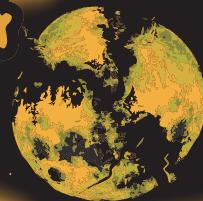


CRAWLING UNDER A BROKEN MOON



ISSUE No. 1

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COMPATIBLE WITH

**DCC
RPG**

CRAWLING UNDER A BROKEN MOON

Foretold in the ancient calendars, early in the 21st century a rogue object from deep space hurtled between the Earth and the Moon. Its passage caused catastrophic destruction around the globe, ripping the very fabric of time and space itself; yet mankind still survived. Centuries later, the planet is reborn... a strange new place of alien wonder and death: a world ruled by savagery, cruel sorcery, and twisted science. Now is the time for the mighty to rise up and take their place in this perilous and untamed land. Will they bring justice or suffering? Only time will tell...

If the above does not speak loudly enough, I grew up obsessed with Thundarr the Barbarian, robots, aliens, mutants, and other such wonderful nonsense. When I first read through the Dungeon Crawl Classics RPG it immediately struck me that I found the perfect system to relive the adventures under a broken moon.

It is my hope to bring the spirit of Thundarr and all of the other gonzo post apocalyptic adventures that followed to these pages. I invite you to join me as we explore a strange new world together!

Reid "Reidzilla" San Filippo



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Contents

Welcome to Umerica	3
<i>Crawling in a Gonzo Post-Apocalyptic Fantasy World</i>	
The Technologist	6
<i>A class dedicated to the accumulation of scientific knowledge and power</i>	
Weapons of the Wastelands	14
<i>Guns, Guns, and more Guns</i>	
Twisted Menagerie	17
<i>The Sharkhana, Debris Elemental, and Sentrybot</i>	
An Interesting Place to Die	23
<i>Blooms Fashions: a store with clothes to die for</i>	

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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

Welcome to Umerica

Crawling in a Gonzo Post-Apocalyptic Fantasy World

Welcome to the twisted hills and boiling plains of Umerica, a post apocalyptic version of the Americas centuries after a cosmic event changed the very rules of reality. Now the land is full of powerful sorcery, alien super science, and strange mutants. All-in-all, not to different from the default setting for Dungeon Crawl Classics RPG. In this article, we will try to touch upon some of the differences and how to accentuate them.

Maintaining mystery and fear in a familiar world

As the main rulebook stressed so many times, the key to creating a memorable and engaging twisted earth is describing what the characters are seeing without using everyday terms. This can be especially difficult in a post apocalyptic setting as the world is full of familiar elements. The best idea is to describe familiar modern items as to how they would look to someone who never saw them work or do what they were built for. Read the encounter below as an example:

As your characters are walking on a main street of the ruins of downtown Cincinnati, you see a deathbot hover on to the street a few blocks ahead...

or

You are creeping down an overgrown path deep in the heart of a forest of towering, overgrown structures of glass and steel. Strange sounds mix with your footfalls and echo coldly as you move. Suddenly, a large sphere bristling with ancient weapons emerges from behind a ruined tower a mere hundred paces ahead...

Themes to use to describe the world under a broken moon

Very little is new - Just about every structure, tool, vehicle and weapon is old or made of reclaimed/recycled materials. Characters seeing something that is totally new, even a mundane object, should be astonished. A mint-in-box item would be a great treasure to the right buyer.

Many things are not what they seem - The world has been twisted by cosmic forces that have changed the very fabric of reality in some places. This

could mean the rundown postal drop box has become a living being that hungers for any written materials it senses near it. Not every mundane object will harbor a sinister secret but make sure enough do so that the players are always on their guard.

The use of super science is as rare and frightening as sorcery - Most common folk will not see any real difference between a plasma pistol or a wand of fire. Unless a community has a resident expert in technology or magic they will interpret what they see in simple layman's terms and/or superstitious beliefs. A computer that responds to spoken questions is called an oracle and a flying robot is an iron demon.

Normal is in the eye of the beholder - In a world ravaged by cosmic forces, alien nano viruses, and weird magics the definition of "normal" changes from place to place. A band of adventures may come across a village of very friendly and helpful folk who happen to be terrifyingly ugly mutants. The next day they may be beset by perfect looking humans who are monsters on the inside. The best thing to do is switch up the norm from time to time to keep your players on their toes.

Disrepair, Disarray, and Dysfunction

As mentioned before, the tools and treasures that the characters will find as they carve a swath through the twisted earth are usually not going to be new, complete, or even fully functional. To represent this have the players roll on the following chart whenever their characters find something good.

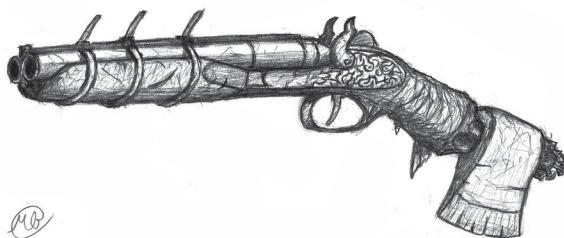
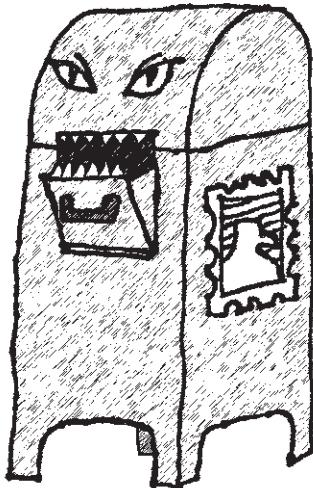


Table DDD: Found Item Condition Table

Roll 1d7, subtract the Luck modifier of the character that found the item.

