatter	Turn to Stone

Mutitan

Mutitan (Giant Abomination): Init +1; Atk 2d4 claws and bites +8 melee (1d6+4); AC 15; HD 10d12; MV 20'; Act (number of attacks this round) d16; SP Has no flank, Spawning, and Spell Warping - see below; SV Fort +6, Ref +0, Will +2; AL C.

Mutitanling (Small Abomination): Init +1; Atk claws and bites +2 melee (1d4); AC 13; HD 1d12; MV 20'; Act d16; SP Has no flank; SV Fort +2, Ref +0, Will +0; AL C.

How and why these wretched beast come into being is unknown but the terror and destruction they cause is well known to the peoples of Umerica. Rumor has it that they are born when too many mutants gather together near a source of great power. Perhaps this is why so many prosperous communities ban mutants from joining.

No two Mutitans look exactly the same but all seem to be writhing masses of flesh with multiple limbs, torsos, heads, mouths, tentacles, and eyes. New appendages burst forth as older ones sink back into the flesh or are sloughed off.

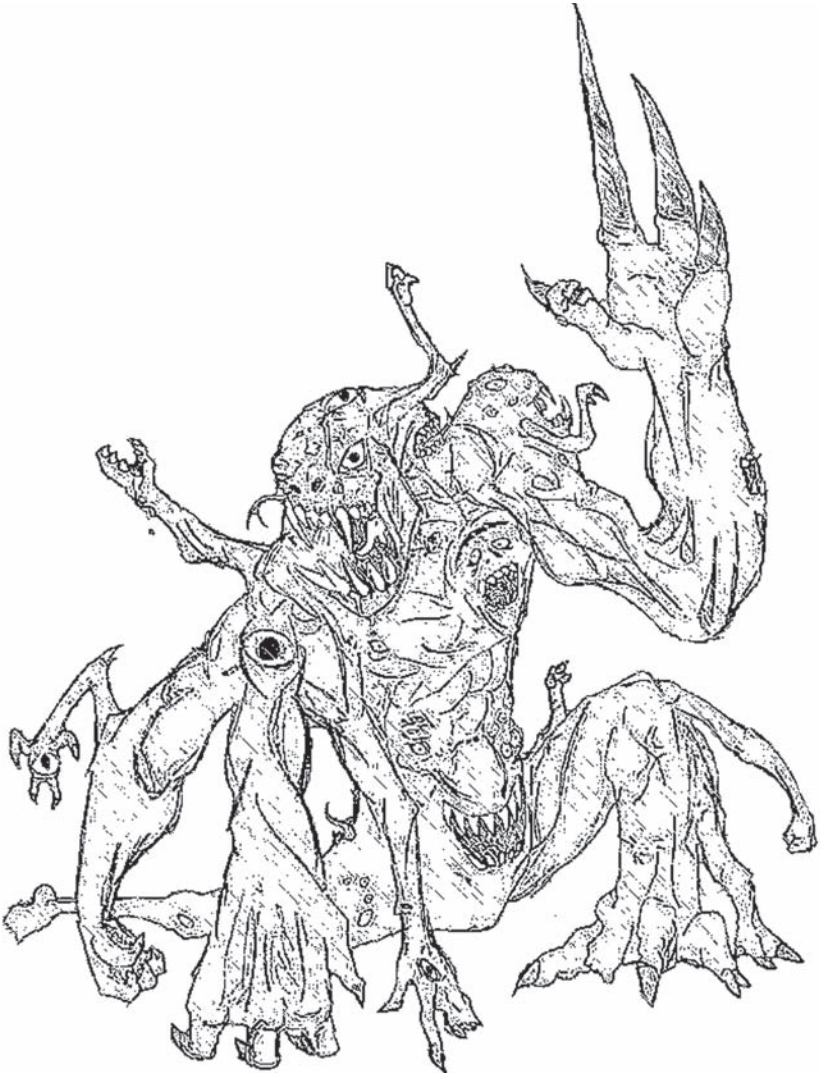
When a Mutitan takes 15 or more points of damage in one strike, a mass of flesh bursts forth from the wound, spawning a Mutitanling. These look and act similar to a Mutitan but are much smaller. There seems to be no limit to the number of Mutitanlings that a Mutitan can spawn.

Spells cast on or near a Mutitan can have their effects altered or changed completely. Roll on table MSW-1 to determine the effects of any spell targeting the Mutitan or another target with 10' of it.

