

LEGENDS OF THE NEW EARTH

GONZO ADVENTURES IN THE POST-APOCALYPSE



PLAYER GUIDE



LEGENDS OF THE NEW EARTH

GONZO ADVENTURES IN A POST-APOCALYPTIC FUTURE

Two thousand years ago a comet passed between the Earth and the Moon, triggering a global cataclysm that cast man's civilization into ruin. The Earth has been reborn, stranger than before. It is a new age. An age of savagery, sorcery and superscience, where dangerous men with courage can forge new destinies, creating the Legends of the New Earth...

TABLE OF CONTENTS

Campaign Area Map.....	4	Assists.....	32
The Land Of A Thousand Towers.....	5	Guarding.....	32
Denethix, The “Free” City.....	5	Missile Attacks on Targets in Melee.....	32
The City.....	5	Opportunity Attacks.....	32
The State.....	6	Shields Shall Be Splintered!.....	32
Other Places.....	7	Special Maneuvers.....	33
Forbidden Valley.....	7	Health and Damage.....	34
Eater of Cities.....	7	Unconsciousness & Mortal Wounds.....	34
The Feasting Trees.....	7	Natural Healing.....	35
Ceratopsian Plains.....	7	Encumbrance and Equipment.....	36
The Pit.....	7	Minimum Equipment.....	36
Livid Fens.....	7	Clothing (Outfits).....	37
Saurian Lowlands.....	7	Purchasing Equipment.....	37
Western Interior Sea.....	8	Starting Packs.....	38
Offshore Arcology.....	8	Adventuring Gear.....	39
Lanthanide Wastes.....	8	Containers.....	43
Ruins.....	8	Drugs.....	44
G.O.D.: Global Operations Directorate.....	9	Grub.....	45
The Cult of Science.....	10	Holy Items.....	46
Materials Science.....	11	Lighting.....	47
Protonium-Metal.....	11	Magic Bunkum.....	48
Argonium.....	11	Outfits.....	49
“Sick Rock”.....	11	Tools.....	50
Creating A Character.....	12	Oil.....	52
Random Name Generator.....	14	Power Cells.....	52
Classes.....	15	Melee Weapons.....	53
Dirtbag.....	15	Missile Weapons.....	57
Fluencer.....	15	Ammunition.....	63
Godhead.....	15	Armor.....	64
Junkdog.....	16	Cost of Living.....	66
Magic Abuser.....	16	Apartments.....	66
Scrapper.....	16	Residences.....	66
Treehugger.....	17	A Night At The Inn.....	67
Moktar.....	19	Inn of Alabaster Surprise.....	67
Ratfink.....	21	Street Food and Pub Meals.....	68
Robot.....	23	Slave Market.....	69
Scientist.....	26	Beasts of The New Earth.....	70
Technological Discoveries.....	27	Tack and Harness.....	73
Optional Combat Rules.....	31	Animal Powered Vehicles.....	75
New Combat Rules.....	31	Oil Fueled Vehicles.....	76
Combat Sequence Per Round.....	31	Inspirational Reading and Viewing.....	77

Based on **Anomalous Subsurface Environment** by Patrick Wetmore
 Art, Editing & Original Text by Miles Adams, ©2023 Giles Corey Press
 Thanks to Thaddeus, Grizzled Gamer, and the anons of /osrg/
 for their help in editing and preparing this document.
 Not released under any license. For private use only.

THE WORTHLESS NORTH

FORBIDDEN VALLEY

THE FEASTING TREES

EATER OF CITIES

RUINS

RUINS

CERATOPSIAN PLAINS

DENETHIX

MT. RENDON

THE PIT

RUINS

LIVID FENS

WESTERN INTERIOR SEA

OFFSHORE ARCOLOGY

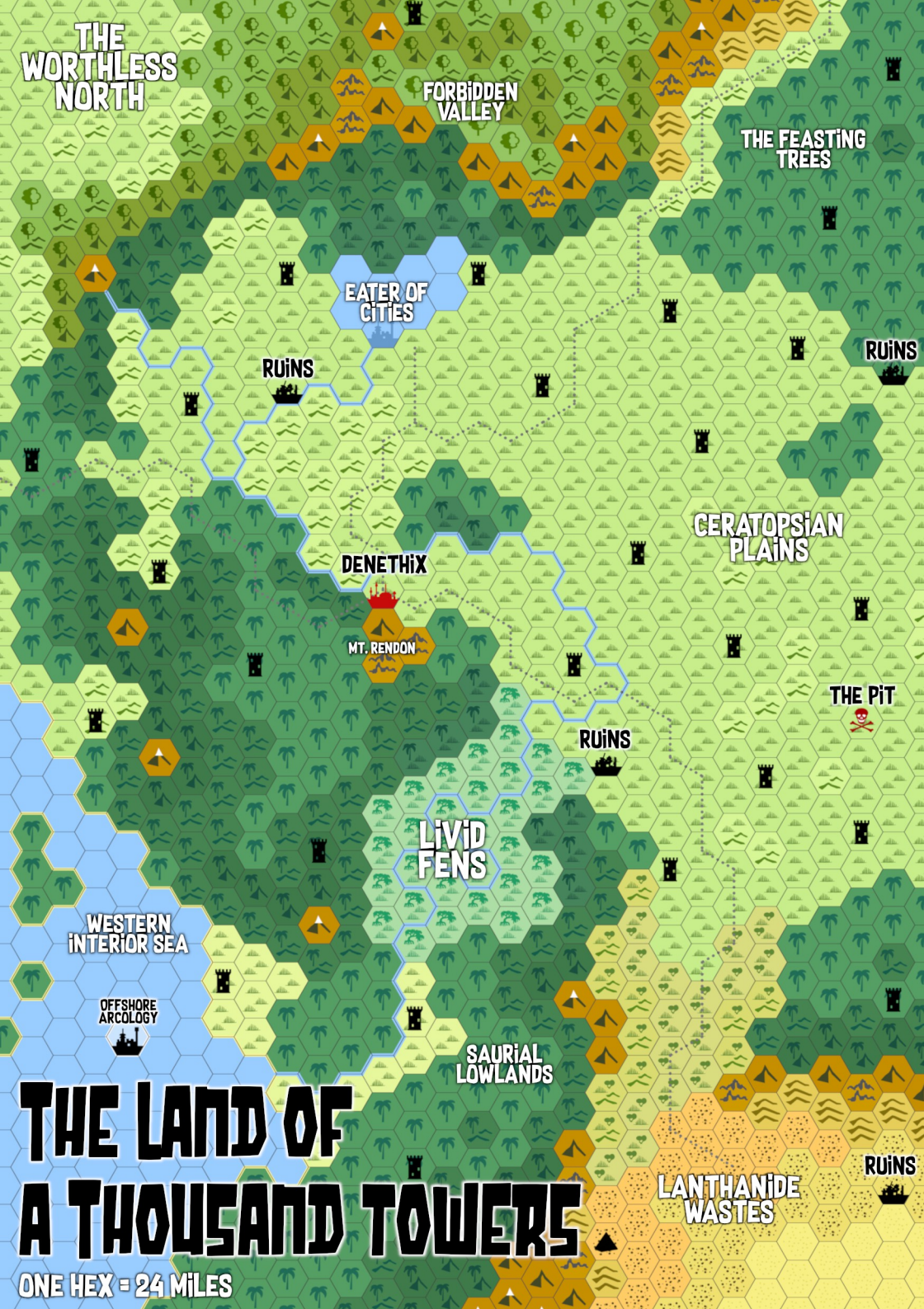
SAURIAL LOWLANDS

THE LAND OF A THOUSAND TOWERS

LANTHANIDE WASTES

RUINS

ONE HEX = 24 MILES



THE LAND OF A THOUSAND TOWERS

This is the land you find yourself in. Thousands of miles of dense jungle, marsh and swamp, dotted by massive towers of crumbling concrete and steel, the skeletons of ancient skyscrapers. Most of the these towers have collapsed, but many – quite a bit more than thousand – still stand. Some are deathtraps, home to mutants and monsters. Others are used as fortresses by the tyrannical wizards who have carved the landscape into an endless patchwork of tiny fiefdoms and city states.

These wizards are, by and large, evil madmen, prone to using human settlements as slave labor and fodder for their cruel experiments. Their only concern is for acquiring ancient secrets and arcane power. At their best, they are indifferent to their subjects, but far more often they are actively hostile.

DENETHIX, THE “FREE” CITY

Located near the mysterious Mount Rendon, this city is ruled over by the sorcerer Feretha. Feretha is rarely seen and has not made an appearance within the city in over a generation, preferring to leave administration of the city's affairs to the Exalted and Chosen Brethren, a council of city elders lead by Feretha's vizier Koyl Yrenum. Yrenum is aided in his administration of the city by the Captain Marcus Tyro of the Unyielding Fists, Denethix's city guard. While the Unyielding Fists brutally suppress any attempts at rebellion, Vizier Yrenum has been an effective ruler over the last several decades and made Denethix into one of the most free – and prosperous! – cities in the Land of a Thousand Towers.

THE CITY

Denethix has no defensive structures around it to prevent invasion, as they would be ineffective against the flying machines and potent magics that rival wizards could bring to bear. Instead, the city's boundaries are marked by an abrupt wall of tenements, beyond which is nothing but a mile of open, unfarmed fields and meadows. Koyl has reserved these fields for future city planning needs, and forbids any unauthorized construction. The interior of the city is a dense mix of tenements, open markets and manor houses divided by a river canyon.