0	The item is in pristine condition, all parts are original, and it has all components necessary to function. It is worth 3d3 times the normal value
1	The item is well maintained and well constructed. There is a 80%, per extra, chance that any extra pieces or accessories are present
2	The item is well maintained and well constructed. There is a 60%, per extra, chance that any extra pieces or accessories are present
3	The item is in functional shape but it has had some major repairs. There is a 50%, per extra, chance that any extra pieces or accessories are present. The fumble chance with using that item is increased by 1, to a minimum of 2.
4	The item works but it has seen better days. There is a 40%, per extra, chance that any extra pieces or accessories are present. The fumble chance with using that item is increased by 2, to a minimum of 3
5	The item works sporadically. There is a 30%, per extra, chance that any extra pieces or accessories are present. The fumble chance with using that item is increased by 3, to a minimum of 4. On a natural 1, the item fails dramatically. It causes 1d6 damage to the user and is destroyed.
6	The item works every other Wednesday, sometimes. It needs some serious repairs. There is a 20%, per extra, chance that any extra pieces or accessories are present. The fumble chance while using that item are increased by 6, to a minimum of 7. On a natural 1-2, the item fails dramatically. It causes 1d8 damage to the user and is destroyed.
7+	The item is broken but could be forced to work. It is unsafe to use without serious repairs. There is a 10%, per extra, chance that any extra pieces or accessories are present. The fumble chance while using that item is increased by 8, to a minimum of 9. On a natural 1-4, the item fails dramatically. It causes 1d10 damage to the user and is destroyed.



The Technologist

A class dedicated to the accumulation of scientific knowledge and power

You seek to rediscover the glorious knowledge of the past and to use it to gain power for your future. Like a wizard, you hunger for long forgotten lore and alien knowledge but of a scientific and technological vein. Woe be to those who would keep you from what you seek.

Hit Points: A Technologists gains 1d6 hit points at each level.

Weapon Training: Technologists may use Daggers, Clubs, Staves, Hand Axes, Crossbows, Pistols & Rifles of any Era, Grenades & Explosives of any Era. They may use any type of armor or shields.

Alignment: Like the unbiased nature of scientific understanding, most Technologist are prone to the Neutral alignment. Lawful Technologists tend to be more obsessed with theoretical science and Chaotic Technologists are more prone to be called mad scientists.

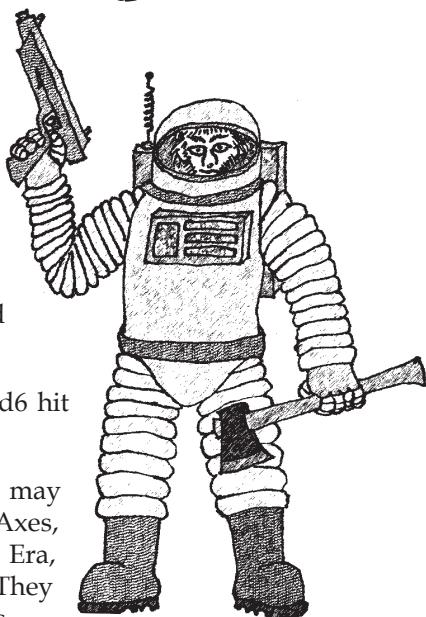


Table T-1: Technologist

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

Jury Rigging: The most useful talent that the Technologist offers is the ability to get broken tech artifacts working again using only the scrap they find lying around. This does not usually result in a perfect fix but it gets the job done. Of course repairing devices in this way can cause horrible malfunctions and lead to unexplained explosions. Should the Technologist fail by a significant margin while jury rigging, have them roll on the appropriate failure table.

Technologists of different alignments tend to focus on different types of tech. See the table T-7 to determine the bonus the Technologist applies when jury rigging various tech.

Weapon Tinkering - With this a Technologist can repair damaged weapons so that they will work again, for a while.

Clearing gun jams, sharpening blades, and heavy maintenance is only a DC 5.

Fixing broken weapons with kit bashed parts is DC 10 or 15 depending of the severity of the damage and what parts are available.

Building a gun entirely out of scrap would be DC 25-35. Technologists can also attempt to manufacture functional ammunition for guns. For info on crafting guns and ammo entirely from scrap, see the Guns, Guns, and More Guns, article later in this issue.

Table T-2: Weapons Tinkering Failure Results

Roll 1d16 modified by the Technologist's Luck bonus

1-3	Complete disaster! The weapon appears to work perfectly but will dramatically fail after 1d5 +1 uses. Then it will cause 1d3 times the weapon's normal damage to the wielder.
4-6	Disaster! The weapon is totaled. There is a 75% that any tools that were used are totaled as well. If they are, the Technologist suffers damage equal to $\frac{1}{2}$ the weapon's damage rating. There is a 50% that there is an explosion doing (1d3)d5 damage to everyone within 10ft.
7-11	Possible disaster, There is a 50% chance the weapon is totaled and a 35% chance that any tools that were used are totaled as well. There is a 25% chance that there is an explosion doing (1d3)d3 damage to everyone within 10ft.
12-15	No ill effects. The weapon is no worse then when you started.
16+	Eureka! Your failure has given you a brilliant idea! You may immediately roll to tinker again adding +d5 to the roll. If you fail this time subtract an additional -d7 when rolling on this table.

