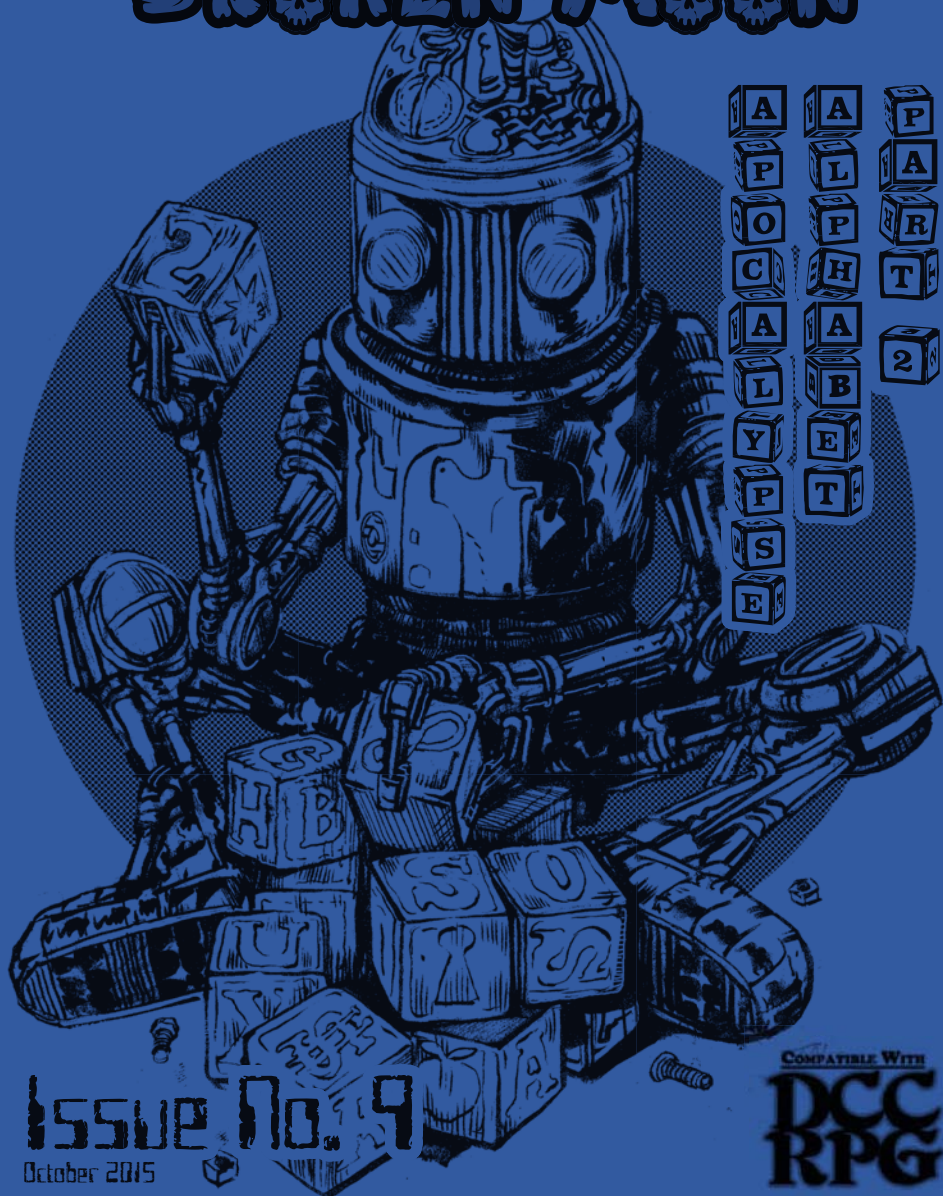


CRAWLING UNDER A BROKEN MOON



Issue No. 9

October 2015

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CRAWLING UNDER A BROKEN MOON

Welcome to the ninth issue of Crawling Under A Broken Moon!

This issue is brought to you by the letters N through Z in all of their gonzo post-apocalyptic glory.

Contents

N is for New vistas.....	2
O is for Old ruins.....	4
P is for Peddlers.....	6
Q is for Quantum portals.....	8
R is for Robots.....	10
S is for Scavenging	12
T is for Trading Posts.....	14
U is for UFOs	16
V is for Vapors	18
W is for Weather of the Wastes.....	20
X is for Xenotech	22
Y is for Yestermen (or “Who is in that Cryochamber?”).....	24
Z is for Zoological Horrors	26
B is also for Bonus Table! Post-Apocalyptic Lucky Roll Table.....	28

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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



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By Reid San Filippo

The world has been broken and reformed by the cataclysm. Beyond every rise and deep in every vale things never seen before do dwell. Some terrible and some beautiful, all are dangerous to the foolish.

Roll 1d12

1	Looking down in to a valley, you see the ground is a gleaming sea of tiny crystal shards. Jutting up from the glittering landscape are numerous skeletal, crystalline trees with no foliage. Arcs of multicolor electricity jump between the trees in a dazzling display.
2	Before you is a vast lake of tarry, bubbling ooze. Floating within it are various mobile homes and trailer homes. They bob and drift unpredictably as though caught in a chaotic undercurrent. It can be easily seen that the homes still have lots of valuable salvage within.
3	The sounds of joyous music, running machinery, and laughter lead you to a glowing amusement park. The rides are still running and a large crowd seems to be enjoying themselves. Closer inspection shows the whole place to be ethereal, just out of phase with the real world. Could they be ghosts or a glimpse of the world before the cataclysm?
4	You come across a truly enormous tree that has various bits of different large buildings jutting out of it. Many of them seem to still have electricity as the tree glitters with lights. A community of some sort has built catwalks between the buildings and calls this place home.
5	In a rocky plain, a number of large boulders rapidly roll around and change direction seemingly without any outside force. When they crash into each other, one or both explosively shatter into bunch of smaller rocks that continue to scoot around on their own.

6	Along a stretch of a multi-lane highway, you see a number of vehicles that seem to be sinking into the asphalt like quicksand. While many are almost completely submerged, others are still visible. Somewhere farther in you hear the sounds of revving engines and desperate honking...
7	You wander into a ghost town that has obviously been striped bare of anything useful. Slowly at first, you are surprised by taunting laughter from an untraceable source. The frequency and intensity of the laughter increases when you find that the buildings are moving so you lose your bearings and become lost in the town.
8	Upon climbing a sizable hill you find it is part of a crater wall. Within the crater sits a giant, naked old man bathed in rainbow flames. Small beings made entirely of fire joyfully dance in rings around the giant. The giant's eyes are closed and no amount of shouting will wake him.
9	In the distance you see a mountain with four faces protruding out of its side. Each face is crying and all of them are joined in a song that no one understands but it makes you feel sad anyways.
10	Before you is a veritable sea of wrecked vehicles as far as the eye can see. Occasional sounds of an engine trying to turn over, a horn blaring, headlamps flashing, or the crumpling of metal can be heard echoing throughout the area. The sounds of something scurrying amongst the cars is nearly constant. Any running vehicles brought into the area will suffer 1d3 points of damage per hour and have a 25% per hour to break down. All repairs are made at -2 die steps to the action die.
11	Within a mile of the burned out ruins of a warehouse, no sound can be heard or made. The air has a coppery taste and the barometric pressure seems very high. pen wounds will bleed out much more quickly here.
12	The area before you is completely infested with various fungi of unknown origin. Some growths reach nearly 50 feet in height. Any food that is not canned or otherwise sealed brought into the area has a 33% per hour of becoming contaminated. Anyone eating contaminated food or any of the fungi will need to make a Fort save (DC 15) or begin hallucinating. Sleeping in the area is also dangerous as fungus tendrils will attempt to attach to you if you stay in one place too long.