THE STATE

All land in the City of Denethix is considered property of the Ferentha and is only leased to its residents. These leases are more-or-less permanent for the wealthy, but the tenements of the poor are under constant threat of relocation. Koyl's Department of Building Inspection regularly demolishes and reconstructs entire neighborhoods, moving the poor aside so that wealthier residents can be moved in. This has made the Inspectors some of the most loathed men in Denethix, second only to the tax collectors of the Council of Proper Apportionment.

Voting rights in the city are granted to anyone who has purchased an Affidavit of Citizenship. Such an affidavit costs 5,000 gp and grants a +1 to reaction checks from the Unyielding Fists and Exalted Brethren.

LAW OF THE CONCRETE JUNGLE

Murder, theft, rape and breach of contract are generally punishable offenses in Denethix, but most everything else is legal – unless the Unyielding Fist decides it's illegal. Regardless of what the law books say, the actual law in Denethix is effectively whatever the nearest Unyielding Fist thinks it is.

The use of magic is not officially outlawed in Denethix, but the citizens consider all magic abusers to be of the same bent as the hated wizards, and are likely to lynch anyone suspected of magic use (unless, of course, said mage looks like he could obliterate everyone in the room with a flick of his wrist). The Fists aren't particularly keen to intervene in such lynchings – it's a lot easier to preserve law and order without wizards pillaging the countryside.

Slavery is practiced in Denethix. Slaves must be registered with the city, and a certificate is issued to the owner. The requirements for issuing a certificate are not very hard to meet, especially when bribery is involved, and the streets of Denethix can be very dangerous for a visitor without anyone to vouch for their identity.

There have been minor reforms enacted, forbidding the killing, torture, and export of slaves, and allowing for an appeals process to prove that a certificate was granted incorrectly, but they have little impact on the actual practice of slavery in the city.

OTHER PLACES

The Land of a Thousand Towers holds many mysteries.

FORBIDDEN VALLEY

They say that no man who enters the Forbidden Valley has ever returned – but then who started all the rumors of crystalline trees and multidimensional apes that stalk between the glittering trunks?

EATER OF CITIES

This huge lake is so named due to the many ruins of towns and cities that can be seen beneath its waters.

THE FEASTING TREES

While the trees provide some refuge from nearby wizards for the villagers who make this place their home, they have to contend with the predation of carnivorous trees and other dangers.

CERATOPSIAN PLAINS

These vast prairies are home to many large herd animals – cattle, bison, horses, protoceratops, and triceratops farther east. These large animals unfortunately attract large predators, making the Ceratopsian Plains an extremely dangerous place.

THE PIT

The hunters who live in the Ceratopsian Plains warn that it is deeply unwise to make camp near the Pit at night – quickly crawling things have been known to spew forth in the wan moonlight, and few have seen this black horde and lived.

LIVID FENS

This fetid marsh is so named due to the bruised-looking fleshy red-and-purple thorn stalks that choke the place. Hunting parties from Denethix commonly travel the River Effluent down here, seeking to make themselves rich with a successful froghemoth hunt – more often than not, the hunters become the hunted, and the froghemoths thrive on the steady stream of two legged prey.

SAURIAN LOWLANDS

The soaring pines of the lowlands are infested with allosaurs, who hunt the stegosaurus, hadrosaurs, and iguanodons of the forest. Moktar tribes also abound in these woods, constantly harassing the few walled human villages.



WESTERN INTERIOR SEA

More dangerous than the Land of One Thousand Towers, the Western Interior Sea is home to all manner of aquatic nightmares: liopleurodons, megalodons, dragon turtles, xiphactinus, and worse, if fishermen's tales are to be believed.

OFFSHORE ARCOLOGY

A massive structure of steel somehow still stands in the deep waters of the Western Interior Sea, supporting a small domed city. Fishermen who have ventured near and avoided fouling their rudders in the debris field around the platform report pale men peering curiously at them from inside the dome.

LANTHANIDE WASTES

This rocky badlands is famed for its ready supply of lanthanide elements, for those prospectors with the courage to search them out. The place is haunted by viciously savage insect-men, who enthusiastically hunt the “tasty maggots that walk on two legs.”

RUINS

Dense clusters of semi-collapsed towers lying over sprawling mazes of tunnels, the ruins are home to great tribes of rاتفinks and other things far more terrifying. Among the most dangerous spaces in the Land of a Thousand Towers, yet the allure of recovering artifacts of the Ancients draws the foolhardy and brave alike.

G.O.D.: GLOBAL OPERATIONS DIRECTORATE

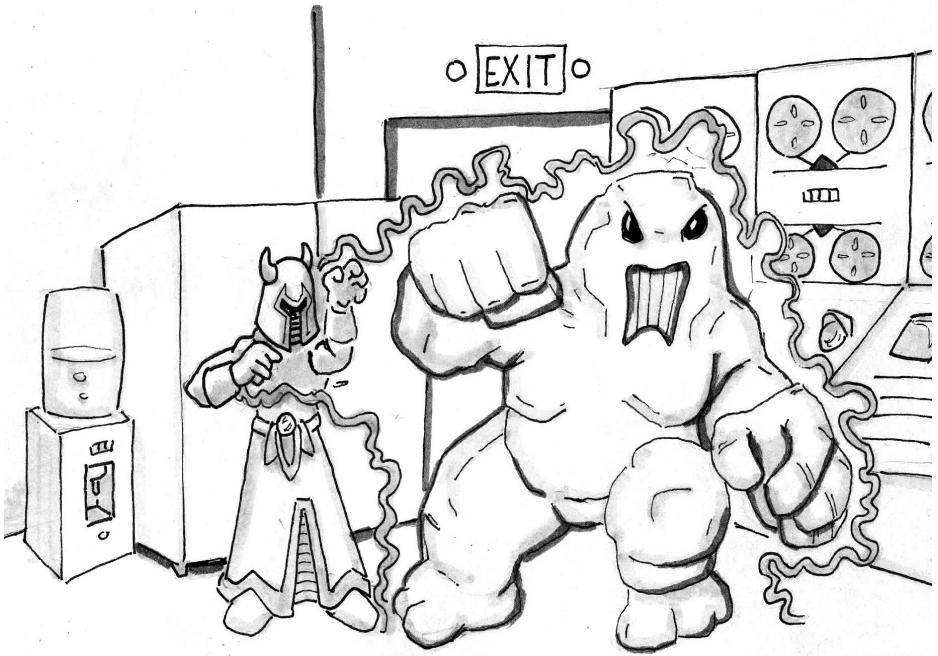
There exists a secret power in the Land of a Thousand Towers, a power that opposes the tyranny of the wizards and seeks to rebuild the civilization of the Ancients. That power is G.O.D., the Global Operations Directorate.

Built before the cataclysm by the Ancients, G.O.D. lives high in the sky, far beyond the clouds, ever circling the New Earth, watching mankind through its absolute mastery over the mysterious Telecomm.

Using the power of Telecomm, G.O.D. communicates with humanity through Holy Tablets and Shrines. His most devout followers, known as Godheads, live their lives according to the Uniform Criminal Code and serve his will by recovering lost Shrines, distributing Holy Tablets, and sharing the teachings of G.O.D. They are granted amazing powers through their daily communion with G.O.D., called the Download. Once each day, the Holy Tablets activate and trained Godheads are able to download the Powers of G.O.D., using these powers to heal, cure diseases, and break the malign effects of dark magic.

The Download: Downloading spells requires one hour, during which the Godhead must commune with their Holy Tablet. This process is very mentally taxing, and the Godhead must be fully rested to do it. Within Denethix and the Mount Rendon region, the Download occurs between 9:07 AM and 10:07 AM every day.

The Necrophage: One of the primary concerns of G.O.D. is the existence of the Necrophage, a plague created by the Ancients that takes over corpses and brings them to some form of wretched, horrid life, ranging from mindless shambling corpses to entities of malign intelligence and terrible magical power. These undead creatures are known collectively as the Necrophage and individually as necrophages. G.O.D. has provided the Godheads with tools to fight the Necrophage in the form of the Nanosonic Purifier, which transforms simple water into Holy Water, and Holy Symbol, which a Godhead can open on their Holy Tablet and quickly program to target and destroy nearby necrophages.



THE CULT OF SCIENCE

The result of centuries of distortion of a materialistic worldview, the Cult's spiritual longings have resulted in half-understood scientific knowledge filling the void that religion normally occupies. They believe Science is a literal god who performs miracles through normal physical processes. There is no scientific research going on in the Cult of Science. Their creed is one of sacred knowledge passed from acolyte to acolyte over the ages. Scientists take a dim view of other gods, who they consider subservient to Science. The occasional pronouncement by G.O.D. that "science is the principle governing nature" when questioned by theologians does little to dissuade the Scientists of their worldview.

The acolytes of the Science Cult wear white long coats with black gloves as their normal dress. Their bodies are covered with intricate tattoos depicting double-helices, elliptical orbits, and other designs of scientific import. Those who have proven themselves as valuable members of the cult are rewarded with secret knowledge and Ancient cybernetic devices that have been passed down from member to member.

MATERIALS SCIENCE

There are some commonly known “magic metals” unique to the Land of a Thousand Towers.

PROTONIUM-METAL

This greenish-black metal exists in a state that cannot be changed, and is thus entirely unbreakable, and cannot be worked in any way. Protonium-metal cannot be bent, damaged, dissolved in acid, rusted, or otherwise corroded, and it is apparently immune to magic. All protonium radiates magic, if detected for.