Table MSW-1: Mutitan Spell Warp Effects

Roll d20

1-4	Spell effects as normal
5-8	Spell effects as normal: if it caused damage, all damage either doubled or halved (50%/50%).
9-12	Spell target changes: random target within 20' of the Mutitan.
13-16	Spell target changes: rebounds on caster. Can be countered.
17-19	Spell effects canceled: causes Mutitan to heal fully
20	Roll twice on this table, ignoring this result.



Interesting Places To Die

The Floating Tower of the Cyberhive

This enigmatic structure hovers over a crater nearly a quarter mile wide and hundreds of feet deep. The floor of the crater is a sea of boiling mud and caustic vapors.

The tower itself is immense, at least 80ft in diameter and 400ft tall. It hovers perfectly centered in the crater and a hundred feet above the bubbling ooze.

The only visible entrances to the tower are three strange bridges connecting the tower to the crater's edge. Each looks to be a 15ft wide ribbon of metal with no evident support or structure keeping it in place. At night, the bridges emanate a dim blue glow.

Those observing the Tower for long periods will see 1d3 parties of Zombie Monks and their corpse carts entering or leaving the Tower via the bridges. Occasionally (20% chance), a Robo-Lich will be seen accompanying a group. At no point will any defense or guard be seen on the bridges or the crater edge.

Crossing the crater

Despite the fragile look of the bridges they are rock solid and no amount of weight, jumping around, or explosions will move them. Each step on them will generate a soft, comforting tone to sound and reverberate throughout the crater. Nothing will hamper the party from crossing the bridges into the Tower, other than their own actions.

It is recommended to encourage any disquiet due to the creepy peaceful ambience and lack of security.

Entering the Tower

The door to the tower are 10ft high and 15ft wide. It has no features other than a holographic display at roughly eye height. This displays several blocks of different colors and three empty square slots. Only one color has three blocks. If someone drags those three into the empty slots, the door will open.

The interior of the tower is an extra dimensional space that bends to the will of the Cyberhive so mapping will do no good. The Cyberhive is quite aware of the party's activity in the tower at all times. It is curious as to what they will do and has no concern what they may steal or destroy. It will subject the party to a number of tests as they move through the tower. This is done by rolling 1d3 times on the random encounter table whenever they leave one chamber and head to another. Have them encounter the chambers in any order you choose, other than the Control Chamber will always be the last one they find.

Unless otherwise stated, if the party attacks the occupants of a chamber, no reinforcements will be sent nor will occupants of other chambers react.

Should any party members die and be left behind, they will be converted into Zombie Monks and meet the party two chambers later.

Zombification Chamber

This chamber is the size of a large high school gymnasium. There are rows and rows of transparent cylinders filled with corpses in various states of conversion. In one corner there are neat stacks of corpses being striped, cleaned and placed in cylinders by robotic machinery. The whole operation is being overseen by 3d3 Zombie Monks in scarlet robes, who will ignore the party unless spoken to or attacked.

If engaged in conversation, the Zombie Monks will explain in excruciating and very technical detail the process of corpse conversion. Those that listen must make a Will save, DC 10 or lose 1d3 Int.

Near the stacks of corpses there are 3d4 bins full of the belongings stripped off of the corpses. If there are searched, roll on table ZC-1 to determine anything of value is found.

Table ZC-1: Bin Diving Results

Roll d%

1-30	Nothing of value
31-50	1d5 articles of clothing in good shape. Total value 1d5x1d10sp
51-70	Loose cash/coin and trade goods, total value 1d5x1d10gp
71-85	A good quality melee weapon. 3% chance of magical or technological enhancement.

86-97	A good quality missile weapon, roll 1d3 to determine Era. includes 4d6 ammo. 3% chance of magical or technological enhancement.
98-100	An alien device. Could be priceless or junk.

Power Chamber

The door opens into a spherical chamber over 100 ft in diameter. The walls are studded with 2ft long golden spikes and hovering in the center of the room is an amorphous mass of crackling purple energy. Bolts of purple lightning arc from the mass to the spikes randomly.

Should anyone attempt to climb out and remove a spike, they need to make a DC 12 Agi check to get to it and a DC 10 Int or DC 15 Str to remove it. While doing this, they risk being hit by a bolt of purple lightning. The chance is 1-in-10 for each check made trying to retrieve a spike. If they get hit they suffer 1d3 damage to a random attribute.