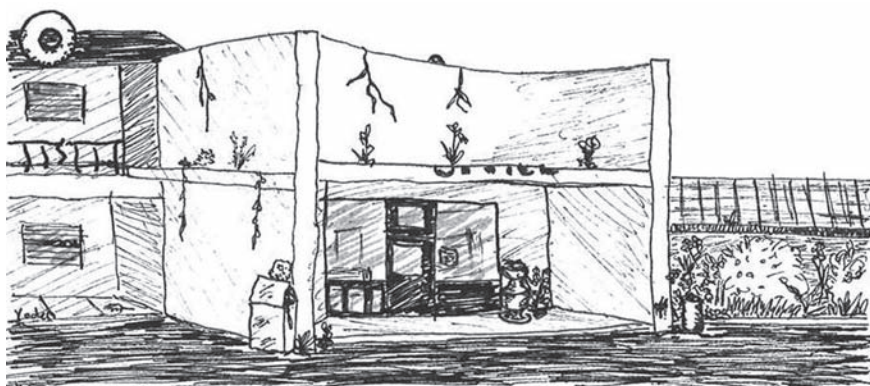


IS FOR OLD RUINS *table by Eric Fabiaschi*

Many remnants of the old world still survive, just waiting to be rediscovered. Others have become home to new occupants many times over. Within these ancient monuments of a brighter age lay treasures and doom for those brave enough to enter.

Roll 1d16

1	A mall from an alternative world that suffered through a time warp, the machines and materials are still intact but a strange cult comes here to circle the place and wizard holds court in the lower levels.
2	A skyscraper ruled by a dragon and his court of wizards. They have moved this tower across space and time to conquer new lands. Several adventurers petrified by the guardian Medusa stand in the courtyard.
3	An ancient observatory faces an alien sky. Here a lens made from the eye of a god watches the skies for signs of a coming dread star. The place is surrounded by dangerous tribes of mutants.
4	The hollowed out halls of horror of an old amusement attraction are the home to a real ancient horror from beyond space and time. There are robotic "monsters" and weird relics that guard the place.
5	The broken remains of four skyscrapers melted together by heat and atomic power. Monsters and giant spiders haunt the place and tons of ancient equipment still in operate inside.
6	The entrance to a four story underground parking garage was uncovered by recent weather, and strange life forms are exiting it just after sunset. Several artifacts were found nearby. Other adventurers are coming to investigate.



7	The interior of a hidden library has been uncovered and several scholars from nearby tribes have gone missing. Weird lights and odd drumming have been coming from with the place over the past week. Tribes are starting to panic and want to hire explorers to investigate.
8	A nearby tribe has uncovered the entrance to a former military command center. Now zombies have attacked nearby villages. Rumors tell of untold riches from this place and several villages wish to wipe this place from existence. Something inside sends telepathic warnings to stay away.
9	There is a downed aircraft here and the place is haunted by energy beings. There are desiccated corpses hanging from every rafter. A small slim copy of notes from the Necronomicon sits on the floor.
10	A giant wrecked spacecraft lies in ruins, the pilot's blood has infected the landscape and weird mutations have run riot. There are tons of relics and wreckage around the corpse of the ship.
11	An ancient car factory has been taken over by a nano machine menace. The thing is evil and supremely dangerous. It is now preparing to create a robot army.
12	An ancient laboratory full of frozen people is uncovered. Several weird relics have been taken from it. A Patron wants them returned to the lab but local brigands want to keep them. Others are interested in the 'real' treasures of the place.
13	A rusting graveyard of machines hides an ancient dimensional door to a weird Lovecraftian pocket dimension of treasures and antiques seemingly unguarded. Some of the treasures are actually robots awaiting those who would defile the place.
14	A giant monster skeleton is found in a decrepit museum location and monsters are seen living within. There are fears that they are gathering relics to awaken the skeleton to wipe out the nearby humans.
15	Within a town seemingly untouched by the cataclysm, a coven of witches meets within the town hall and cries out for blood and souls for their lord who dwells with them. They have especially rich pickings and some very fine artifacts but they are completely crazy.
16	An ancient high school is actually the mouth to a Hellish dimension. There are a many places to be explore and many strange and mysterious relics to find. There are five folks waiting and watching this place as 'sacred guardians'.



By Reid San Filippo

Outside of the larger settlements and cities these roadwise merchants and local shopkeepers are the lifeblood of trade in the lands of Umerica. Who knows what treasures their grungy wagons and rickety booths may hold?

Roll 1d16

1	A local farmer has a large riding she-goat, big enough for two riders or one rider and several large packs. Will produce daily milk on a good diet and plenty of water. A proper saddle might be available as well.
2	A cranky old trader that looks so ancient they might have been born before the Cataclysm. Has an assortment of spark plugs of various sizes and makes in a bucket. No cherry picking. Take the whole bin as a lot or get lost.
3	Two dozen cans of food, all in pristine condition but the labels are quite faded. Could be pork and beans, could be fruit cocktail, who knows? Vendor is looking to move them in a hurry.
4	A bunch of children haul a bag of 10d12 various bullet casings. All are scrubbed clean and ready for reloading.
5	A stall with canteens and bottles all made from high durability plastics. All are emblazoned with brightly colored logos of various pre-cataclysm tribes. Most are clean and look serviceable.
6	A farmer selling fresh produce from the back of their large vehicle. It all looks really good and demand is high so just getting to close enough to make a deal could be tough.
7	A pink wagon heavily laden with holy icons of an ancient and pouty goddess of beauty. It is surrounded by local women trying to make deals for mystic elixirs to enhance their appearance.
8	A shady looking robot with a push cart selling various pharmaceuticals at cheap prices. It seems too good to be true but 1d5 former customers will swear the medicines are good if any inquiries are made.

9	A woman in a lab coat is offering medical services out of the back of a large white van decorated with bright red markings and flashing lights. Those who partake must roll under their Luck on a 1d16 for the treatment to do more good than harm.
10	On a small lot, an alarmingly friendly salesman offers to sell customers the car of their dreams. The lot does have several cars, all in excellent condition. The salesman will accept any form of barter and even offer payment plans. There is no sign of guards or security systems yet no local ever remembers hearing of any thefts from the lot.
11	In the middle of the town square stands a tall, fruit bearing tree with branches too high to reach without assistance. Anyone who approaches the tree is addressed in a high squeaky voice "What do you have to trade for my fruit?" The voice seems to come from deep within the foliage. Once a deal is struck the tree's limbs will shake and the exact amount of fruit bargained for will drop gently into the bargainer's containers. Thieves will be pelted with a shower of sharp thorn darts launched from within the foliage, taking 1d3 points of damage per round until out of sight of the tree or over 100 feet away.
12	An old RV sports a sign sports a sign reading "Rebuilt engines and other parts". Sitting on a fender is a cyborg working on a sizable V8 engine. The borg is picky on what he'll accept for trade but fair on price.
13	A mutant with multiple sets of eyes sits next to several large plastic tubs of assorted spectacles and sunglasses. If engaged, the mutant will spend a great deal of time "helping" the customer pick out the "right" pair of eyewear. If anyone lets her ramble on the transaction will take at least 3d20+10 minutes but the final purchase, when worn, will increase the wearer's Per Mod by +1 during social situations.
14	Several racks of assorted clothing sit next to a wagon with a very dour-looking dwarf. He will eye anyone even approaching his wares with suspicion and loathing. The clothes are in great condition and very clean. If engaged, he will not talk except to bargain and his prices are high. If fine textiles are offered in trade for his wares, the prices will improve significantly.
15	In a rickety food stand bearing the sign "Meat o' the Day", a family of halflings are slaving over several charcoal grills and food prep tables. The menu is primarily meat dishes with a bit of grains or veg on the side. The food is quite tasty but the cooks will not reveal what anything is made of. Those who partake must roll under their Luck on a 1d16 to avoid needing to make a Fort save (DC 10) a few hours later verses intestinal distress.
16	A man who looks quite insane purveys over a stand full of electrical and mechanical bits and bobs. He wears a name tag with the name "Doc". His babbling speech is almost incomprehensible and requires an Int check (DC 12) to do any business with him. There is at least a 20% chance he has what you are looking for, assuming it is not alien or super science based.