Protonium-metal is well-known to those who live in Denethix and the surrounding towns, as its impressive properties mean that several artifacts of unknown purpose still remain in museums, fields, and junkyards. These pieces largely serve as eyesores, as the metal cannot be disposed of or re-purposed.

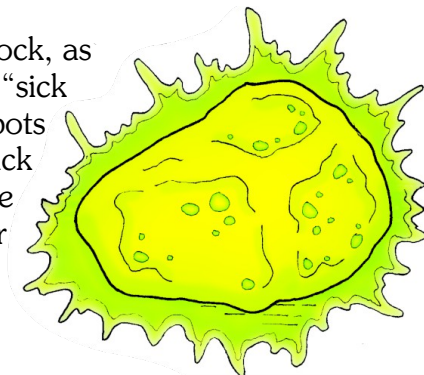
ARGONIUM

This white, reflective material is a form of plastic infused with protonium-metal dust. It is incredibly stiff and impact resistant. This material is not as resilient as protonium-metal itself, but is lighter and easier to manufacture, as the dust can be mixed into the plastic resin and molded into arbitrary shapes.

“SICK ROCK”

To a human or moktar, sick rock appears as a crumbly yellow rock. To ratfinks, sick rock is a terrifying sight – it is a blinding nightmare of shifting gamma radiation. Creatures exposed to the sick rock for too long will succumb to a fatal wasting disease that kills in a matter of hours.

All ratfinks instantly recognize sick rock, as they have been told stories of the “sick light” since they were children. Robots can also detect the presence of sick rock and greatly fear it, as it is more than capable of disrupting their positronic brains.



CREATING A CHARACTER

This campaign uses the OSE Fantasy rules as presented in the Advanced Fantasy Player's Tome as modified by this document.

1. ROLL ABILITY SCORES

Roll 3d6 in order for Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. Determine Ability Modifiers and total them.

Sub-par Characters: If the total of all Ability Modifiers is -4 or less, your character is only fit for the meat pits. Roll a new character.

2. CHOOSE A CLASS

Select one of the classes available see below, bearing in mind the minimum ability score requirements of some classes. The chosen class determines your character's race—unless a demihuman class is selected, the character is human.

Available Classes

Dirtbag	Fluencer	Godhead	Junkdog
Magic Abuser	Moktar	Ratfink	Robot
Scientist	Scrapper	Treehugger	

3. ADJUST ABILITY SCORES

You may raise your character's prime requisite(s) by lowering other (non-prime requisite) ability scores. For every 2 points by which an ability score is lowered, 1 point may be added to a prime requisite. The following restrictions apply:

- ▶ Only Strength, Intelligence, and Wisdom may be lowered.
- ▶ No score may be lowered below 9.
- ▶ Dirtbags may not lower the Strength.
- ▶ Moktar may lower their Dexterity.

4. NOTE ABILITY SCORE MODIFIERS

Now that your character's ability scores are fixed, make a note of any associated bonuses or penalties.

5. NOTE ATTACK VALUES

The level progression chart for your character's class lists your attack bonus. Record this on your character sheet.

6. NOTE SAVING THROWS AND CLASS ABILITIES

Record any special abilities possessed by your character as a result of their class, as well as your character's saving throws. If your character has a spellbook, it contains Read Magic and 1 + INT Modifier additional spells determined at random. If your character has a spell-journal, it contains 1 spell determined at random.

7. ROLL HIT POINTS

Determine your character's hit points by rolling the die type specified for your class. Modifiers for high or low Constitution apply. Characters always start with at least 1 hit point, regardless of CON modifier.

Re-Rolling 1s and 2s: If you roll a 1 or 2 (before applying any CON modifier), you may re-roll.

8. NOTE LANGUAGES

Your character's class determines their native languages. This always includes the common tongue. Characters with high INT may also choose additional languages. A list of available language is on the next page.

9. BUY EQUIPMENT

Your character has $3d6 \times 10$ Gold Pieces. Consult the equipment lists and decide what to purchase with this initial wealth. Remember: Your chosen class may restrict your use of some equipment (e.g. weapons and armor).

10. NOTE ARMOUR CLASS

This campaign uses the Ascending AC optional rule. If your character has no armor, their base AC is 10. Your character's Armour Class is determined by two factors:

- ▶ **Armor:** The armor worn determines your character's base AC.
- ▶ **Dexterity:** See Ability Scores.

11. NOTE LEVEL AND XP

Your character begins play at 1st level with 0 XP regardless of average party level.

12. NAME CHARACTER

Finally, choose or randomly generate a name for your character. You are now ready for adventure!

RANDOM NAME GENERATOR

D6/D10 Common Human Names

10	Angel	30	Hermit	50	Sickboy
11	Ash	31	Hog	51	Skank
12	Atom	32	Hunter	52	Slug
13	Beast	33	Jams	53	Sly
14	Bishop	34	Jester	54	Smoky
15	Blackie	35	Jynx	55	Specter
16	Bones	36	Maggot	56	Spike
17	Bubbles	37	Mist	57	Tadpole
18	Bugs	38	Monster	58	Teeth
19	Bullet	39	Moonshine	59	Thorn
20	Buzzsaw	50	Mopes	60	Tinker
21	Chance	41	Nightmare	61	Trash
22	Dagger	42	Nugs	62	Trigger
23	Doc	43	Ooze	63	Vegas
24	Face	44	Ozzy	64	Viper
25	Gadget	45	Pickles	65	Weed
26	Ghost	46	Puzzles	66	Whisper
27	Gremlin	47	Ratface	67	Worm
28	Grub	48	Riddles	68	Zero
29	Hawk	49	Rigs	69	Zombie

ADDITIONAL LANGUAGES

The following languages and dialects are occasionally heard in the Land of a Thousand Towers:

Binary (Robot)	Black Dragonese	DoppelgänGLISH
Gill-man	Goblin	Gullybug
Insect-Man	Ippon (Dialect)	Minotaur
Moktar	Morlock	Obshchiy (Dialect)
Ordinario (Dialect)	Putong (Dialect)	Ratfink

CLASSES

The majority of the classes are modified from the core classes and use the same XP tables for advancement.

DIRTBAG

Dirtbags are **Thieves** with the following changes:

Hack: A dirtbag of 4th level may use Pick Locks and Remove Traps on electronic locks and high-tech traps. At 8th level they may use the Subvert Robot discovery (see Scientist) once per day. This ability replaces Read Languages.

Identify Technology: The dirtbag is able to identify the purpose of technology found in the lost ruins of civilization. They have a 10% chance per level (to a maximum of 90%) of identifying a technological item's powers. This ability replaces Use Scroll.

FLUENCER

Fluencers are **Bards** with following changes:

Arcane Magic: The following section replaces Divine Magic.

Spell casting: Fluencers carry spell journals containing the formulae for spells they've invented. The level progression table shows both the number of spells in the fluencer's spell journal and the number they may memorize. Thus, a 1st level fluencer has one spell of their choice in their spell journal. A Fluencer can add a new spell of their choice to their spell-journal when they gain a level. This new spell must be a spell they can cast. Fluencers cannot learn spells by any other means. Fluencers may select spells from any spell list, including the Illusionist list.

Using magic items: As spell casters, fluencers are able to use magic scrolls from any class. They can also use items that may only be used by arcane or divine spell casters (e.g. magic wands and staves). They are, however, not able to use magic items with effects that cause direct damage.

GODHEAD

Godheads are **Clerics** with the following changes:

Telecomm Tablet: A cleric must carry a Telecomm Tablet. This requirement replaces the Holy Symbol requirement.

Weapons: Any, but the UCC forbids carrying blades over 3".

JUNKDOG

Junkdogs are **Rangers** with the following changes:

Man's Best Friend: Junkdogs are natural loners and don't get along well with others, consequently all human retainers are at -1 Loyalty. Junkdogs may take any number of War Dogs as a retainer (to their normal retainer maximum). These War Dogs gain XP but must take the War Dog class.

MAGIC ABUSER

Magic Abusers are **Magic-Users**. Admitting you have a problem is the first step to getting well.

SCRAPPER

Scrappers are **Fighters**.

Scrappers may select one of the following combat talents at 1st, 5th, and 10th levels.