Bot Repair - While creating a robot from scratch is beyond the ken of most people, Technologists can fix and reprogram them with some success.

Fixing minor damage (less than 25% of the total hp for the bot) is DC 10 and just requires access to good scrap.

Fixing major damage (between 25% to 75% of the total hp for the bot) requires specialized parts, tools, and lots of time ,and a DC 15 check.

Bots damaged beyond 75% of their hp are DC 20+ to repair, depending on the damage done to them. On the other hand, it is only DC 10 to salvage useful parts from them.

Reprogramming a bot is a DC 5 for simple servant bots, DC 10 for construction or manufacturing class bots, DC 15 for security and combat bots, and DC 20+ for self aware bots.

Table T-3: Bot Repair Failure Results

Roll 1d16 modified by the Technologist's Luck bonus

1-3	Insidious Success! The bot appears to be completely non-functional and unrepairable. In truth it is now self aware and playing possum. As soon as it can it will escape to later stalk the Technologist...
4-6	Catastrophe! The bot has a meltdown and is irreparable. There is a 60% chance that any tools used are destroyed as well. If they are, The Technologist suffers 2d3 damage. There is also a 50% chance that there is a radiation leak doing 1d3 Con damage to everyone within 10ft.
7-11	Possible Catastrophe! There is a 50% chance that the bot has a meltdown and is irreparable. If so, There is a 30% chance that any tools that are destroyed as well. If they are, The Technologist suffers 1d3 damage. There is also a 35% chance that there is a radiation leak doing 1d2 Con damage to everyone within 10ft.
12-15	No ill effects, the bot is no worse then when you started.
16+	Eureka! Your failure is actually a success! The repair or upgrade works perfectly but the bot is now self aware and has plans of its own...

Computer Use - Despite the variety of cosmic radiation and electromagnetic disturbances caused by the cataclysm, many computers survived. This skill allows a Technologist to attempt to hack into, utilize, and program computers they encounter.

Accessing personal or public computers range between DC 10 to 15 depending of the level of security running.

Mainframes and supercomputers are DC 15 to 20. Self aware systems are DC 20+.

If the computer is being actively monitored for suspicious activity, add +1d5 to the DC.

Programming starts at a DC 10 and increases based on what the program does and how many computer resources it needs to run.

Table T-4: Computer Use Failure Results

Roll 1d16 modified by the Technologist's Luck bonus

1-3	Crash and Burn! The computer is completely locked up and refuses to accept any further input. Also, a self aware virus has wirelessly infected a piece of the Technologist's equipment and will continue to spread. Using infected equipment will increase the DC of a task by 1d5. Weapons will have their fumble chance increased by 1d3.
4-6	Crash! There is a 80% chance that the computer is completely locked up and refuses to accept any further input. There is also a 75% chance that the computer has developed an OS error. If so, any rolls involving the computer have the DC increased by d8
7-11	Possible Crash! There is a 50% chance that the computer is completely locked up and refuses to accept any further input. There is also a 50% chance that the computer has developed an OS error. If so, any rolls involving the computer have the DC increased by d5
12-15	No ill effects
16+	Eureka! Your failure has given you inspiration! You may immediately make your attempt again adding +d7 to the roll. In 1d3 minutes, roll on this table again to see how the computer responds.

Vehicle Repair - Although many no longer run on petroleum fuels, motor vehicles are still widely used by many societies that can keep them functional. Despite not being considered "high science", most Technologist are capable of acting as a mechanic, if only to earn room and board.

Basic vehicle maintenance is DC 5.

Fixing minor damage (less than 30% of the total hp for the vehicle) is DC 10 and just requires access to good scrap.

Fixing major damage (between 30% to 90% of the total hp for the vehicle) or changing what kind of fuel it uses requires specialized parts, tools, and lots of time, DC 15-20.

Vehicles damaged beyond 90% of their hp are DC 20+ to repair, depending on the damage done to them. On the other hand, it is only DC 10 to salvage useful parts from them.

Table T-5: Vehicle Repair Failure Results

Roll 1d16 modified by the Technologist's Luck bonus

1-3	<p>Looming Tragedy! The vehicle appears to work perfectly but will dramatically fail after traveling 5d10 miles. Then the driver will need to make a DC 20 driving check:</p> <p>Success indicates all passengers suffer 1d8 damage, Fort save for half. All damage is doubled if vehicle was flying. Vehicle is reduced to 1d24% of its hp.</p> <p>Failure means a major crash destroying the vehicle and causing 1d30 damage to all passengers, Fort save for half. All damage is doubled if vehicle was flying.</p>
4-6	<p>Costly Mistake! There is a 75% chance that the vehicle will require another repair in the next 1d7 days. There is also a 60% chance that the vehicle permanently loses 1d10 hp from its max hp. If so, any driving rolls have the DC increased by d5.</p>
7-11	<p>Mistake! There is a 50% chance that the vehicle will require another repair in the next 1d14 days. There is also a 30% chance that the vehicle permanently loses 1d8 hp from its max hp. If so, any driving rolls have the DC increased by d3.</p>
12-15	No ill effects
16+	<p>Eureka! Your failure is actually a success! The repair or upgrade works perfectly but at a cost, roll 1d4 on the chart below:</p> <p>1 > Top speed is reduced by 3d20% 2 > Vehicle max hp reduced by 3d4 3 > Drive check DC increased by 1d5 4 > Fuel consumption increased by 3d30%</p>

General Tech - This is the catch-all category for any terrestrial technology that a Technologist might encounter that is not already covered by another skill. The DC for working on a device will depend on how complex the device is, how common the device is, and if it requires specialized parts or tools.