is for Quantum PORTALS

table by Eric Fabiaschi

When the world broke, many doorways, portals, and seals between other dimensions and worlds burst open. Some were new and others older than Time itself. Lands undreamt of and horrors unimaginable dwell beyond they thresholds. Beyond this portal you find...

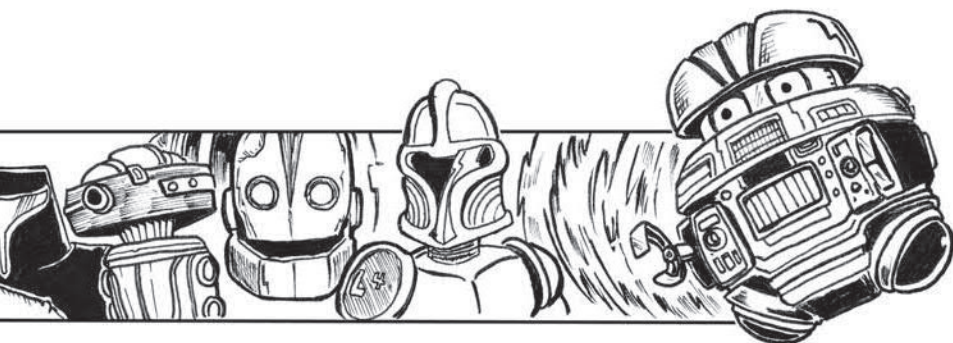


Roll 2d8

2	...a world of swirling winds whose desert sands are ruled over by sentient elemental kings, there are 1d10 random ruins that gleam in the jade green sunlight. The PC's will begin to age 1d4 years every hour after the first hour of adventuring in this dimension without protection.
3	...1d8 massive space gods stand silently watching over this strange looking landing strip of a field. The place is actually a flying saucer hanger with 4 underground levels of PC-ripping technology and super-science. The gods offer some choice relics in return for quests. They love to watch PCs run through a gauntlet of mazes.
4	...a blue-black sun hangs in the sky and weird plant mutants herd 1d24 near-humans into huge copper colored cages. A large meat grinder-like processing plant is nearby and the sound of suffering echoes across the landscape. A strange temple structure holds 1d8 levels of bizarre dungeon structures filled with weird monsters. It might be a zoo or something far stranger.
5	...a Hellscape filled with demons, chains, and twisting damned souls left from the 'big one'. Several mystic holy swords hang in the air and the demons will attack anyone trying to retrieve these blades! Also there millions of gold coins scattered about which will burn anyone picking them up for 2d6 points of damage!
6	...a warehouse filled with hundreds of demonic toys greets the PCs. There are several dead adventurers in tan jumpsuits with nuclear accelerators strapped to their backs and a super science meter blinking on the floor. The adventurers have been gnawed upon heavily.

7	...a series of giant spider webs hang between the ruins of an alien city's skyscrapers. There are 1d30 giant alien spiders with humanoid faces staring at the PC's hungrily. 11 kinds of super science cars, planes, etc. are caught with the webs of these arachnids' monsters.
8	...a strange pool gate leads to woodlands of giant trees and roving bands of ancient warriors dressed in two hundred year old power armor. They fight mock wars against each other while the victor claims the military ruins. They will loathe PCs stepping into the middle of this warfare.
9	This world of swirling gas and elemental wind creatures' conceals a high tech city of mutants who are descended from Ancients lost before the wars of old. They possess advanced technologies and fight with the gas bagged mutants who roam the upper winds here and prey on the city dwellers.
10	This gateway leads into space! Make a Ref save or be sucked into the void!
11	...a giant hangar contains a fully functioning grey saucer and 1d10 alien zombies! These guys are peeved but will trade brains for technology.
12	...a giant television studio with several props from 1950's era television. The PCs have a chance to collect some rare and valuable relics from this era. 1d6 minor demons may pop into existence even as you rob the place.
13	...a giant abandoned fair that is the last resting place for a god of Chaos. It has control over everything here except the forces of Law that guard the place. The PC's must be careful for the super-science relics here are also under the god's control. Lesser demons of Chaos may manifest randomly in this place.
14	...a world of odd biomechanical monsters whose primary lifestyle consists of preying on the small fleshy humanoids that come looking for the super science relics left behind in the past. There will be 1d8 sanity-ripping biomechanical horrors in this world waiting for the party. Several minor relics will be found scattered like breadcrumbs.
15	...a gateway leading to the elemental plane of rust and corruption. The PC's equipment will all slowly dissolve unless several saving throws are made. A super science temple floats in the air. 5d5 Giant mutant bird people are using the place as a roost. They are armed with advanced dark occult tech.
16	...a bunker that is the resting place for the Ancients. There are 1d5 demons guarding the gate. Within it are nine levels down of old military facilities. Relic weapons are strewn all over the place but it's infested by demons and humanoid robots as well.

8	Sniffer. Looks like a chest freezer on four legs. Equipped with advanced sensors. Programmed to seek and collect (roll d6: 1-garbage; 2-gold objects; 3-corpses; 4-weapons; 5-gasoline; 6-mutants), and deposit them elsewhere.
9	Mage Hand 2.0. An advanced, super intelligent robotic arm can cast bizarre spells using its single steel hand. Is accompanied by 2d4 one-armed robot acolytes, who compete for the honor of “wearing” their master.
10	Retail drone. A hollow, egg-shaped bot designed to sell merchandise at a storefront, or while travelling (producing its wares from one of many internal compartments). Usually found wearing a collared shirt and a nametag. Only knows a handful of canned phrases. Responds to theft with lethal force.
11	Assassin. Uses rubber skin as a disguise, DC 10+d6 to notice. Several hidden weapons. Target is (roll 1d4: 1 - one of the PCs; 2 - a recurring NPC; 3 - Someone you’ve never heard of; 4 - someone long dead).
12	Aetherian automaton. Crafted from alchemically-treated, green-veined steel, powered by strange clockwork. Follows the code of an Aetherian hero, and wields an oversized, glowing Aetherian Tech axe. (see CUaBM #5)
13	Killbot. Tall, column-like robots, with saucer-shaped heads and 1d8 arms, all ending in either buzzsaws or flamethrowers. Usually built by ambitious warlords or unscrupulous tyrants. Some have gentle souls. Most don’t.
14	Cyber-Ghouls. Sentient AIs trapped in the bodies of dead cyborgs. Modified nanites convert tissue to bioelectricity, and the skeletal limbs are equipped with servos for motion. Must consume flesh to continue functioning.
15	Librarian. Intelligent humanoid robot with a ribbon printer installed in its chest and microphones one each shoulder. Compulsively collects or records any (roll 1d5 1-Fiction books; 2-Nonfiction books; 3-Writing of any kind, on anything; 4-Conversations; 5-Music) it encounters in its travels, and spends downtime transcribing their findings for archival purposes.
16	Robocar. A keeper car, truck, or motorcycle with an onboard robotic subsystem, as well as manual controls. Vary wildly in sophistication (Int score is 1d14), as well as disposition (roll 1d6: 1-Cautious; 2-Friendly; 3-Homicidal; 4-Emotionless; 5-Duplicitous; 6-Feral). Usually have names. Equipped with 1d4-2 random mounted weapons, and speaks 1d6-2 languages.