Each spike is made of an unknown gold alloy and worth at least 50gp each.

Should anyone provoke the amorphous mass of crackling purple energy, it will attack with 8d24 action dice, Purple Lightning - 1d3 damage to a random attribute, each round until the PCs escape. It cannot be killed.

Organ Chamber

This chamber is extremely clean and has no scent. It appears to be a mix of surgical ward and robotics lab. This is where wizards that are no longer of use to the Cyberhive are converted into Robo-Lichs. The main feature in the room is a cylindrical machine that seems to manufacture pulsing, squiggly blobs of flesh that are placed in holding cells. They pulse randomly with arcane energy and seem to be attracted to wizards. These are the special Arcane Amplification Cyber-Organs that increase the Robo-Lich spellcasting abilities.

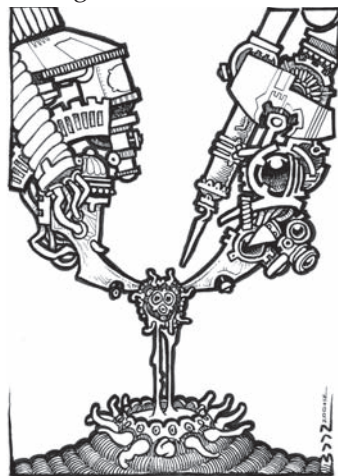


Image by Naam

It could be possible for a medical doctor to attempt to implant one of these organs into a wizard. As such these could be priceless...

If the party causes significant damage to the chamber, two Robo-Liches will activate and attempt to kill them.

Central Shaft Chamber

The doors will open to reveal this chamber is an immense cylindrical room with a weird machine twisting through the center. It extends hundreds of feet both up and down from the door. If anyone observes the machine for more than a few rounds must make a Will Save DC 12 or be compelled to move towards it and touch it.

Any person entering or even leaning in to the room will be pulled violently into the open air and subject to the zero gravity within the chamber. They must make a Fort save DC 10 or vomit.



Image by Naam

There are a dozen spherical Servitorbots floating around the machine. They will attack anyone trying to touch it.

Servitorbot: Init +3; Atk claws +2 melee (1d3), blaster +3 missile (1d5); AC 15; HD 2d8; MV 30'; Act d24; SV Fort +2, Ref +3, Will +0; AL L.

Should anyone touch the machine they will interface directly with the Cyberhive. If they are also in physical contact with a Servitorbot, there is a 50% that the person and bot will swap bodies. If they are alone, they must make a Will save DC or lose 1d5 Int. Should they make the save, they gain 1d5-1 Int.

Fabrication Chamber

In this room there are numerous robots and Zombie Monks toiling at workbenches fabricating various technological devices and loading them onto wagons. These devices are the gifts sent out with the Zombie Monks on their pilgrimage to collect corpses for the Cyberhive.

The party may take as many of these as they want and no one will care.

Just remember how burdened they are when they face the test rooms. For more info on these devices, see the Zombie Monk entry in the Twisted Menagerie, page 15.

Control Chamber

Once the party has overcome at least 4+1d3 tests, they will find their way to this chamber. It is a dome shaped room and the interior of the entire dome is a giant mass of overlapping view screens that constantly shift position. Dozens of Zombie Monks in purple robes are working on different computer terminals throughout the room. Floating in the center of the room is Earth Brain of the Cyberhive. (For more info on the Cyberhive, see the Bio at the end of this article)



If the party attacks the Cyberhive or any of the purple robed Zombie Monks, they will be teleported deep into a deadly dungeon over 1000 miles away.

If the party fared well on the tests and converses somewhat respectfully with the Earth Brain, they will be offered a mission with the reward of powerful technology. They will then be teleported into the nearest large city. The Cyberhive will then cause a viral zombification outbreak in that city to see how the party fares in this next test.

If the party fared poorly on the tests and converses somewhat respectfully with the Earth Brain, they will be told that they are not of use yet. Then their wounds will be healed, their memories altered to forget the last 1d6 weeks, and then they will be teleported 1d30x100 miles in a random direction. From now on, all chances of the party having a random encounter are increased by 20%.

Random Test table

Roll 1d8 to determine the test.