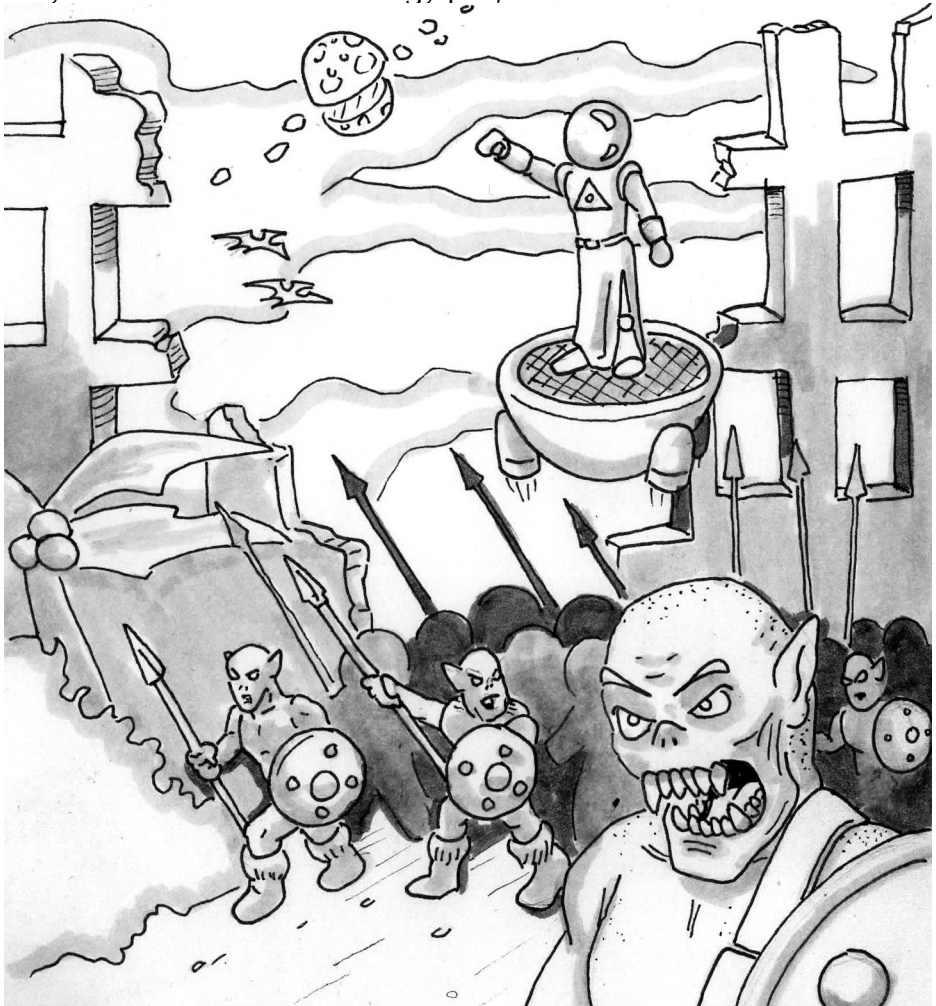
- ▶ **Cleave:** When in melee with multiple foes, if the scrapper strikes a killing blow, they may immediately make another attack against a second foe. The second attack roll is penalized at -2.
- ▶ **Defender:** When the scrapper is in melee with a foe, any attacks the foe makes at characters other than the scrapper are at -2.
- ▶ **Leader:** Mercenaries or retainers under the scrapper's command and within 60' gain a +1 to morale/loyalty. All the scrapper's allies within 60' gain a +1 bonus to saves against fear effects.
- ▶ **Main gauche:** When fighting with a dagger in the off hand (in place of a shield), the scrapper may choose each combat round to gain a +1 bonus to AC or to attack rolls.
- ▶ **Slayer:** The scrapper gains a +1 bonus to attack and damage rolls when in combat with foes of a specific type. The type of enemy must be chosen when this talent is selected. (Examples: necrophages, maktars, robots, wizards, etc.)
- ▶ **Weapon specialist:** The scrapper is an expert with a specific type of weapon chosen by the player (e.g. maces, two-handed swords, longbows, etc.). They gain a +1 bonus to attack and damage rolls using this type of weapon.

TREEHUGGER

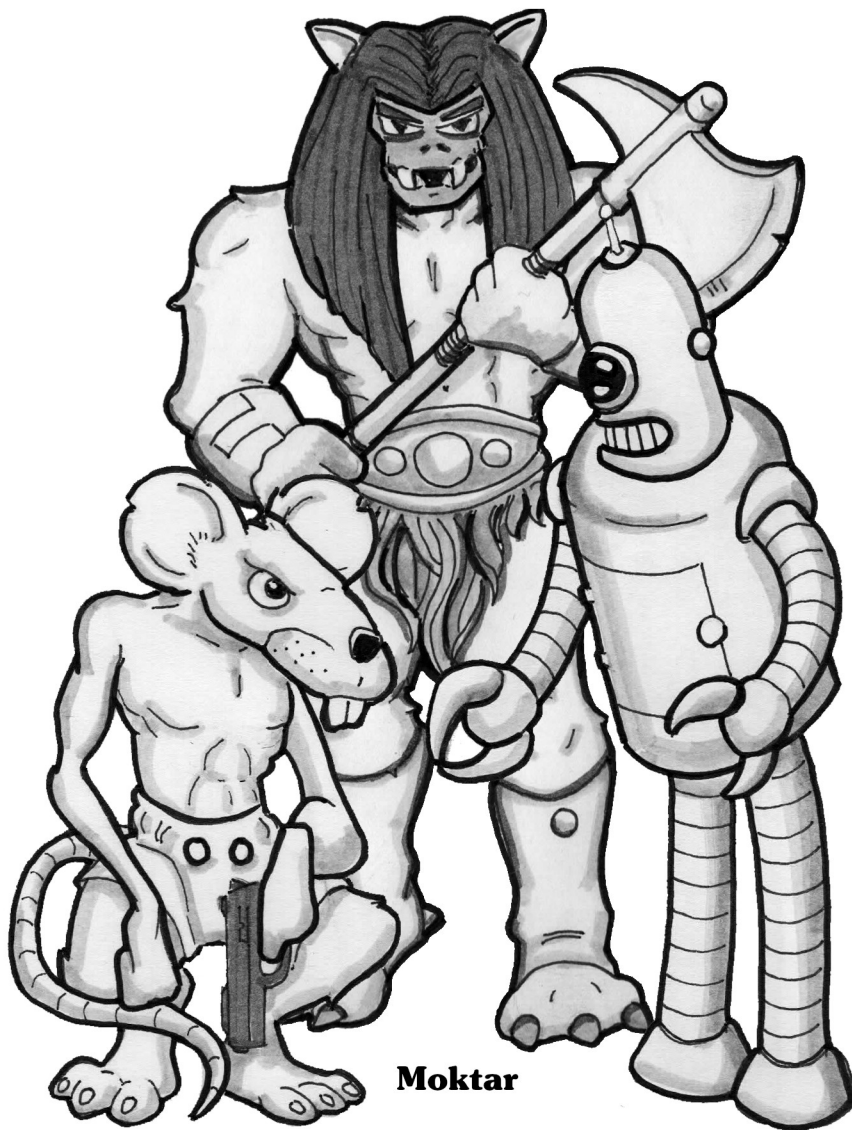
Treehuggers are **Druids** with the following changes:

Cure Poison: In the wilderness, a treehugger can gather herbs to concoct an antidote to natural poisons. This takes one turn per character to be cured. Each subject may make a second save versus poison to end the effects. This ability replaces Resist Nature's Lure.

Weapons: Treehuggers detest guns and refuse to use them. They may use any melee weapon and bows, crossbows and slings, but may not use firearms or energy projectiles.



Demihumans of the New Earth



Ratfink

Moktar

Robot

MOKTAR

Demihuman

Requirements: Minimum CON 9

Prime Requisite: STR and CON

Hit Dice: 1d8

Maximum Level: 8

Armor: Leather, chainmail, shields

Weapons: Any

Languages: Common, Moktar

Moktar are bestial warriors from wild lands. They are formidable fighters with many useful survival skills but their inability to speak human languages prevents them fully integrating with humans.

Prime requisites: A moktar with at least 13 in one prime requisite gains a 5% bonus to experience. If both STR and CON are 16 or higher, the moktar gets a +10% bonus.

Literacy: A 1st level moktar cannot read or write.

Oafish: Moktar characters may reduce their Dexterity by 2 points to increase their Strength by 1 point, to a maximum of 18.

BARBARIAN SKILLS

In the wilderness, moktar can use the following skills with the chance of success shown below:

Climb sheer surfaces (CS): Only applies to natural surfaces (e.g. tree trunks, cliff faces). A skill roll is required for each 100' height to be climbed. Failure indicates that the moktar falls at the halfway point, suffering falling damage.

Hide in undergrowth (HD): Requires the moktar to be motionless – attacking or moving while hiding is not possible.

Move silently (MS): A moktar may attempt to sneak past enemies.

FERAL BUILD

Moktar are massive, tough as nails, and can easily pummel foes with their bare fists, but tend to be lumbering oafs

► Moktar have 2 HD at first level.

► Moktar deal 2d4 when unarmed.

► Upon reaching 4th level, a moktar gains a +1 AC bonus. This increases to +2 at 6th level and +3 at 8th level.

VOCALLY CHALLENGED

Moktar are incapable of reproducing human sounds and can only speak their own language of growls, hisses and grunts. Other PCs can understand a moktar PC's roars and wild gesticulations, but Moktar PCs have a -2 penalty to reaction rolls with non-moktars. The language barrier additionally means that moktars are unable to hire human, robot and rاتفink henchmen and retainers, nor may they activate magic items and superscience devices that have command words.

AFTER REACHING 8TH LEVEL

A moktar can call upon their native people to form a great horde. 250 first-level moktar with basic combat gear and mounts can be mustered, but only for a specific purpose (e.g. attacking an enemy city, rescuing hostages, etc.). Once the purpose is achieved or abandoned, the horde disbands. Mustering a horde takes one week, and it remains for one week per level of the moktar.

MOKTAR LEVEL PROGRESSION

Level	XP	HD	AB	D	W	P	B	S	CS	HD	MS
1	0	2d8	+0	10	13	12	15	16	86	10	20
2	2,500	3d8	+0	10	13	12	15	16	88	15	25
3	5,000	4d8	+0	10	13	12	15	16	90	20	30
4	10,000	5d8	+2	8	11	10	13	13	92	25	35
5	18,500	6d8	+2	8	11	10	13	13	94	30	38
6	37,000	7d8	+2	8	11	10	13	13	96	33	43
7	85,000	8d8	+5	6	9	8	10	10	98	36	48
8	140,000	9d8	+5	6	9	8	10	10	99	40	50

D: Death/poison; W: Wands; P: Paralysis/petrify; B: Breath attacks; S: Spells/rods/staves.