S IS FOR SCAVENGING *table by R. Dale Bailey, Jr*

Every teetering old building is a possible treasure vault, each overgrown vehicle could hold valuables worth killing for, and the endless heaps of garbage filled rubble are goldmines waiting to be plundered by those wily and patient enough to get dirty.

Roll 1d20

1	2d24 strange cartridges for something called the Taria system. A collector might find them worth something.
2	A funny book of drawings telling the story of a muscular man in a world of zombies, witch doctors, juke joints and android doctors. Once you begin reading it can't be put down. Once you have finished reading you will then have to find away out of this realm you have stumbled into.
3	A pellet-firing air cartridge pistol with 2d6 air canisters and 4d20 pellets. Not all weapons need to be dangerous to be useful.
4	Whether it turns out to be just a useless pastime or opens a door to another realm, this six-colored glowing puzzle cube beckons to be solved.
5	Rusty Rustington used to be a children's toy that one loaded with a cassette and it told stories. But this one is missing its cassette and the stories it tells are not fit for children.
6	This 12" round disc with a screaming demonic train on it might just work in that old sound box in the tavern you just left. Warning: Play it backwards at your own risk.
7	These sunglasses reveal a hidden world of alien masters all around you. Or maybe they are cursed. Go ahead and ask that guy why his face looks like a cabbage. What is the worse that could happen?
8	A ten-gallon yellow hat. Because there is always something curious about a man in a yellow hat.



9	This small bottle of red liquid has two exploding brains on the front with the label, "Brain Swapper." 1d3 doses.
10	These morganite gemstone earrings promise a world of the punk aesthetic. When worn they project a hologram illusion to the world changing your appearance.
11	2d3 plastic eggs containing sheer pantyhose. If nothing else you'll look great at the tavern this weekend. And your next hold-up will be memorially fashionable.
12	3 small canisters of Fun Clay in the colors red, yellow and blue. Strangely whatever is formed from this clay seems to take on a life of its own.
13	Inside this crate is a plastic two-toned red and white egg separated with a black border. There is a white pushbutton in the middle of the egg. 2d30 collectable cards with drawings of cutesy creatures rest beside the egg. Inside is a enough space to hold exactly one card. What happens when you place a card inside? Try it and find out.
14	2d100 small airtight dark maple boxes of various sizes. The outside of the boxes have the initials A.Y. Inside are delicate paper creations: rabbits, monkeys, birds, dogs, elephants, cats, mice, foxes, swans, fish, bears, masks, etc. If they seem to move on their own in your peripheral vision just ignore it. The hamster takes offense when you notice its ministrations.
15	This twelve inch plastic frame has a soft glow with the image of a bitten apple. When it is touched it whispers of a wonderful world of integration in all aspects of one's life. For the cost of your soul it will deliver GPS coordinates, take hi-def pictures and video, and manage your looting schedule. Spreading it's doctrine, it affirms, will open up even more possibilities. Pair it with a smaller device or a watch and live the modern dream.
16	Tattoos are as old as the world but the tattoo gun in this velvet-lined box has a warmth to it when touched. 2d4 pearlescent inks are included in the box with the gun. Handwritten instructions indicate that whatever is drawn takes on a life of its own. What could that mean?
17	This ancient shiny grey box measures two and a half feet wide by one foot tall. It has two round speakers in its front that promises to take you to Funky Town.
18	This small shrine-like room contains 5d100 items of holy significance to its pink and white catlike god. Purses, notepads, pencils, hats, backpacks, water bottles, bed sheets, curtains, shirts, pants, skirts, lamp covers, book covers, pillows, etc. It is eerily undisturbed. Dare you stir the laconic atmosphere by looting from a lost god?
19	A complete magician's kit with top hat, cape and wand. Mystify your friends with over 250 tricks, from guessing your card, shoving a nail through a piece of glass, spot the ball under the cup and the ever famous, "Watch me pull a rabbit out of my hat."
20	A black plastic orb with the number 8 printed on the top. Underneath is a clear glass panel containing liquid and a glowing triangle that promises to answer all of your questions. It has the effect of being almost always correct.



table by Jon Sprout

These wasteland oases appear where most well-traveled ways meet. One part shop, one part inn, and one part neutral ground, many groups that would usually kill each other on sight hold truce while doing business here.

Roll 1d30 for each column

	Look for a...	Protected by...	Specialty is...	It's kinda weird...
1	Field of hollowed-out, brightly-painted buses	Lizard-wranglers	Desert fruit	Fog rolls in every night
2	Inflatable mascot on top of a warehouse	Armed security guards	Auto parts	Everybody smiles too much
3	Village of thatch huts, and a tall wooden wall	Weird, nasty subhumans	Leather goods/armor	Odd-smelling fires at night
4	Peasant village in the shadow of an oil refinery	Private mercenaries	Gasoline	Locals prone to shaking fits
5	Building-sized, slave-operated vending machine	An opulent tyrant	Weapons	Popular road gang hangout
6	Refurbished underground bomb shelter	Well-armed halflings	Hospitality	Lit by colorful string lighting
7	Shantytown made of candy from a nearby factory	Face-painted children	Sugar	Locals only speak odd pidgin
8	Abandoned dwarf hamlet carved into a cliffside	Oathbound elementals	Antiquities	Stealing bestows a curse
9	Tall armored silo, built around a water tower	Post-anti-neocommunists	Clean water	Sell only to the highest bidder
10	Huge, flaming effigies and a tent city	Roving death machines	Scrap metal	Lethally-enforced littering law
11	Lakeside resort, mostly reclaimed by nature	Gentle mutants	Medicinal plants	Offer therapeutic "tar baths"