1	A corridor that teleports you back to its beginning unless you walk through it backwards.
2	A corridor that starts spinning like a dryer. Ref Save DC 12 to move 10ft forward. Failure means 1d3 damage and no movement. Spinning starts 3d3x10ft from the exit.
3	A corridor made of glass suspended over boiling mud. Door locks when entered and floor begins cracking and breaking when walked on. PCs must run to survive.
4	A room with one locked door and four keys, each in a corner. Only one is the right one. They each weigh 500lbs and if more then one is moved towards the center, the room begins to tilt wildly.
5	A corridor where the floor slowly becomes viscous. First STR check DC 5, 10, then 15 to cross. After 3d4 rounds, 2d3 lasers start to fire, 1d20 Action Die, 1d6 damage each.
6	A small maze of mirrors that show you what you your deepest, darkest fears and desires. Each PC must make a Will Save DC 10 or suffer -1d3 to all action die rolls for the remainder of the day.
7	A corridor that ends in a door with a number of fist sized holes in it equal to the number of party members. If someone puts their hand in, they suffer 1 point of random stat damage. If everyone puts their hands in at the same time, the door opens.
8	A large room, empty except for a well in the middle of the floor full of viscous goo. Once all of the party has entered, the door will lock and 1d7 Goo-men will emerge from the goo and attack. Each round another 1d7 Goo-men will emerge until the well is destroyed. It has 25 hp and AC 10. Goo-men: Init +1; Atk fists +3 melee (1d3+3); AC 11; HD 1d6; MV 30'; Act d24; SV Fort +3, Ref +3, Will NA; AL N.

The Cyberhive

The Cyberhive is an intergalactic AI that inhabits multiple giant pseudo-brains located all over the universe. Each brain is tasked with a specific purpose for increasing the knowledge of the whole. All brains are in constant communication and act as one being.

The brain on Earth is dedicated to understanding living beings' concepts of life, death, the afterlife, and the taboos surrounding death. To facilitate this, it has currently chosen to reanimate the corpses of intelligent life forms with technomagical cybernetics. The goal is to see how the inhabitants of the world interact with these recycled beings.

For the sake of efficiency, it sends these reanimated minions, which it has programmed to act as religious devotees of itself, throughout the post apocalyptic lands of Umerica. They travel to settlements and inhabited cities to collect the recent dead in trade for gifts of simple technology; such as heaters, ovens and refrigerators that have no power requirements.

The Cyberhive Earth Brain is constantly monitoring the activity of every minion, categorizing and compiling the data. It is especially interested in how living beings interact with its recycled minions. It feels no anger or resentment towards those who kill its minions. On the contrary, the Earth Brain is very intrigued by those highly disturbed by its activities.

Should anyone with sufficient understanding attempt to contact the Earth Brain, it will evaluate their usefulness. Should they show potential, it will begin a conversation through its minions. If the individual is judged to be of use, the Earth Brain will begin communication directly. This can result in a Patron relationship. *More information on this in Issue #4!*



Coming Next Issue!

How to make 0-level post apocalyptic characters

A post apocalyptic funnel adventure set in the ruins of a shopping mall

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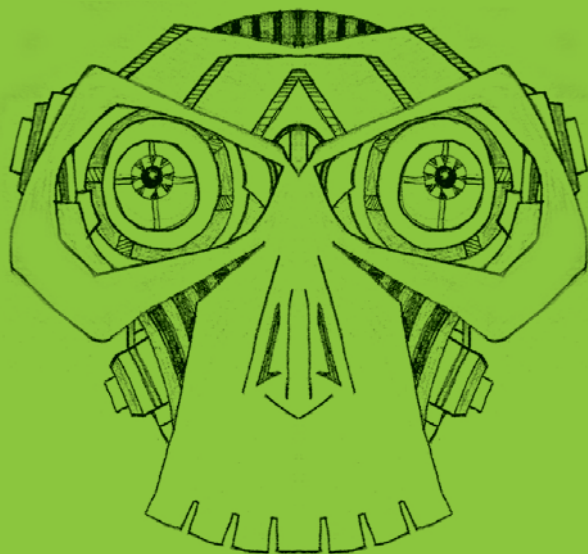
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- * A new class: The Mutant
- * A new column: Cirque de Bizarre
- * New gear in the Weapons of the Wasteland
- * New monsters in the Twisted Menagerie
- * And a new Interesting Place to Die

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