Table T-6: General Tech Failure Results

Roll 1d16 modified by the Technologist's Luck bonus

1-3	Catastrophic Fail! The device burns out, melts down, or explodes if possible. There is also a 65% chance that any tools that were used are damaged as well. The Technologist suffers 1-5d3 of damage based on the size of the device.
4-6	Costly Failure! There is a 50% chance that the device will permanently fail in the next 1d7 days. There is also a 45% chance that any tools that are used are damaged as well.
7-11	Failure! There is a 30% chance that the device will permanently fail in the next 2d7 days. There is also a 25% chance that any tools used are damaged as well.
12-15	No ill effects
16+	Eureka! The device no longer functions as it did before but now does something completely different!

Random Encounter Table VB-1: Vehicle Breakdowns, roll d%

1-30	Flat Tire: 1-75% patchable hole (DC 10), 76-100% Shredded tire (DC 10)
31-45	Bad Breaks: 1-50% break line leak (DC 8), 51-100% Break pads/rotors worn (DC 12)
46-60	Coolant Leak: 1-60% Bad hose (DC 8), 61-100% Cracked radiator (DC 16)
61-75	Oil Leak: 1-70% Bad hose (DC 8), 71-100% Failed seal (DC 16)
76-90	Support System: 1-75% Busted shockabsorber (DC 12), 76-100% Cracked Strut (DC 16)
91-100	Engine Problems: 1-50% Bad fuel pump (DC 15), 51-75% Cracked Cylinder (DC 16), 76-100% Seized Engine (DC 20)

Use Alien Device - When faced with alien technology that defies all known understanding, only the Technologist has any chance to comprehend its function. Checks to decipher or use Alien tech are rolled with the Technologist's Alien Tech die plus Level plus Luck modifier and checked against table T-6.

Table T-7: Use Alien Tech Results

1-3	An alien intelligence gets download into the Technologist's mind. When they sleep, the intelligence takes over the body and goes about its unfathomable business.
4-6	Trying to comprehend the function of the object causes the Technologist to have a minor aneurysm and they suffer 1d3 Int loss. There is a 20% chance it is permanent.
7-9	The technologist has completely misunderstood how the device works and is adamant about their conclusion. Good luck!
10-14	The Technologist has figured out the base functions of the Alien device. They may try using it at a penalty of +1d5 to all DCs or -1d5 to all combat rolls.
15-19	The Technologist has figured out the functions of the Alien device. They may try using it at no penalty.
20-25	The Technologist has discovered most of the functions of the Alien device. They may try using it at a bonus of +1d3 to all DCs and combat rolls.
26-31	As previous entry but the Technologist also gains deeper understanding of Alien tech. They learn the Language: Alien Basic and may add +1d3 to their next Use Alien Tech roll.
32+	As previous entry but the understanding is greater. They may add +1d3 to all future Use Alien Tech rolls involving a similar type of device.

Table T-8: Technologist Jury Rigging Skills by Level and Alignment

Lawful	1	2	3	4	5	6	7	8	9	10
Weapon Tinkering	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Bot Repair	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Computer Use	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Vehicle Repair	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
General Tech	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Use Alien Device	d14	d14	d16	d16	d16	d20	d20	d20	d24	d24
Neutral	1	2	3	4	5	6	7	8	9	10
Weapon Tinkering	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Bot Repair	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Computer Use	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Vehicle Repair	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
General Tech	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Use Alien Device	d12	d12	d14	d14	d16	d16	d20	d20	d20	d20
Chaotic	1	2	3	4	5	6	7	8	9	10
Weapon Tinkering	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Bot Repair	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Computer Use	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Vehicle Repair	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
General Tech	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Use Alien Device	d10	d10	d12	d12	d14	d14	d16	d16	d16	d20

All skill checks are modified by the Technologist's Intelligence modifier.

WEAPONS OF THE WASTELANDS

Guns, Guns, and More Guns

This article contains information summarized from the brilliant Firepower! and From Gold to Guns articles by Reverend Dak and Mike Evans in Crawl! issue #8, pages 4-12, used with permission. I highly suggest anyone wishing to run a post apocalyptic DCC RPG game of any kind pick up Crawl! #8: Firearms as every article is quite useful and awesome. For more information about the Crawl! Fanzine please go to crawlfanzone.blogspot.com.

Whenever the subject of firearms comes up in an OSR context, there is always the question: should they be rare and deadly or common and abstract? This article will assume we have taken the common and abstract route, with dash of deadly.

Firearms Damage

Damage from firearms is a little different from standard weapons. Each is rated with a die type for damage. A normal attack does one die of damage as a standard weapon would do.

As an action, the shooter may take time to aim. This will increase the attack die type by one step on the die chain and increases the damage to two dice, not increase the damage die type.

Finally, if the firearm is capable of automatic fire, noted with an "A" under ROF, it will do three dice of damage and expend 10 rounds of ammo when set to full auto.



Eras of Firearms

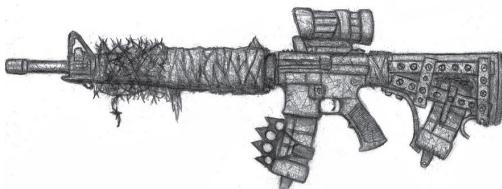
Firearms are categorized into four eras based on the technological advances that the weapons use.

Era 1 - Primitive firearms. This covers all basic black powder weapons from early matchlocks to civil war muskets. These weapons would be possibly encountered in settlements completely isolated from civilization or in the hands of ancient warriors lost in time.