12	"Mall" inside a gigantic, hollow turtle shell	Lobotomized soldiers	Decorative furniture	Shopkeepers wear animal masks
13	Concrete building, inexplicably half-invisible	A wizard cabal	Magic texts/artifacts	Seems to attract predators
14	Cluster of blimps, connected by rope bridges	Eight-legged spider-folk	Textiles/Clothing	Hosts a popular bloodsport
15	White chapel at the top of a hill	Hidden sniper nests	Ammunition	Total silence is mandatory
16	Openly demonic "Emporium Of Sin"	Invisible, trained beasts	Spices	Floor is smooth volcanic glass
17	Cult compound built around a huge ball of yarn	Felinoid thief-priests	Souvenirs	Promoted on gaudy billboards
18	Dethroned waste baron's mega-fortress	Reprogrammed goonbots	Energy weapons	Decorative skull motif
19	Hangar buried (and preserved) in a sinkhole	Fringe super-scientists	Aircraft	Time passes slowly here
20	400' statue of an elf, with a temple at its base	Rowdy road gangers	Alcohol	A coup d'état is imminent
21	Network of secret markets, connected by portals	Elusive "whisper men"	Information	Everyone already knows you
22	Mostly-intact maximum security prison	Cyborg skate punks	Cyber-enhancement	Recent site of mass slaughter
23	Stone castle, with two separate moats	A "retired" Aetherian hero	Exotic melee arms	A raiding party approaches
24	Comically-oversized house of a dead giant	"Sheriff" in a heavy mech	Gold	Pays fealty to a dragon "lord"
25	Barn, surrounded by a wall of rusted car parts	Fanatics of a petty ruler	Meat	Traders often go missing
26	Submarine resting across two crumbled rooftops	Techno-sorcerer initiates	High-tech machinery	A complex network of ziplines
27	Festival of Kizz; free music, expensive supplies	Burly mutant "bouncers"	Recorded music	Always crowded, day or night
28	Wooden shack on the edge of a vine-jungle	Tough, brave townsfolk	Mutant animals	Locals used to be raiders
29	Neon-lit tavern, just off the highway	Laser turrets, everywhere	Merc Recruitment	All weapons are prohibited
30	Smuggler's den, inside a neverending sandstorm	A bunch of friggin' jerks	Human trafficking	Goggles are a status symbol

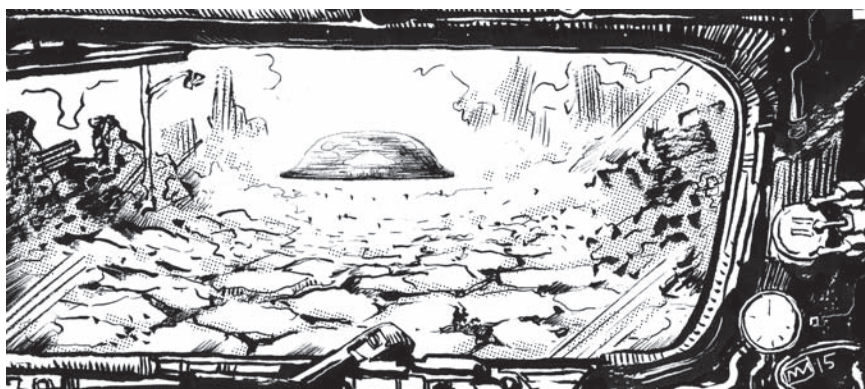


IS FOR UFOs *table by Jon Sprow*

Since the cataclysm, the skies have been host to strange craft from other times, worlds, and dimensions. Who knows what you will see if you keep your eyes to the skies.

Roll 2d5

2	Face-Ship. Designed and piloted by a nefarious (and vain) overlord, this craft has been custom-built as a huge titanium likeness of the villain's head, and flies around on oversized jet boosters mounted underneath. The eyes function as dual-mounted plasma rifles, and can target independently of one another. Usually accompanied by a warband of 2d6 henchmen and 1d6 vehicles. The ship's "mouth" moves in time with a loudspeaker, as the pilot shouts threats and commands his minions.
3	Scanner. A repurposed communications satellite, orbiting at only 2,000 or so feet off the ground. As it passes overhead, the satellite projects a bright-green laser grid pattern onto the ground below. The satellite was deployed by (roll d4: 1-a techno-warlord, seeking a settlement to pillage; 2-lawful aliens, trying to create a computer-simulated replica of Umerica (or somewhere more specific); 3-an ancient, defunct space program, to target and highlight "undesirables"; 4-chaotic botanists, to search irradiated land for surviving plant life).
4	Cloud eel. A 40' long, translucent creature, covered in silvery reflective scales, that has established itself as a sky-dwelling apex predator. The eels use clouds as camouflage, darting from one cloud to the next to pursue airborne prey before leaping out to ambush. They are immune to electricity, and will sometimes nest in storm systems, using the noise and confusion to snatch up ground prey with alarming swiftness.
5	Weather generator. A 6' square box, with blinking lights on every side, suspended thousands of feet in the atmosphere by a reflective, metallic balloon. The box contains a damaged weather generation module, and has been floating adrift for years. If activated, or destroyed by an explosive, energy weapon, or harmful spell, it explodes, releasing a short-lived, hurricane-level storm, which covers a two-mile radius centered on the bomb.



6	Cloaked ship. An alien spacecraft that, by means of a light-bending force-field, is almost completely invisible. Forward scouts for an impending alien invasion, they harass humanoid aircraft, and divebomb small, poorly-defended settlements, attempting to destabilize any local resistance. The cloaking engine itself is sometimes, very rarely, able to be salvaged from a wrecked ship, and can be quite useful in its own right, if highly unstable.
7	Apocalyptic omen. The skull of an impossibly large, horned beast, which tears across the sky, face-down, surrounded by a nimbus of deep red flame. Its mouth hangs open in a deafening, prolonged wail, and from it pours a seemingly-endless torrent of crimson sludge. The skull is an infernal icon, sent by a fiend lord to signal the approach of armageddon. It still roams centuries later, unaware that the apocalypse has come and gone. Most are terrified by the sight of the skull in the distance, and avoid it out of common sense. However, some unlucky villages and trading posts located along its flight path have noticed that the viscous, red fluid it expels (a foul-smelling slurry of blood, brains, and bones) actually enriches the normally-barren soil, ironically leaving a trail of newly fertile land in the blood-skull's wake.
8	Nth dimensional ship. A visitor from a few meta-universes over. The craft appears to be several intersecting, morphic polyhedral shapes; light and color seem to twist and warp around it, obliterating any sense of form or depth. They are usually content to hover in place for days, silently observing the world below, though they have been known to follow caravans from time to time. If attacked, or if they feel like it, the craft will fire it's ND Ray before disappearing abruptly 1d4 rounds later. The target must succeed on a DC 13 Fortitude save, or the ray deals the target 2d6 damage, and transforms it into (roll d3: 1--a stack of multicolored cubes; 2-a two-dimensional "cut-out" form; 3-a four-dimensional, intangible hyper-shape) for 1d8 rounds.
9	Escape pod. A small, single-occupant craft, usually spherical, ovoid, or cylindrical in shape, plunges toward the ground, surrounded by a halo of burning gas as it pierces the atmosphere. Eventually, it crashes, usually in an open, remote area. The sole occupant is (roll d5: 1-dead, and infected by an unearthly parasite; 2-a dying, psychic invertebrate; 3-a human soldier for an army no one has heard of; 4-a lanky, green-skinned humanoid, on the run from something; 5-a massive, ursine alien conqueror).
10	Abductor. An alien spacecraft resembling an immense disc or hemisphere, and occupied by a team of alien biologists. The ship is equipped with a subjective-gravity field, which powers both the flight systems and an onboard "manipulation beam", which the aliens use to collect "specimens" from the planet below (Reflex DC 13 to resist or avoid, effects vehicles). Abducted creatures are returned to the same spot in only 1d10 minutes, even though they insist they've been gone for months; each of an abducted creature's attribute scores (besides luck) are permanently modified by +(1d5-3), and they bear strange, geometric scars all over their body. Vehicles are rarely returned.



table by Jon Sprow

Thick and pungent, wispy and lethal, or colorful and ominous, vapors that contaminate the air are a common occurrence wherever you go. Gasmasks are much more than a fashion statement in post apocalyptic life.