RATFINK

Demihuman

Class Requirements: None

Prime Requisite: DEX and STR

Hit Dice: 1d6

Maximum Level: 8

Armor: Leather, chainmail, shields

Weapons: Any

Languages: Common, Ratfink

Green humanoid rats just slightly smaller than the average human, ratfinks are the mutant descendants of the rats that once lived beneath every human city, and like their distant ancestors they continue to hide in the shadows of human civilization. Due to the human animosity towards rats, ratfinks typically live on the fringes of human society, making a living by whatever means they can. Ratfink adventurers are capable combatants and have some skill as thieves.

Prime requisites: A ratfink with at least 13 DEX and STR gains a 5% bonus to experience. A ratfink with at least 16 DEX and STR gains a 10% bonus.

BACK-STAB

When attacking an unaware opponent from behind, a ratfink receives a +4 bonus to hit and doubles any damage dealt.

INFRAVISION

Ratfinks have infravision to 60'.

RAT AFFINITY

Ratfinks live alongside many different species of rats, including giant rats. They can speak the secret language of rats and gain a +1 bonus to reaction rolls when encountering rats.

RETAINERS

Ratfinks often have difficulty gaining the trust of humans, due to their prejudice against rats. Retainers in a ratfink's employ have their loyalty score reduced by one. This does not apply to retainers who are also ratfinks.

SENSE SECRET DOORS

Ratfinks have a natural talent for finding ways into place they aren't supposed to be that allows them, when actively searching, to detect hidden and secret doors with a 2-in-6 chance.

THIEVING SKILLS

Ratfinks can use the following skills, with the chance of success shown opposite:

Hide in shadows (HS): Requires the ratfink to be motionless - attacking or moving while hiding is not possible.

Move silently (MS): A ratfink may attempt to sneak past enemies unnoticed.

Pick pockets (PP): If the victim is above 5th level, the ratfink's roll is penalized by 5% for every level above 5th. A roll of more than twice the percentage required for success means that the attempted theft is noticed.

AFTER REACHING 8TH LEVEL

A ratfink can establish a warren, attracting 2d6 apprentices—1st level ratfinks. These apprentices will serve the character with some reliability; however, should any be arrested or killed, the PC will not be able to attract apprentices to replace them. A successful ratfink might use these followers to start a Gang.

RATFINK LEVEL PROGRESSION

Level	XP	HD	AB	D	W	P	B	S	HS	MS	PP
1	0	1d6	+0	13	14	13	16	15	10	20	20
2	1,800	2d6	+0	13	14	13	16	15	15	25	25
3	3,600	3d6	+0	13	14	13	16	15	20	30	30
4	7,000	4d6	+0	13	14	13	16	15	25	35	35
5	14,000	5d6	+2	12	13	11	14	13	30	40	40
6	28,000	6d6	+2	12	13	11	14	13	36	45	45
7	60,000	7d6	+2	12	13	11	14	13	45	55	55
8	120,000	8d6	+2	12	13	11	14	13	55	65	65

D: Death/poison; W: Wands; P: Paralysis/petrify; B: Breath attacks; S: Spells/rods/staves.

ROBOT

Demihuman

Requirements: None

Prime Requisite: CON

Hit Dice: 1d8

Maximum Level: 12

Armor: None

Weapons: Any

Languages: Common, Binary

Robot characters start as metal exoskeletons with positronic brains encased in a relatively fragile acrylic head-shell. As it gains levels, a robot scavenges parts from other robots to enhance its strength and abilities.

COMBAT

Robots may wield weapons in their pincers just as their human counterparts do with their hands. Additionally, as they level, robots build an increasingly deadly array of weapons into their arms for use in combat. A robot does not wear armor or use a shield – as it gains levels, it upgrades its internal engines to support additional weight and constructs and incrementally improves an exoskeleton shell. A robot character does apply its dexterity bonus to its AC.

MACHINE BODY

Being machines, robots are immune to the effects of poison and disease. Robots do not require food or water, but require 1 pint of alcohol each day to convert to fuel. Robots are susceptible to the attacks of rust monsters and take 2d8 points of damage per round from contact with such creatures.

POSITRONIC BRAIN

The positronic brains of robots are sensitive to negative energy, thus robots are vulnerable to the level draining effects of the undead. A robot losing a level will involuntarily eject hardware as the negative energy courses through its machine intellect. Robots reduced to level 0 simply fall apart, and do not become undead robots.

ROBOPHOBIA

Humans, moktar and ratfinks think robots are weird and off-putting. Robots receive a -2 penalty to reaction rolls when dealing with non-robots and may never have non-robot retainers.

SELF REPAIR

Robots are able to self-repair at a rate of 1 hit point of damage per level over an 8 hour period, given access to a suitable source of scrap metal. Healing magic has no effect – only specially trained Scientists are able to speed the repair process of a damaged robot.

SENSOR ARRAY

Robots have 60' infravision and a 2-in-6 chance of hearing noises.

STORAGE COMPARTMENT

A robot has a built-in storage compartment that functions as a backpack and can hold 400 coins.

UPGRADES

Robot characters follow a well-established manufacturing schedule when gaining levels, delineated below. They must have access to the remains of a higher-level robot or automaton to gain a level, as no new parts have been manufactured for thousands of years.

ROBOT LEVEL PROGRESSION

Level	XP	HD	AB	D	W	P	B	S
1	0	1d8	+0	11	12	14	15	15
2	2,500	2d8	+0	11	12	14	15	15
3	5,000	3d8	+0	11	12	14	15	15
4	10,000	4d8	+2	11	12	14	15	15
5	25,000	5d8	+2	11	12	14	15	15
6	50,000	6d8	+2	11	12	14	15	15
7	100,000	7d8	+5	8	9	11	12	12
8	200,000	8d6	+5	8	9	11	12	12
9	350,000	9d8	+5	8	9	11	12	12
10	500,000	9d8+2	+7	5	6	8	9	9
11	700,000	9d8+4	+7	5	6	8	9	9
12	950,000	9d8+6	+7	5	6	8	9	9

D: Death/poison; W: Wands; P: Paralysis/petrify; B: Breath attacks; S: Spells/rods/staves.

ROBOT UPGRADE SCHEDULE

Level	AC	Att	Damage	Special Abilities
1	10	1	1d4	Unarmed attack uses crushing pincer.
2	11	1	1d6	Retracting drill added, increasing hand-to-hand combat capability
3	12	1	1d6	May hover up to 30' high using jets in legs. Move horizontally at half normal movement rate by pushing off a surface.
4	13	2	1d6	Arm synchronization improved to allow two attacks. Second drill added.
5	14	2	1d6	Plasma cannon embedded in right arm.
6	15	2	1d6	Strength increases by 1 (max 18).
7	16	2	1d8	Drills replaced with circular saws, increasing hand-to-hand capability.
8	17	2	1d8	Second plasma cannon added. Two plasma cannon attacks now possible
9	18	2	1d8	Strength increases by 1 (max 18).
10	19	4	1d8	Extra pair of arms added, each with a circular saw for hand-to-hand combat.
11	20	4	1d8	Strength increases by 1 (max 18).
12	21	4	1d8	Plasma cannons added to extra arms, allowing four plasma attacks.



SCIENTIST

Requirements: None

Prime Requisite: INT

Hit Dice: 1d6

Maximum Level: None

Armor: Leather, shields

Weapons: Any

Languages: Common

Scientists are the priests and enforcers of the Cult of Science. They do not have any spell-casting abilities but the preserved lore of the cult has taught them how to perform many marvels just the same.

Combat: Scientists may use any weapons and shields in combat, but are restricted to leather armor. Leather lab coats dyed white are a particular favorite.

Technological Discovery: As a Scientist gains levels, the cult recognizes their increased scientific prowess by sharing secret teachings and bestowing cybernetics upon him. At each odd-numbered level, the Scientist may choose a new power from those listed, as long as they meet the minimum level requirement. All powers require either surgery or intense study, and the Scientist must spend a minimum of a week at a temple of Science to gain a new ability.

Level	Name	Level	Name
1	Cybernetic Arm	5	Bioanalysis
1	Fingerblades	5	Hemofiltration
1	Identify Technology	5	Recharge Item
1	Suturepede	5	Ring Modulator
1	Wired Reflexes	7	Adrenaline Boost
3	Cybernetic Legs	7	Saurian Control
3	Repair Robot	7	Power Cell
3	Repulsor Field	7	Subvert Robot
3	Targeting Reticule	11	Mind Transfer
3	Well-Grounded	11	Supremacy of Science

TECHNOLOGICAL DISCOVERIES

Technological discoveries are listed in alphabetical order.

Adrenaline Boost: Once per day, the Scientist is able to release vast quantities of adrenaline into bloodstream from a reservoir in their abdomen. This acts as per the haste spell for 3 rounds.

Bioanalysis: In addition to being able to measure the pulse, blood pressure, and body temperature of a patient, the Scientist is able to use the information their enhanced senses provide to determine if someone is lying with 75% accuracy.

Cybernetic Arm: A Scientist with this ability has had one of their arms replaced by a mechanical equivalent. This adds +1 to their Strength (not to exceed 18). This is not compatible with fingerblades, and a scientist with the fingerblades ability will lose it from the replaced arm. This ability may be taken twice (once for each limb replaced).

Cybernetic Legs: Both of the character's legs have been replaced with pneumatic-driven hardware. His movement rate increases by 30' (10'), and he is able to jump 10' in the air vertically and 20' horizontally (40' from a running start).