Era 2 - Western era firearms. The beginnings of cartridge munitions to WW1 firearms. These are the most prevalent class of firearms being produced in large settlements due to the materials available.

Era 3 - Modern era firearms. This covers late 20th and early 21st century weapons. These are types of firearms that adventures are most likely to find in the ruins of the world.

Era 4 - Futuristic weaponry. These are the weapons brought by aliens or through time/space rifts leading to a futuristic place. All weapons of this type would be considered artifacts.



Gunsmithing

Since finding mint condition firearms and ammunition will be a rare occurrence, characters are going to want to buy scrap-made firearms or even cobble together their own homemade hand cannon. Era 1 and 2 weapons can be kit bashed fully from quality scrap. The DC would start at 25 with every extra day spent working on it lowering the DC by 1, to a minimum DC 10.

Era 3 weapons can be repaired from scrap but making them from scratch is difficult. The DC would start at 35 with every extra day spent working on it lowering the DC by 1, to a minimum DC 15.

Era 4 weapons cannot generally be constructed with materials native to Earth but could possibly be repaired with scrap.

Creating ammunition is a DC 10 for Era 1-3 guns, assuming the correct materials, or viable substitutes, are available. This will create 2d20 rounds in 6 hours. Recharging Era 4+ weapons requires a functional power source and energy converter. With that, the DC is 10. If such is not available, the DC is at least 15, assuming the gunsmith comes up with a brilliant plan.

All of these DCs assume the gunsmith has the proper time and tools for the job. If one or both are not the case, this can increase the difficulty by +2, +5, or even +10 in some instances.

Firearms Table

Weapon	Dmg Die	RoF	Spd	Range	Ammo	Era	Cost**
Pistol, black powder	d7	***	-3	50/100/150	1	1	100gp
Pistol, Hi-Power †	d10	1	-2	70/140/210	8	3	350gp
Pistol, revolver	d8	1	-1	60/120/180	6	2,3	150gp
Pistol, semi-auto	d8	2	0	60/120/180	10	3	250gp
Pistol, Laser	d8	1	-1	80/160/240	40	4	400gp
Pistol, Blaster/ Plasma	d10	1	-1	50/100/150	20	4	500gp
Submachine Gun	d8	3(A)	-1	60/120/180	30	3	400gp
Rifle, assault	d10	3(A)	-1	100/200/300	30	3	500gp
Rifle, black powder	d10	***	-3	80/160/240	1	1	250gp
Rifle, bolt/lever-action	d10	1	-2	120/240/360	5	5	350gp
Rifle, Laser	d10	3(A)	-2	200/400/600	50	4	1200gp
Rifle, Plasma	d12	1	-3	150/300/450	25	4	1450gp
Rifle, sniper	d14	1	-4	300/600/900	4	3	1000gp
Shotgun	d10	1 ††	-1	50/100/*	2	2,3	300gp
Shotgun, combat	d10	2	-1	50/100/*	10	3	400gp
Shotgun, auto	d10	3(A)	-1	50/100/*	20	3	500gp
Shotgun, sawed-off	d12	1 ††	-1	20/40/*	2	2,3	150gp
Machine Gun	d12	5(A)	-2	120/240/360	100	3	800gp
Gatling Gun	d12	5(A)	-2	120/240/360	****	2,3	1000gp
Plasma Cannon	d16	1	-2	200/400/600	50	4	2000gp

* Shotguns have a limited range.

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

*** Loading will take 3 uninterrupted rounds. This cannot be done in melee.

**** This uses a gravity fed box of ammo that can be reloaded on the fly.

† Requires a minimum Str of 14.

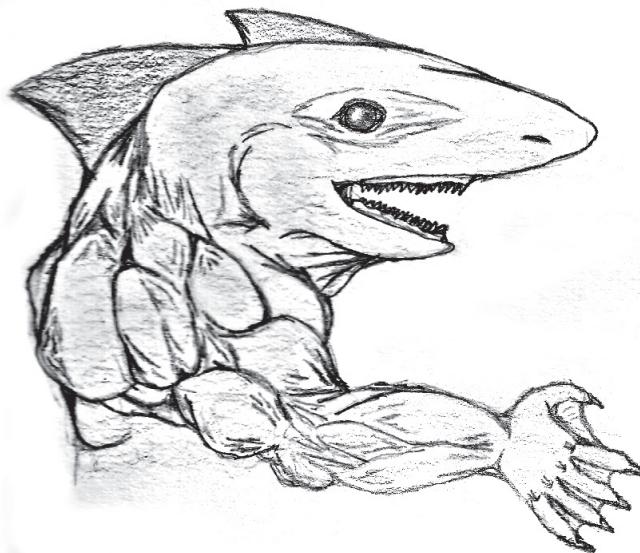
†† Double barreled shotguns can fire both barrels at once, doing 2 dice of damage.

Ammunitions

Dmg Die	Cost per shot
d6 - d8	5sp
d10 - d12	1gp
d14 - d16	3gp



TWISTED MENAGERIE



Sharkhana

Sharkhana (tribe member): Init +1; Atk Claw +1 melee (1d5+1) or Bite +3 melee (1d10+2) or Barbed Net +1 missile fire (1d3 plus entangle); AC 13; HD 1d8+3; MV 20' or swim 40'; Act 1d20; SP +10 to track a bleeding target or sense the presence of a living being within 20'; SV Fort +3, Ref +1, Will +0; AL C or N, see below.