Roll 2d6

2	Coolant leak. Powdery-blue vapors with a sickly-sweet, ethereal odor. Most often found surrounding derelict factories, supermarkets, meat-packing plants, and downed aircraft (or spacecraft). Each minute of unprotected exposure inflicts 1d3 Stamina damage and 1d2 Agility damage.
3	Glittering mantrap. A metallic cloud of iridescent particles, thin enough to see through, but thick enough to see a shimmering, multicolored reflection in the cloud's surface. Colorful lights flicker throughout the cloud, which stays confined to a perfect hemisphere 50' in diameter. If a pressure plate is activated, the entire cloud constricts suddenly to form a 10' mirrored metal sphere, potentially trapping characters within (DC 14 reflex save to avoid, 60 dmg to break).
4	Natural gas. A nearly invisible, pungent gas, such as methane. Most commonly encountered where a building's gas line has ruptured, or where a natural vent has surfaced. It is highly flammable, and any spark or flame causes a fiery explosion (4d6 Fire damage, DC 10 save half).
5	"Fairy fog". A wet, hazy mist that creates a "rainbow" effect when viewed in sunlight. Those who come close swear they could see lush trees, and smell wet grass, deep within the mist. These tiny patches of untouched wilderness are fiercely guarded by (roll d5: 1- 2d8 Lawful elven sentinels; 2- 2d4 Chaotic dryad cultists; 3- 1d7 mutated, predatory plants; 4- 2d4 armed raiders with dirt bikes, who have trashed the grove; 5- 2d30 small, ectoplasmic forest spirits).
6	Smog-storm. Trailing half a mile long, a billowing, black storm cloud slithers across the valley floors of the wasteland. Massive arcs of electricity spiderweb throughout the cloud, leaping out like brilliant tendrils to scorch their surroundings. The smog smells heavily of ozone, and is mildly toxic, inflicting 1 stamina damage for every minute of exposure. Each minute also carries a 20% chance that a character in (or near) the cloud could be struck by lightning (2d6 damage, DC 16 save).

7	Euphoric. A potent mix of psychoactive chemicals, refined into a brightly-colored vapor or gas (usually green or blue), designed for airborne dispersal over a wide area. Recipients must make a DC 13 Will save upon exposure, or be overwhelmed by a rush of emotions and stimuli and become distracted for 1d6 rounds. Originally formulated to quell riots peacefully, some wastelanders have recently been observed manufacturing large quantities.
8	Fogfolk. 1d4 ambulatory clouds of white smoke, each about 5' in diameter, found roaming in abandoned buildings or city sewers. The clouds are sentient beings, and can condense their particulate form into semi-solid "shapes", usually small animals, pseudopods, or stringy humanoid "wisps". Alignment is random. Fogfolk consume electricity for sustenance, though it is unknown if they are magical or technological in nature. Lawful fogfolk might attempt trade with players for batteries or energy weapons, while chaotic fogfolk might attack robots on sight, and may even target a living creatures if desperate.
9	Volcanic gas. As a result of the catastrophic environmental collapse that followed the apocalypse, volcanic vents sprang up all across the Umerica. Usually encountered as a murky, yellow-black smoke with a choking, sulfuric scent. Inflicts 1d3 damage with each round of unprotected inhalation. 50% chance of lava flows or active geysers nearby, 20% chance of an earthquake in the imminent future.
10	Experiment IG-106. Found exclusively in sealed metal drums, which are always covered in numerous warning labels and military insignias. A small glass window in the side reveals that each canister contains a rotted human corpse, suspended in murky liquid. If opened, the liquid quickly evaporates into a putrid green gas, pouring out at high pressure. The gas itself is harmless, if disgusting, but causes all corpses within a mile radius to animate as a zombie, vocally hungry for brains (including the corpse that was in the drum itself). Any creatures killed by these zombies dies as per usual.
11	Alien terraformer. A machine, robot, or even a genetically engineered creature, belches neon orange smoke into the air. Sent by an alien race to create a habitable environment for themselves, it pumps a noxious mixture of noble gases into the air to simulate their home atmosphere. Has established a small base camp for itself, and is defended by sentry turrets and mines. Gas is not immediately toxic, but cannot be breathed comfortably, and long-term exposure results in mutations similar to magical corruption.
12	Fungal spores. Yellow, fuzzy particles ranging in size from fine dust to snowflake-like puffs. As much of the world decomposes, new, prolific forms of fungus emerge to keep up with their environment. After exposure, prevents 1d6 hp of natural healing the next time an exposed character sleeps, as spongy puffballs grow in their wounds, preventing them from healing.



By Reid San Filippo

The weather of the new world is fickle and cruel as it swells and ebbs with magical and cosmic energies that disturb its natural ways. They say even the gods cannot fully control the weather of this planet anymore so woe be to those mortal who try.

Starting from Clear Skies in the center, roll 1d3-1d3 once for the column move and again for the row move. Roll again every 1d14 hours.

Clear Skies (move to center)	Super Freak Storm	Freak Storm	Freak Storm	Freak Storm	Super Freak Storm	Clear Skies (move to center)
Super Freak Storm	Freak Storm	Freak Storm	Heavy Storm	Freak Storm	Freak Storm	Super Freak Storm
Freak Storm	Lightning Storm	Heavy Winds	Overcast	Light Storm	Burning Mud Storm	Freak Storm
Freak Storm	Dust Storm	Windy	Clear Skies (start here)	Windy	Dust Storm	Freak Storm
Freak Storm	Burning Mud Storm	Light Storm	Overcast	Heavy Winds	Lightning Storm	Freak Storm
Super Freak Storm	Freak Storm	Freak Storm	Heavy Storm	Freak Storm	Freak Storm	Super Freak Storm
Clear Skies (move to center)	Super Freak Storm	Freak Storm	Freak Storm	Freak Storm	Super Freak Storm	Clear Skies (move to center)

Burning Mud Storm - Sizzling acidic mud rains down from the skies. Unprotected flesh and structures will be heavily damaged.

Dust Storm - Giant dust funnel clouds swirl hungrily, consuming everything in their path.

Freak/Super Freak Storm - Roll once on the Freak Storm Table (for Super storms roll twice and combine the effects).

Heavy Storm - Torrential rain and buffeting winds.

Heavy Winds - Buffeting winds and the beginnings of funnel clouds.

Light Storm - Gentle rain and winds.

Lightning Storm - A dust storm that generates a massive static electrical charge raining down lightning throughout the area.

Overcast - Reduced visibility.

Windy - Kicks up lots of dust and debris.