Fingerblades: The Scientist's fingertip bones are replaced with retractable razors. He is able to attack twice per round, once with each hand, doing 1d4 damage (plus strength bonus) per hand. Fingerblade fighting techniques require both hands free – the character cannot combine a melee weapon attack with an off-hand fingerblade attack.

Hemofiltration: The character's kidneys and liver are replaced with an improved biotech filtration system. He is now immune to poison. Few Scientists take this ability, as it also eliminates the intoxicating effects of drugs and alcohol.

Identify Technology: The Scientist has immersed himself in ancient lore and data sheets, and is able to identify the purpose of technological artifacts found in the lost ruins of civilization. He has a 10% chance per level (to a maximum of 90%) of successfully identifying a technological item's powers.

Mind Transfer: This ability enables a Scientist to transfer their mind into a computer or robot. The transfer is irreversible – the Scientist’s body dies once the mind-pattern is moved into the robot. The poor reliability of millennia-old machinery eventually leads to madness and system failure among the Scientists transferred, so as a rule these hybrid minds are shoved in the back of a dusty closet after a few decades of operation.

Power Cell: A small energy cell is embedded in the Scientist’s abdomen, with a power-port exposed on their sternum. A curved “cap” of gleaming solar panels is grafted onto their skull in place of hair, allowing the cell to recharge after a day spent in the sun. The cell gives an additional 10 shot capacity to laser pistols and rifles wielded by the Scientist. The cell may not be used with the recharge item ability – it does not deliver nearly enough current.

Recharge Item: The Scientist may attempt to recharge drained technological artifacts. He has a 10% chance per level (to a maximum of 90%) of successfully recharging an item, granting an additional 2d4 charges (up to the item’s maximum number of charges). On failure, however, the item is ruined. The recharge attempt requires a functioning power source and a collection of transformers, parts, and cables – and is thus usually performed at a temple of Science. Recharging laser pistols and rifles is automatically successful.

Repair Robot: A Scientist with this ability may use spare parts ripped from some otherwise useless technological item to jury-rig repairs to a robot, “healing” it of 2d8 points of damage. This ability may only be used once per day on any given robot (even by a different Scientist) as there is only so much jury-rigging a single machine can take and still function properly.

Repulsor Field: A small gravitational repulsor module is implanted under the Scientist’s rib cage. The field repels anything moving quickly towards the scientist – there is a 50% chance that small missile weapons such as bullets miss outright, and a 10% chance that large missiles (boulders, rockets, etc) and melee weapons miss. This check is made after the normal “to hit” roll an attacker makes. Massless and near-massless weapons (such as lasers and plasma charges) are not affected by the repulsor field.

Ring Modulator: The Scientist's voice is enhanced with a horrifying electronic effect, causing their voice to sound at both higher and lower frequencies simultaneously. Once per combat, the Scientist may screech threats at their opponents, forcing any sentient opponent within 30' to make an immediate morale check. Robots find ring modulators soothing and are not affected by them.

Subvert Robot: A Scientist with this ability has been trained in the verbal, electronic, and data manipulations necessary to subvert a robot or a computer, modifying their programming to obey the Scientist. The target robot may make a save vs. spells to avoid the subversion. A subverted robot may save once per day on each following day to recover its original programming. After the third failed saving throw, the robot has been permanently re-programmed. A robot that saves successfully versus subversion may not be re-subverted until the Scientist gains a level. Subvert robot may only be attempted once per day, due to the mental strain it imposes on the Scientist.

Supremacy of Science: Vented implants in the Scientist's torso are able to release a spherical cloud of nanomites capable of suppressing magic within a 10' radius. No magical effects will operate in the sphere, and creatures normally only harmed by magic will be susceptible to normal weapons while inside it. It does not prevent summoned or magical creatures from entering the sphere, but their abilities will likely be severely hampered. The cloud is visible as a thin mist, and lasts for two hours. This ability may only be used once per day, as it takes time to generate new nanomites.

Suturepede: The suturepede is a biomechanical centipede-like creature surgically implanted within the Scientist's body. When he falls to or below 0 hit points, the suturepede will exit through a wound and graft itself to the injuries, using its legs as sutures. This will immediately restore 3d6 hit points to the Scientist. The suturepede dies and falls off within 1d4 days of use, and the character must visit a temple of Science to have a replacement suturepede implanted.

Targeting Reticule: One of the Scientist’s eyes has been replaced with an improved targeting lens in a cylindrical black housing. He now has a +2 bonus to hit with lasers, guns, and other missile weapons, and detects secret doors on a roll of 1-2 on 1d6. Only one eye may be replaced with a targeting reticule – two reticules would just cause migraine headaches with no improvement in accuracy.

Well-Grounded: A mesh of stranded copper wire is implanted below the Scientist’s skin. Electrical attacks now only do half damage, and on a successful saving throw (if applicable) do no damage at all.

Wired Reflexes: A Scientist with this ability has had local microprocessors implanted into their joints, speeding the movements of their limbs. The improved reflexes grant +1 to their dexterity score.

SCIENTIST LEVEL PROGRESSION

Level	XP	HD	AB	D	W	P	B	S	Discoveries
1	0	1d6	+0	14	11	14	17	14	1
2	1,500	2d6	+0	14	11	14	17	14	2
3	3,000	3d6	+0	14	11	14	17	14	2
4	6,000	4d6	+0	14	11	14	17	14	3
5	12,000	5d6	+0	12	9	12	15	12	3
6	25,000	6d6	+2	12	9	12	15	12	4
7	50,000	7d6	+2	12	9	12	15	12	4
8	100,000	8d6	+2	12	9	12	15	12	5
9	200,000	9d6	+2	10	7	10	13	10	5
10	300,000	9d6+1	+2	10	7	10	13	10	6
11	400,000	9d6+2	+5	10	7	10	13	10	6
12	500,000	9d6+3	+5	10	7	10	13	10	7
13	600,000	9d6+4	+5	8	5	8	11	8	7
14	700,000	9d6+5	+5	8	5	8	11	8	8

D: Death/poison; W: Wands; P: Paralysis/petrify; B: Breath attacks; S: Spells/rods/staves.

OPTIONAL COMBAT RULES

This campaign uses the following optional rules in combat.

- ▶ Ascending AC
- ▶ Attacking With Two Weapons
- ▶ Charging Into Melee
- ▶ Parrying
- ▶ Splash Weapon
- ▶ Subduing
- ▶ Variable Weapon Damage

NEW COMBAT RULES

The following house rules are used in this campaign.

COMBAT SEQUENCE PER ROUND

The combat sequences is modified as follows:

- 1) Declaration Phase
 - A) Declare Spells
 - B) Declare Movement in Melee
 - C) Declare Assist, Guard and Special Maneuvers.
- 2) Initiative: Each side rolls 1d6. The lowest roll wins initiative.
- 3) Check for Morale and Loyalty
- 4) Missile and Movement Phase
 - A) Winning side resolves missile attacks and movement.
 - B) Losing side resolves missile attacks and movement.
- 5) Assistance Phase
 - A) Winning side resolves assists.
 - B) Losing side resolves assists.
- 6) Melee and Magic Phase
 - A) Winning side resolves melee attacks and spell effects.
 - B) Losing side resolves melee attacks and spell effects.
- 7) Slow Weapons Phase
 - A) Winning side resolves slow melee attacks.
 - B) Losing side resolves slow melee attacks.
- 8) Begin new round.

ASSISTS

A character may assist an allied character in melee combat. In order to assist, the assisting character must be in a position to make a melee attack against a single, specific enemy engaged with the allied character. The assisting character makes a standard attack roll against an AC of 10. If the attack is successful, they may grant the allied character a +2 to their AC against attacks from the specified enemy or a +2 to hit against the specified enemy. If the attack fails, the character fails to assist.

GUARDING

A character may guard an allied character from enemy attacks. The guarding character may not move or attack and must be within 5' of the guarded character. The guarded character gains a +1 AC against enemy melee attacks and a +2 AC against enemy missile attacks. If the guarding character has a shield, this bonus is increased to +2 vs melee attacks and +4 vs missile attacks.

MISSILE ATTACKS ON TARGETS IN MELEE

The constant and unpredictable movement of characters in melee makes firing or throwing missile weapons at combatants an uncertain proposition. Targets in melee gain a +4 to AC, as if they had full cover. On a failed attack roll, the character firing into melee does not fire due to lack of target unless the unmodified die roll is a 1. If the unmodified die roll is a 1, a randomly determined ally in the melee is struck instead (regardless of AC) and takes normal damage for the attack.

OPPORTUNITY ATTACKS

Any time a character or monster moves through the same space as an enemy, that enemy may make a single free attack against the character. This attack does not count towards the enemy's attacks this round and resolves immediately. Other actions may provoke an opportunity attack at the Dungeon Master's discretion.

SHIELDS SHALL BE SPLINTERED!

A character carrying a readied shield may sacrifice the shield to negate the damage from a single melee attack. The shield is destroyed and the attack deals no damage. A shield may also be splintered to automatically pass a saving throw against an attack or effect that causes direct damage.

SPECIAL MANEUVERS

A character may attempt a special maneuver in place of making a regular attack. To attempt a special maneuver, the character must declare their intention to attempt a special maneuver in the declaration phase. The character must make an attack roll and an Ability Check roll (usually Strength or Dexterity). If both rolls are successful, the character successfully performs the Special Maneuver. If either roll fails, the Special Maneuver fails and the target may make a single free attack against the character using their lowest damage attack. The ability check may take up to a -5 penalty if the target is larger than man-sized or a quadruped or gain up to a +5 bonus if the target is half man-sized or smaller.