Sharkhana (juvenile): Init +0; Atk Claw +0 melee (1d2) or Bite +1 melee (1d3+1); AC 10; HD 1d4+1; MV 10' or swim 30'; Act 1d16; SP +5 to track a bleeding target or sense the presence of a living being within 20'; SV Fort +1, Ref +1, Will -1; AL C or N, see below.

Sharkhana (leader): Init +2; Atk Claw +2 melee (1d5+3) or Bite +5 melee (1d10+4) or Barbed Net +3 missile fire (1d3 plus entangle); AC 15; HD 4d8+5; MV 20' or swim 40'; Act 1d20+1d16; SP +10 to track a bleeding target or sense the presence of a living being within 20'; SV Fort +5, Ref +1, Will +0; AL C or N, see below.

Upon crash landing off the Pacific coast a century ago, the Xuaxiax chose to use sharks as a basis for a breed of disposable humanoid shock troops. Their success was devastating to the local population. If it had not been for a non-native virus that mutated wildly in Earth's biosphere wiping out

the Xuaxia race, they would have easily conquered the western coast of Umerica.

Since the fall of the their creator race, the Sharkhana have lost most of their military cohesion and split into many nomadic tribes that now wander across the temperate areas of the continent.

Sharkhana are an engineered race of asexual hermaphroditic humanoid sharks that live a cyclic life driven by survival instincts. When they find a location with ample food and a sufficient body of water, the fittest of the mature members of the tribe begin a rapid 1 month gestation cycle and prepare to bear young. The rest of the tribe begins scouring the nearby areas for food and supplies. They stay until the young have grown enough to travel, roughly 3 months, and then they move on.

There are rumors that in some of the desiccated cities lining the western seaboard of Umerica, urban Sharkhana roam. Righting wrongs and living life the way they choose, straying from their creator's original designs.

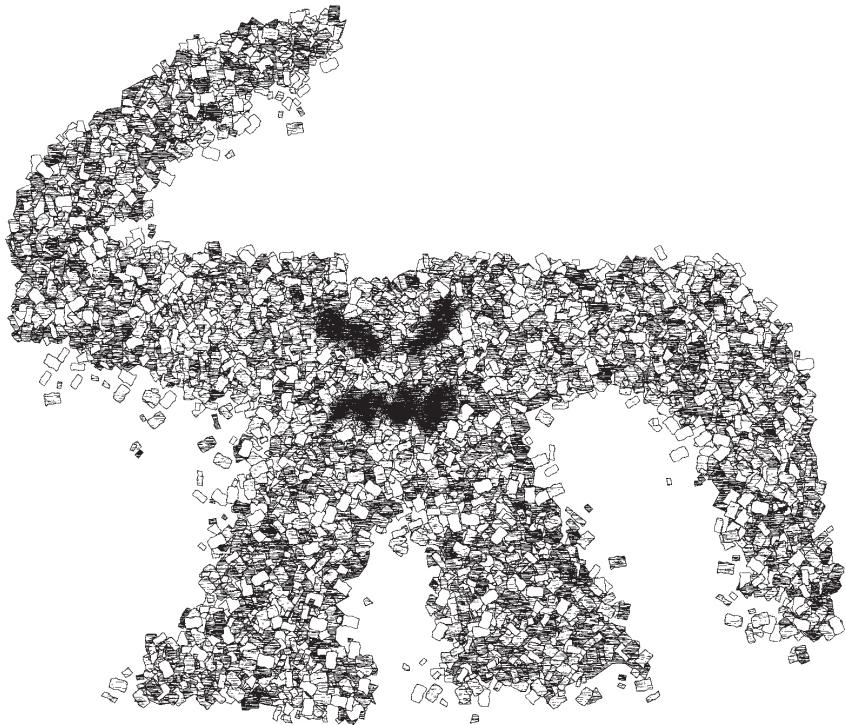
When encountering a group of Sharkhana, they are not always aggressive as their manufactured psyche can swing wildly based on their level of hunger. Roll on table SH-1 to determine the reaction from the group.

In combat, Sharkhana rely heavily on close combat due to poor depth perception. They do employ cast war nets at short range to great effect if given the chance to prepare. They also have very powerful scent and electro conductive senses. This allows them to track a bleeding person or animal from up to a quarter mile away and sense the presence of anyone nearby, regardless if they can be seen or heard. Because of these abilities they are quite vulnerable to scent based attacks and can be confused by electrical discharges.

Table SH-1: Sharkhana reaction table

Roll 1d14 modified by the party's worst Luck modifier. Subtract 1d3 if there is a pregnant Sharkhana present or if one of the party members is currently bleeding.

1	Chaotic Ravenous - Will attack anything that even resembles food on site. Add+1d3 to all attack and damage rolls.
2-6	Chaotic Hungry - Will attack unless offered a large gift of fresh meat.
7-11	Neutral Peckish - Will not attack unless the party appears to be weak and easy prey.
12+	Neutral Satiated - Will not attack unless provoked. May be willing to talk and trade.



Debris Elemental, Lesser and Greater (Trash Titans)

Debris Elemental (Lesser): Init +0; Atk fist +1 melee (1d10); AC 15; HD 2d8+8; MV 20'; Act 1d20; SP regenerates 1d3 hp per round if there is significant rubble within reach; SV Fort +6, Ref +0, Will +2; AL N.

Debris Elemental (Greater): Init +0; Atk fist +7 melee (3d8); AC 18; HD 6d8+16; MV 20'; Act 2d20; SP regenerates 1d7 hp per round if there is significant rubble within reach; SV Fort +8, Ref -2, Will +2; AL N.