Freak Storm Table - Roll 1d8

1	Speckled clouds release a torrent of spiders and other poisonous, crawling insects upon the area. They are agitated and ravenous.
2	Greenish, wispy clouds release a shower of strange seeds. Everything in the area will quickly be entangled in rapidly growing vines.
3	Cackling ashen clouds forcefully rain down a multitude of dry, skeletal remains of various creatures. Unprotected people, beasts, and structures will suffer heavy damage from the boney torrent. There is a 10% chance per hour the storm rages that skeletal horrors composed of assorted bones will rise to feast.
4	Bloated gelatinous clouds discharge a downpour of living slime fragments. Every hour that the storm rages, 1d5-1 Primeval Slimes, each of 1d3 HD in size, (DCC RPG, pg 423) will reform from the fragments in each acre the storm covers.
5	Fluffy, multicolor clouds release a gentle, sweet tasting rain that changes the color of anything it touches. Roll 1d7 to determine the color for each person or object: 1- Red, 2- Orange, 3- Yellow, 4-Green, 5-Blue, 6-Indigo, 7- Violet. The color change will not wash off by normal means and lasts 3d6 days.
6	The sky fills with bright, burning clouds. Imps can be seen flying amongst them and laughing at the creatures below. Occasional bolts of flame rain down across the landscape. Unprotected people, beasts, and structures must make roll under their Luck every 30 minutes that the storm rages or be hit by a fiery bolt for 3d6 damage. All Turn Unholy attempts made by non-Chaotic beings during the storm automatically fail.
7	Glowing golden clouds release a torrent of glittering rain. All who are caught in the storm heal one HD per hour that the storm lasts. If the rainfall is ritualistically collected before it strikes the earth (requires an Int check of DC 15 by a Lawful devout person) each gallon collected will act as a Healing Potion (DCC RPG, pg. 224) for 2d3 days, after which it will just be 100% pure water.
8	Swirling Purple clouds unleash a downpour of fish, crustaceans, and amphibians upon the area covered by the storm. Unprotected people, beasts, and structures will suffer damage from the fleshy torrent. The bounty that falls is fully edible and untainted but will quickly begin to rot (goes bad in 5d30 minutes) unless properly stored. Areas not cleared of the rotten mess will have a 20% per day to attract large scavenger type beasts for the next week.



X IS FOR XENOTECH

table by Ryan Moore

As alien and extra-dimensional beings roam the land, they occasionally leave behind strange and wonderful artifacts of advanced technology nearly indistinguishable from magic. These treasures are highly sought after and many have died trying to obtain them.

Roll 2d8

2	A greyish rectangular box with many lights, wires, and a readout in an incomprehensible language. The device appears to have no function. The box is a remote control for a massive war machine. As the characters experiment with the box, it awakens and begins causing havok.
3	A clear glass tube that appears to be filled with thousands of tiny insects. If opened the insects fly up the nearest character's nose. The nanites grant regeneration and increased stats but saddle the character with a mission.
4	A genuine 50's style ray pistol. The beam liquefies a one cubic foot area wherever it strikes. The pistol is ancient and has a significant chance to explode or liquify itself every time it is fired.
5	A smooth stone, which houses an entire miniature society of psionic aliens. They do not communicate with the outside world. The aliens use their psychic abilities to keep the stone's owner out of danger. They do this in unnoticeable ways and the bearer often considers the stone lucky.
6	An amethyst crystal that houses an alien AI. The AI is very grumpy and loudly complains to whoever will listen. The AI has extensive knowledge on many topics though it must be cajoled into sharing it.
7	A belt with a small dial that projects a hologram of the wearer 1 to 20 meters away. The distance is controlled by the dial on the buckle.

8	A glowing crystal that slowly absorbs into the body of the person who touches it. One limb slowly turns into crystal over time conferring a bonus to all saving rolls.
9	A clear cube that when opposite sides are pressed firmly it unfolds into a large domed survival shelter complete with furnishings and food.
10	A handheld device with a dial and tuner that looks like a radio. The device can be tuned to the thoughts of those nearby.
11	A pair of matte black thin round discs, 3 foot in diameter. They instantly transport anything placed on one disc to the other, including living things.
12	A metallic tube, about the size of a large pen, with a single red button on it. If the button is pressed, an interdimensional search and rescue team will appear out of thin air to look for the source of the distress call.
13	A green blob of what appears to be clay. If given the proper mental command it forms a protective layer around the person holding it. The "blob armor" protects the wearer from damage, environmental hazards such as fire and radiation, and filters toxins from the air. After extended use the blob turns gray and must be washed in clean water to function again.
14	A red pill, if swallowed the character suffers terrible heartburn but gains the ability to breathe fire for 24 hours.
15	A biomechanical glove that when worn will project an arc of lightning. The glove is powered by the user's life force and drains them every time it is used.
16	A metallic key inscribed with millions of tiny circuits and a red gem in the end. The key can be used to open a portal to far away places. The gem will glow when near a place where a portal can be opened.





IS FOR YESTERMEN OR "WHO IS IN THAT CRYOCHAMBER?"

table by Sean Ellis

At the end of the 21st century, mankind constructed "Seeders," small facilities that stored genetic code and, when supplied with raw materials, made life. Seeders are able to hibernate indefinitely, allowing them to wait out most apocalyptic scenarios before awakening to create human beings, a 3D printer of flesh and blood.

Seeders are also able to create books, clothing, and tools for their brood as well as robotic assistants that are tailor-made to thrive in the surrounding environment and to assist in the collection of materials. Any active Seeder facility produces 1d3 robot servants who maintain the Seeder, hunt out raw materials (Carbon, etc.) and provide protection. The Seeder creates a simple robot first (see Android, DCC RPG pg. 394), then creates more advanced designs as materials become available (see R is for Robot, CUaBM issue 9).

Funding for the Seeders began with the goal of perpetuating humanity, but quickly became a matter of national security and then later a get rich quick scheme. The type of Yesterman encountered is primarily a result of which of the three groups made the Seeder. A small amount were created from perfected DNA strands bred for intelligence, adaptability and social consciousness. Their Seeders will also create books and tools to aid the Yestermen in their growth.

The rest were created by military programs or private companies. The private companies took DNA from any paying clients. This led to a jumble of confusing, contradictory genetic code reproduced by inexpensive, shoddily made machinery. These Yestermen are poorly prepared for this world and prone to mutation. Military Seeders create strong, proficient warriors and their Seeders will also create weapons and training manuals.

Yestermen have unique cultures, drawn from random unconscious patterns that emerge from their genetic code. To create a Yesterman, choose a historical culture that you know well enough to supply the basic tenets of their culture (or roll on the Culture Table for a suggestion). This suggestion should give you a basic idea of the appearance and behavior of the Yestermen. Then roll on Table Y below, embracing all discrepancies with the Culture Table result!



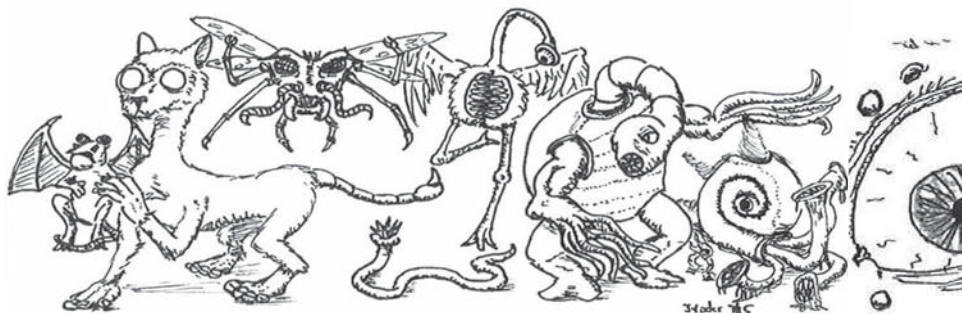
Culture Table - Roll 1d8

1	Ancient Rome
2	Aztec
3	American Revolution
4	1960's America

5	French Revolution
6	Age of Pharaohs
7	Primitive Tribe
8	21st Century

Table Y - Roll 1d14

1	Cannibals: For either ceremonial or survival reasons, these people prey upon other people for food.
2	Mutants: Twisted, insane beastmen. See "M is for Mutant," CUaBM issue 8 for more.
3	Imperialists: Believing themselves to be the "Chosen Ones," this military group loves only to conquer others for tribute.
4	Merchants: Obsessed with selling and trading, to the point of absurdity. See "T is for Trading Posts," CUaBM issue 9.
5	Healers: Learned in medicine and anatomy, they are quick to offer aid to the sick and wounded and are generally peaceful.
6	Secret Police: Able to maintain a respectable veneer, this society operates in shadows: spying and assassinating rivals.
7	Addicts: Desire for substances, exotic or mundane, control the actions of this group.
8	LEs: Seek to create a strictly regimented society. Homogenized culture: no room for freedom. Dissenters are dealt with harshly.
9	Adult-Children: IQs and behavior are that of an ADD 10 year old. All is chaos and illogic.
10	Inventors: Distracted and concerned only with the creation of unique technologies, their heads are generally in the clouds.
11	Strange Society: Insular and aggressive, they seek to spread their beliefs to others. See "F is for Factions," CUaBM issue 8.
12	Agents of Entropy: Kill, pull down, destroy. There is no art or intellect here: chaos and destruction is the only goal.
13	Rural: Humble farmers, accepting of outsiders and willing to share. Have advanced technology for planting and harvesting.
14	Defenders: Proud but slow to anger, they are protecting someone or something. They are well armed and organized.