The following Special Maneuvers are only examples, and players are strongly encouraged to invent their own:

- ▶ **Death From Above (DEX):** If the maneuver is successful, the character drops (up to 10') onto an enemy and hits for maximum damage.
- ▶ **Disarm (STR/DEX):** If the maneuver is successful, the enemy drops an item held in one hand.
- ▶ **Drag (STR):** If the maneuver is successful, the enemy target is dragged forward 5 feet. The attacking character must move with the target and must have the available movement to do so.
- ▶ **Feint (CHA):** If the maneuver is successful, the target suffers a -4 AC penalty against the attack.
- ▶ **Reposition (STR/DEX):** If the maneuver is successful, the character and enemy exchange places.
- ▶ **Snatch (DEX):** If the maneuver is successful, the character may take a random item from the enemy. This item must be secured on a belt or necklace and cannot be held in hand or within a container (such as a backpack).
- ▶ **Swinging Attack (STR/DEX):** If the maneuver is successful, the character swings on a line past the opponent making an attack before swinging away.
- ▶ **Trip (STR):** If the maneuver is successful, the enemy is rendered prone.

HEALTH AND DAMAGE

The following house rules are used in this campaign.

WHAT ARE HIT POINTS?

In this campaign we follow the Gygaxian assumption that hit points represent some blend of bodily integrity, luck, experience, exhaustion, and fate. While attacks may bruise, batter and weary adventurers, it is only that first Hit Die that is truly bodily integrity. Consequently, your chances of surviving a death blow do not increase as your level increases – that greater chance of surviving through sheer heroism and chutzpah is already assumed in your hit point total.

UNCONSCIOUSNESS & MORTAL WOUNDS

A character who is reduced to 0 hit points is rendered unconscious for 1 turn, after which point they may attempt a Constitution Check. If they pass the check, they wake and become exhausted. This condition cannot be removed until the character gets 8 hours of restful sleep, even if the damage is magically healed. If they fail the check, they remain unconscious and may attempt the check again in 1 turn. An unconscious character is helpless.

A character who is reduced to -1, -2, or -3 hit points is unconscious and mortally wounded. If a mortally wounded character fails the Constitution check to wake from unconsciousness, they take 1 point of damage. If this damage takes the character to -4 hit points, the character dies.

A character with the mortally wounded condition who engages in any strenuous activity becomes exhausted. A character must get 7 days of continuous full rest to remove the mortally wounded condition.

A character who is conscious at 0 hp may move at speed of 30' (10') if unencumbered or lightly encumbered. The character may speak and engage in very light activity but must rest for 1 turn after every 2 turns of action. Any strenuous action (attacking, casting a spell, etc.) causes 1 point of damage and renders the character unconscious and mortally wounded.

NATURAL HEALING

A character who gets 8 hours of restful sleep regains 1 hit point per level per day and loses the exhausted condition.

Full Rest: A character who gets 8 hours of restful sleep and engages in only light activity for the day (no adventuring) regains 1d3 hit points per level per day. If attended to by a healer, the character regains 3 hit points per day per level. A healer may attend to up to 4 patients at the same time.

A character who gets 8 hours of restful sleep for 7 days and engages in only light activity for the week (no downtime activities) is fully healed unless they have the mortally wounded condition, in which case they lose the mortally wounded condition.

Robots: Robots do not gain the benefit of natural healing, nor do they require restful sleep. See the Robot class for more details.

Scrapers: Scrapers heal double the listed amounts.

BLINDED

A blinded character loses any bonus to AC from a DEX Modifier or shield and suffers an additional -2 AC penalty. They may move at a maximum speed of 30' (10') and must make a Dexterity Check if they encounter difficult terrain, stairs, etc. A blinded character may make a melee attack against an opponent within 5' with a successful Listen check. This attack is made at a -4 penalty and is slow.

EXPOSURE

A character who suffers from exposure cannot rest during rest periods and becomes exhausted. A character suffering from exposure cannot gain restful sleep. A character who cannot get restful sleep does not heal damage and cannot memorize new spells.

HELPLESS

A character who is rendered helpless cannot move, attack, or take any other action. The character is hit automatically in melee. Only a roll for damage is required. A character who is not otherwise engaged in melee can automatically dispatch a helpless target.

ENCUMBRANCE AND EQUIPMENT

This campaign uses the Detailed Encumbrance option rules. The character's movement rate is based on the total weight of all significant items carried, including treasure, weapons, armor and equipment. The weight of clothing and containers (backpacks, pouches, sacks, etc.) is not included in encumbrance, though the weight of items stored in containers is.

A character's Strength ability score determines their encumbrance limit at each movement rate. A character may carry up to the listed number of coins and may lift up to twice their heavily encumbered weight over their heads or carry it at a movement rate of 3' (1') for a number of rounds equal to their Constitution.

Encumbrance by Strength Chart

Encumbrance	Move	Strength						
		3	4-5	6-8	9-12	13-15	16-17	18
Unencumbered	120' (40')	100	200	300	400	500	600	700
Lightly Encumbered	90' (30')	300	400	500	600	700	800	900
Encumbered	60' (20')	500	600	700	800	900	1000	1100
Heavily Encumbered	30' (10')	1000	1200	1400	1600	1800	2000	2200

MINIMUM EQUIPMENT

This is the minimum equipment a human character must carry to survive in the wilderness or dungeon along with the penalty for failing to carry the required equipment. Moktars, Ratfinks and Robots do not require equipment.

Item	Penalty
Bedroll	Cannot get restful sleep when camping. ¹
Boots or Shoes	Reduce overland speed by 50% and take 1 damage per 4 miles.
Outfit	Suffer exposure.
Tent	Cannot get restful sleep in inclement weather. ¹
Cold Weather Outfit	Suffer exposure. (Winter Only)
Winter Blanket	Cannot get restful sleep. (Winter Only)

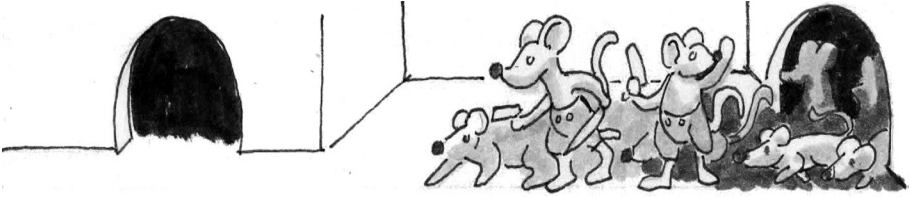
¹ Does not apply to Junkdogs.

CLOTHING (OUTFITS)

A non-robot character must wear an outfit in order to get any positive reaction from humans, demihumans, and monsters familiar with human customs.

Encumbrance: A character's outfit has an effective weight of 0 while worn and does not contribute to encumbrance. A character may only wear one outfit. An outfit consists of shoes (or boots), pants (or skirt), a shirt, a light jacket, a belt and a hat, hood and/or a cape or cloak.

Soiled Clothing: If a character's worn outfit becomes soiled, they suffer a -1 reaction penalty from humans, demihumans, and monsters familiar with human customs. This penalty may increase if left unaddressed.



PURCHASING EQUIPMENT

Shopping in Denethix can be an exercise in frustration, as few traders operate permanent store fronts, with most sales being made from pole-tent booths or a simple blanket laid out on the edge of the lane. Even those with long-term store fronts have an ever rotating supply of items for sale, and a merchant who sells his last backpack might not have another one pass through his store for years. Shopping for specific items, no matter what the item, is a daylong affair of tracking down different wandering traders, checking in with pawn shops, and talking to guys who know a guy. Consequently, shopping can only be done during downtime and takes a day, regardless of how much gear is being purchased.

EQUIPMENT LISTINGS

All prices are listed in gold pieces. All weights are listed in coins.

$\frac{1}{10}$: these items do not count towards encumbrance unless more than 10 are carried. Ten such items weighs 10 coins.

—: these items do not count towards a characters encumbrance.

STARTING PACKS

To simplify creating a new character, simply pick one of the following starting packs rather than rolling for starting gold.

PACK ONE	PACK TWO	PACK THREE
Common outfit	Common outfit	Common outfit
Bedroll	Bedroll	Bedroll
Backpack	Backpack	Backpack
Canned rations (2)	Junk food (2)	Standard rations (2)
Can opener	Lighter	Hammer
Crowbar	Rush torches (6)	Iron spikes (12)
Dagger	Nylon rope, 50'	Medikit
Large sacks (2)	Small sacks (4)	Large sack
Waterskin	Waterskin	Waterskin
2d10 gp	2d10 gp	2d10 gp

Characters add additional equipment based on their class:

DIRTBAG	leather armor, lock picks, screwdriver
FLUENCER	leather armor, megaphone, shortsword
GODHEAD	chainmail, holy tablet, mace
JUNKDOG	leather armor, rad counter, shortbow, quiver
MAGIC ABUSER	spellbook, ink (vial), ink pen, hand-ruled pages (10)
MOKTAR	big fucking axe
RATFINK	leather armor, dagger, shortsword
ROBOT	six pack of beer
SCIENTIST	leather armor, small power cell, wrench
SCRAPPER	chainmail, longsword, revolver, 5 bullets
TREHNUGGER	leather armor, club, tent

ADVENTURING GEAR

General gear that people who spend their time crawling around in monster-filled ruins might find useful or even essential. This gear is made by local craftsmen using medieval manufacturing methods or scavenged from the ruins and repaired with sorcery.