These lonely things are found in deserted ruins of cities and may be one of the reasons they are unoccupied. Their only goal seems to be to ponderously stalk and kill any living creatures they detect.

Their bodies are of a rough humanoid shape and are comprised entirely of rubble and refuse. A Lesser Debris Elemental is usually no taller than 7ft and can weigh up to 500 pounds. Greater Debris Elemental tend to be several stories tall and weigh multiple tons.

Since no two Debris Elemental are made of the same material, they may have different special abilities. One ability they all share is that as long as

there is rubble and scrap within reach they automatically regenerate each round. Roll or choose one or more abilities from table DE-1 each time one of these things is encountered.

Table DE-1: Debris Elemental Special Abilities

Roll 1d5

	Lesser	Greater
1	Corroded/Rusted Metals - Anyone struck must make a Fort save DC 10 or be infected with a random disease	Corroded/Rusted Metals - Anyone within melee range must make a Reflex save DC 10 every round or take 1d6 damage from falling rubble.
2	Jagged Glass - All attacks do +1d3 additional damage and any criticals result in the loss of 1 hp per round until the wound is healed or bound.	Jagged Glass - All successful melee attacks made against the Elemental require a fort check, DC 10, or lose 1 hp per round until the wound is healed or bound.
3	Rubber - May make melee attacks with a 15ft reach.	Rubber - Ignores the first 1d4+1 damage from every attack.
4	Vomit Shrapnel - Targets in a 30' wide cone front of the Elemental must make a Reflex save (DC 10) or suffer 1d12 damage.	Vomit Shrapnel - Targets in a 30' wide cone front of the Elemental must make a Reflex save (DC 15) or suffer 1d24 damage.
5	Wire Lash - May entangle a target instead of doing damage on a successful attack.	Wire Lash - May entangle all targets within 20ft. Reflex DC 10

Sentrybot

Sentrybot: Init +5; Atk claw +1 melee (1d6) or electrobeam +3 missile (1d4+stun); AC 16; HD 3d10; MV 40' hover; Act 1d24; SP living targets hit by electrobeam must make a Fort save DC 12 or be stunning for 1d5 rounds; SV Fort +8, Ref +2, Will NA; AL L.

Sentrybots are a class of robots that were used to guard secure civilian locations. As such they have a menacing appearance but will not purposefully kill any target unless specifically programed to do so.

Like all robots, they follow a strict program that governs their behavior. Since the reason they were put into service may have long lost meaning, Sentrybots may conduct themselves in illogical ways due to confusion about how to follow their program. If the Sentrybot is still running on an ancient program, roll on the Table SB-1 to determine what it was.

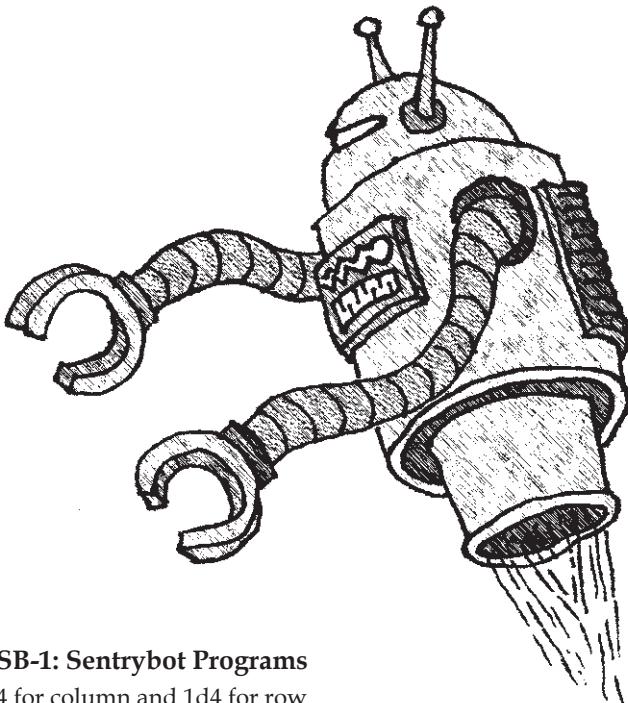


Table SB-1: Sentrybot Programs

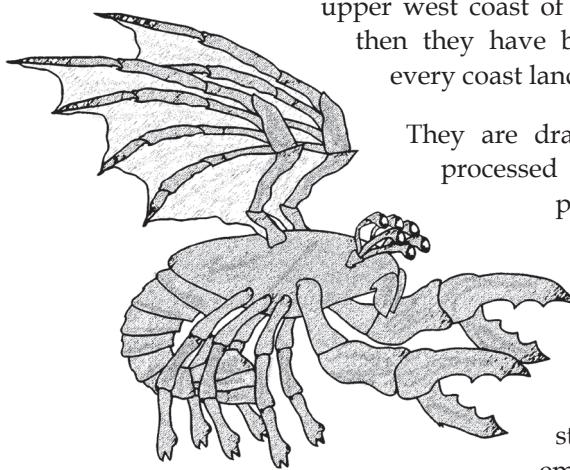
Roll 1d4 for column and 1d4 for row

	1-2	3-4
1	Pest Control - Will pursue any non-human living creature and attempt to capture it. Equipped with Net launcher (range 100', Atk +3 entangle).	Loss Prevention - Will not allow any item to be removed from the store premises it is guarding, regardless if the store is still standing.
2	Border Guard - Will not allow any unauthorized personnel to cross/enter an area, regardless if border has any meaning anymore.	Crime Patrol - Will patrol the designated area and watch for suspicious activity. Any such activity will be met with force.
3	Body Guard (with charge) - Will stand by and protect their charge, regardless of whether the charge is alive or dead.	Body Guard (without charge) - Will attach itself to the first human it detects, roll randomly if it encounters a group of humans, and will protect that person at all costs. Will not take orders.
4	Malfunction! Will attack any moving thing it encounters until it ceases movement.	Malfunction! Roll again on this table, ignoring this result. Warp the new result in such a way as to cause the bot to behave dangerously and erratically.