IS FOR ZOOLOGICAL HORRORS

By Reid San Filippo

With the sudden, violent introduction of magical, cosmic, and extra-dimensional energies, the fauna of this world were thrown into an evolutionary blender where, for a time, the laws of reality themselves were no longer constant. Now strange and twisted beasts roam the land. Divergent strains and hybrids unthinkable now call the wilds there home.

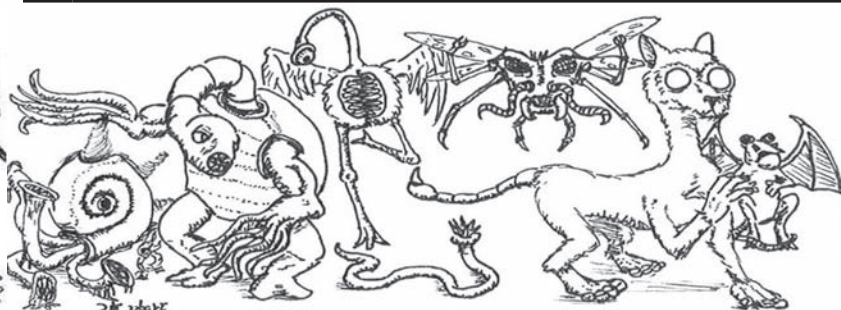
Roll 1d4

1	Animal Plant Hybrid - The animal now exhibits plant like features. Roll 1d3 to determine what type: Covered in Thorns - Physical contact with the animal will cause 1d3 points of damage. There is a 20% the thorns exude a poisonous sap. Photosynthetic - The animal can now derive some of its nutritional requirements from direct sunlight. This tends to change the creature's coloration to a deep green. There is a 40% chance the animal is sluggish at night. Fibrous skeleton - All blunt trauma inflicted upon the animal only does half damage and it can squeeze through much tighter spaces than a normal animal its size.
2	Ambulatory Botanical Predator - The previously sedentary and docile plant is now capable of movement and requires fresh kills to survive. Roll 1d3 to determine what hunting technique it uses: Foliage Camouflage - As long as the creature remains still and next to other plant life an Int check (DC14) is required to sense its presence before it attacks. Thorny Snares - The creature lies in wait while extending coiled tendrils up to 50 feet away from its body. These are highly sensitive to movement and have a 1 in 3 chance of ensnaring anything passing by. There is a 25% the thorns exude a paralytic poisonous sap.. Irresistible - The creature exudes a tantalizing hallucinogenic scent that entices prey to come to it. There is a 33% chance that its attack is subtle and employs a numbing poison so the prey may be unaware of the damage.





3	Inorganic Hybrid - The animal now has inorganic features or properties. Roll 1d4 to determine what type:
	1 Ferrous Biology - The animal's coloration is now of a dirty, grayish metallic hue. It moves sluggishly but is much stronger and very resistance to physical damage. There is a 25% that its body generates a strong magnetic field.
	2 Plastic Biology - The animal's features are unnaturally smooth and shiny. It moves much quicker as it is unnaturally light. While it is not as strong as normal, it is much more flexible. There is a 33% that it is much more vulnerable to fire and extreme heat.
4	3 Silicate Biology - The animal appears to be almost crystalline in nature. Its armor class is increased and it is immune to electrical damage. All critical hits scored on this animal do double damage in addition to the normal effects.
	Cross Phylum Traits - The creature exhibits features or abilities from two different Phylums (i.e. both mammal and insect traits). Roll 1d5 to determine what additional Phylum the creature belongs to. Reroll if the result is the creature's original Phylum:
	1 Vertebrates - The creature has a complex endoskeletal structure that greatly increases their strength. There is a 60% chance the creature will possess powerful fang, tooth, or claw based attacks.
4	2 Invertebrates - The creature's body tissue is abnormally spongy and resilient. All blunt trauma inflicted upon the creature only does half damage. There is a 33% chance that the creature's body is covered in stinging cells. Any physical contact will require a Fort save vs. Paralysis.
	3 Arthropods - The creature body is covered by a chitinous exoskeleton. This make them move slower but massively increases their AC. There is a 40% chance the creature has multiple sets of compound eyes, making sneak attempts against them very difficult.
	4 Molluscs - The creature's limbs are elongated and tentacle-like. This cuts their movement in half but increases their reach by a number of feet equal to twice their body length. All grapple attacks are made at +2 die steps.
5	Echinoderms - The creature is able to regenerate from almost any wound. It heals 3 hp per round does not suffer shock penalties effects from severed limbs. Severed limbs will regrow in 3d3 turns.





IS ALSO FOR BONUS TABLE!!!

POST-APOCALYPTIC LUCKY ROLL TABLE

This replaces Table 1-2: Luck Score in the DCC rpg, pg. 19.

Roll 1d30

1	Iron Gut: All food based saving throws
2	Eye for Profit: All salvaging checks
3	Motorhead: All driving checks
4	Weird: Understanding alien tech
5	Natural Born Killer: All damage rolls
6	Chicken in Every Pot: All attempts to find or steal food
7	Designer Genes: All saving throws
8	#1 With a Bullet: All ranged attacks
9	Road Rage: All attack and damage rolls made from a moving vehicle
10	Guardian Angel: Armor Class
11	Beefy: Hit points (applies at each level)
12	Gun Bunny: All firearm attack and damage rolls
13	Down with the Glow: All radiation poisoning saves and Mutation rolls
14	I Meant To Do That: All Fumble tables (double normal mod)
15	Anger Issues: All Melee attacks

16	All in the Reflexes: All Reflex saves
17	Abs of Steel: All Fortitude saves
18	Stone Cold: All Will saves
19	Crazy Eyes: All social rolls
20	Whisperer: All animal care or handling checks
21	Iron Chef: Butchering and cooking fresh kills
22	Techie: All technological device use checks
23	Double Tap: All Critical Hit tables (double normal mod)
24	Survivor: Speed when fleeing (each +1/-1 = +10'/-10' speed)
25	Impatient: Initiative
26	Not Dead Yet: All Recovering the Body checks
27	Touched: Corruption and Mutation rolls
28	Robo-Hate: All attack and damage rolls versus Bots, Borgs, and Constructs
29	Tough: All dehydration and starvation saves
30	Tinker: All repair checks

Coming Next Issue!

Monsterplaoza! An all monster issue with adventure hooks for each creature.

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In this issue:

* The last half of the Apocalypse Alphabet, Letters A-Z



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