Lobstrosity

Lobstrosity (Alien Crustacean): Init +0; Atk 2 claws +4 melee (1d14); AC 18; HD 6d10; MV 20' walk, 40' swim, 60' fly; Act 2d20; SP by color, see below; SV Fort +5, Ref +0, Will -1; AL N.

These strange creatures first appeared out of a rift that opened on the upper west coast of northern Umerica. Since then they have been spotted throughout every coast land.



They are drawn to large sources of processed wood, which is their preferred food, and attack any who would prevent them from feasting.

In addition to their formidable size and strength, Lobstrosities can employ strange abilities

based on their carapace coloration. It is also rumored that if the meat of a Lobstrosity is properly stewed (DC 12), it can grant abilities like a potion in addition to being delicious. The meat from one beast can make 3d6 portions which will expire in 24 hours. See the Table LB-1 for more information.

Table LB-1: Lobstrosity Carapace Colors

	Special Abilities	Meat Stew Properties
Blue	When down to 1/2 hp will release a 60' mist cloud that obscures vision and attempt escape.	Water Breathing potion
Red	Regenerates 1d3 hp per turn	Healing potion
Yellow	Sleep Gas, 20' Cloud, Will save, lasts 1d4 rounds	Invisibility potion
Purple	Claw attacks are poisonous, Fort Save DC 12 or lose 1d3 Str	Polymorph potion
Black	Acid Spray, Cone 10' by 40', Fort save, 2d6 damage	Giant Strength potion

Interesting Places To Die

Blooms Fashions: a store with clothes to die for

This location can be dropped into any mall or shopping center where a large store dedicated to clothes may have been.

Some level of electrical power is running the sparse fluorescent lighting. About 1 in 6 lights are on, creating a dim glow throughout the building. There are no exterior windows outside of the poorly repaired glass doors at the entrance. All other entrances have been thoroughly blockaded or welded shut.

The location consists of three areas: the shopping floor, the fitting rooms, and the back office.

The Shopping Floor: This area is cluttered with fallen clothes racks, hangers, clothes in various state of disrepair, and signage bearing the Blooms colorful flower logo. Each section of the shopping floor has several raised platforms about two feet tall. Standing on each of these platforms are multiple mannequins and, yes, they are the real threat here. A good portion of the mannequins are actual undead that have plastic plating welded to their skin called Mannekills. They have been trained to stand perfectly still until the sign is given and are very hard to distinguish from a mannequins without coming within arm's reach.

The Fitting Rooms: This area smells faintly of burnt plastic and chemicals. Each of the fitting booths have been set up with full body moulds for embalming a body and coating it with plastic.

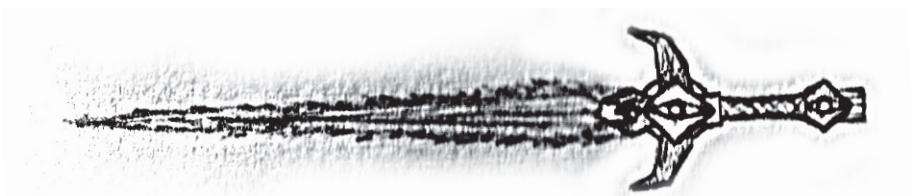
The Back Office: This area is set up as a research lab and living quarters for the necromancer responsible for the Mannekills in the shopping area. There are several closed circuit monitors with views covering the shopping floor. When intruders enter, the necromancer allows them to walk about the shopping floor until they discover the Mannekills or they are deep into the floor. Then the alarm is sounded and the Mannekills attack. Corpses that are mostly intact are dragged to the fitting rooms for conversion. The rest is fodder for the Mannekills.

Possible Loot

- Near the corners of the shopping area could be racks of fine clothing in good condition
- The equipment in the fitting rooms could be very valuable to the right buyer if it was removed properly.
- The Necromancers room could contain valuables taken off the victims.
- The cash registers could be full of ancient currency.

Mannekills (Undead): Init +2; Atk claw & bite +1 melee (1d6+1); AC 14; HD 1d8+1; MV 40'; Act 1d16; SP +10 to blend in with mannequins when waiting in ambush, add +1d6 to attack when striking surprised target; SV Fort +3, Ref +2, Will NA; AL N.

Necromancer level 4: Init +1; Atk Dagger +1 melee (1d4); AC 13; HD 4d4; hp 9; MV 30'; Act 1d20; Spells: Choking Cloud, Magic Shield, Mending, Ropework, Mirror Image, Scare, Scorching Ray; SV Fort +3, Ref +2, Will +2; AL C.



Coming Next Issue!

A new class, the Mutant

New gear, Grenades and Gadgets

New monsters, Zombie Monks of the Cyberhive and more

A new Interesting Places to Die, the Floating Tower of the Cyberhive

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- * Crawl advice for post apocalyptic play
- * A new class: The Technologist
- * 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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