Item	Cost	Wt	Item	Cost	Wt
Baby grunkie	1	10	Lockgun	900	10
Bandages	1	1/10	Magnifying glass	3	10
Bear trap	25	500	Manacles	15	20
Bedroll	2	50	Marbles, bag of 20	1	10
Bell	1	1/10	Medikit	50	10
Binoculars	850	10	Megaphone	250	10
Blanket, space	500	10	Mess kit	8	20
Blanket, winter	1	30	Mirror, compact	5	10
Caltrops, bag of 20	1	200	Nightvision goggles	750	20
Can opener	25	10	Paint balls, 10	1	1/10
Carabiner	25	1/10	Paint gun	20	20
Chalk, 10 sticks	1	1/10	Pole, retractable 20'	15	50
Coagulants	125	1/10	Pole, wood 10'	1	80
Compass	500	1/10	Pot, iron	1	100
Gas mask	650	20	Rad counter	500	20
Grappling hook	25	40	Ram, portable	10	200
GPS Locator	500	10	Rod and tackle	4	30
Inflatable friend	300	10	Sewing needles, 10	1	—
Iron spikes, 12	1	10	Soap, per 1 lb.	1	10
Ladder, metal, 10'	250	200	Spray paint	25	10
Ladder, wood, 10'	5	500	Stim dose	75	1/10
Lead tester	250	10	Tent	20	200
Lighter	50	1/10	Tinder box	3	10
Lock	250	10	Twine, ball, 100'	1	10
Lock picks	25	10	Whistle	1	1/10

Baby grunkie: These small creatures are deeply inquisitive and can be used to poke at potentially dangerous things, or can simply be tossed as snacks to distract monsters.

Bandages: Clean strips of linen and cotton pads. Grant a mortally wounded character a +5 to death saving throws. Must be applied by another character and take one turn to apply.

Bear trap: Cause 1d4 points of damage and, if secured to the floor, restricts movement until the victim escapes. If unsecured, the victim may move at half their normal movement rate until the trap is removed. Removing the trap requires a successful open doors roll, which can be attempted once a turn.

Bedroll: A heavy woolen blanket with a small pillow.

Bell: 1" brass bell. Can be combined with twine to create an alarm.

Binoculars: Objects viewed through binoculars are at x6 magnification.

Blanket, space: Woven by the ancients from space age materials. Keeps a character warm on cold nights, can provide shade in desert conditions, and absorbs up to 5 points of heat damage each round. 5 points of fire damage will destroy the blanket. A character wrapped in a shiny space blanket is at -1 to surprise due to the crinkling noises.

Blanket, winter: Keeps a character warm on cold nights.

Caltrops: Sufficient small metal spikes to cover a 5' × 5' area. Pursuers have a 2-in-6 chance of treading on a spike. Victims suffer a 50% reduction of movement rate for 24 hours (or until they receive magical healing).

Can opener: Makes opening canned rations quick and easy.

Carabiner: A metal ring-clip for securing rope and other gear.

Chalk: Useful for marking paths.

Coagulants: A small injector that pumps coagulants directly into the bloodstream. Instantly restores a mortally wounded character to 0 hp. Instantly kills user (**save vs poison** negates).

Compass: Can prevent a party from getting lost, but often unreliable.

Gas mask: The filters on these ancient relics are usually shot, but still give a +2 bonus when saving against any kind of gas or odor effects. The mask impairs vision, causing a -1 penalty to hit rolls.

GPS locator: Never get lost in the wilderness. Requires a power cell. Drains 1 charge per week.

Grappling hook: Can be used for anchoring a rope.

Inflatable friend: When this small canister is opened an inflatable robot emerges. The inflatable friend is a rubbery approximation of a human (5-in-6 chance of being female) that performs simple tasks at your command for 3 turns before deflating. It has a 2 Strength and can lift 20 lbs or drag 100 lbs. It can trigger traps, but can exert only 20 pounds of force, which is not enough to activate most pressure plates. 1-in-6 inflatable friends only respond to commands in Ippan.

Iron spikes: May be used for wedging doors open or shut, as an anchor to attach a rope to, and many other purposes.

Ladder, metal: Constructed of light-weight aluminum.

Ladder, wood: Simple wooden construction. Very encumbering.

Lead tester: This small device can detect electrical currents.

Lighter: Fueled by oil. Used to light fires, including torches. Using a lighter takes one round (5-in-6 chance of success). If used in place of a torch, a lighter illuminates a 1' radius area for 1 turn.

Lock picks: A full set of lock picks.

Lock: A basic iron lock with a key. Superior locks that apply a penalty to pick locks rolls can be purchased. Each -5% doubles the price of the lock (40 gp for -5%, 80 gp for -10%, etc.).

Lockgun: A mechanical tool that can be used to open a tumbler locks without using the key. Grants a +25% to pick locks on mechanical locks.

Magnifying glass: Used for studying fine details. May grant a bonus when searching for secret doors and traps.

Manacles: Iron manacles with a chain. Used for binding enemies.

Marbles: A bag of colorful glass beads sufficient to cover a 5' × 5' area. Pursuers have a 2-in-6 chance of slipping on a marble and being knocked prone. Marbles can also detect slopes.

Medikit: Using a medikit takes 1 turn and heals 1 hp. There is a 1-in-6 chance each time it is used the kit is spent.

Megaphone: Amplifies voice to be heard over crowds.

Mess kit: Metal bowl, plate, cup and cutlery in a single kit.

Mirror, compact: A small mirror in a hinged case. Useful for looking around corners or for reflecting a gaze attack.

Nightvision goggles: Grant 30' infravision. Can be worn for 5 turns, then requires 1 turn of rest or developed migraines that cause -1 to hit, -1 to AC. Requires a power cell. Drains 1 charge per hour.

Paint ball: ½" balloons filled with paint.

Paint gun: A pump-operated gun that fires paint balls up to 30'. Useful for marking trails, they may also be used to mark invisible creatures with a successful hit roll. A paint-splattered invisible creature can be attacked without the normal -4 penalty. A paint gun canister can hold 20 pellets.

Pole, 10' wood: A 2" thick wooden pole useful for poking and prodding suspicious items in a dungeon.

Pole, 20' retractable: This aluminum pole is made of four nesting sections, and can be retracted to only 5' long for transport. The outer 5' section of the pole is wrapped in leather.

Rad counter: This handheld device detects the presence of "sick rock" within 90'. Requires a power cell. Drains 1 charge per week.

Ram, portable: Allows two characters to combine their strengths, to a maximum of 18, on an open doors attempt.

Rod and tackle: A fishing rod, line, hook, and bait box.

Rope: Can hold the weight of three human-sized beings.

Soap: One pound removes the soiled condition from clothing.

Spray paint: Used for marking paths. More permanent than chalk.

Stim dose: A small injector that pumps adrenaline directly into the bloodstream. A Stim dose removes the exhausted condition that comes from missing a rest. If used to remove a second exhausted condition before taking a full rest, the user suffers a fatal heart attack (save vs poison negates).

Tent: Large enough for 2 adult humans.

Tinder box: Used to light fires, including torches. Using a tinder box takes one round (2-in-6 chance of success).

Twine, ball: Can support up to 300 coins of weight.

Whetstone: Used to keep weapons sharp.

Whistle: Useful for signaling or faking bird calls.

CONTAINERS

Shit you can keep your shit in. Also useful for gathering loot.

Item	Cost	Wt	Capacity
Backpack	5	—	400
Case, floppy	1	10	10 discs
Case, map	1	10	50 pages
Flask	1	10	1 pint
Hand truck	20	200	1600
Pouch, belt	1	—	50
Sack, large	2	1/10	600
Sack, small	1	1/10	200
Vial	1	1/10	2 oz.
Waterskin	1	40	2 pints

Backpack: Has two straps and can be worn on the back, keeping the hands free. Holds up to 400 coins.

Case, floppy: A leather case that can store 25 floppy discs.

Case, map: An oiled leather tube with a cap.

Flask: A heavy glass bottle, holds 1 pint. Can be broken by throwing.

Hand truck: The noise of rolling a hand truck up or down stairs will cause a wandering monster check.

Pouch, belt: A leather pouch that holds up to 50 coins.

Sack: A large sack holds 600 coins, a small one 200 coins.

Vial: Glass, holds 2 ounces of liquid.

Waterskin: Hide container, holds 2 pints of liquid.

DRUGS

Most adventurers see drugs as a dead end, but they can be valuable trade items and some have useful side effects.

Addiction: Every time one of these drugs is used, the character gains a level of addiction (save vs poison negates). Apply the indicated bonus or penalty to the save. Addicted character must use 1 dose of the drug each week per addiction level or suffer withdrawals. The character gains no benefit from these mandatory doses and does not check for addiction when taking them.

Withdrawal: A character takes a -2 penalty to hit and AC each week they do not get their fix. After a number of weeks equal to their addiction level and each week afterwards they may make a constitution check. On a success, their addiction breaks.

Item	Cost	Addiction
Blue jitters	50	-3
Gigglesticks	5	+3
Medusa tears	25	+1
Zombie salt	15	-5

Blue jitters: Small blue tablets ground between the teeth. User is affected by a haste spell for 1 turn. Afterwards, the user is exhausted until they rest for 3 turns. Addicts suffer -1 Dex per addiction level while not under the effects of the drug.

Gigglesticks: Dried leaves in a rolled paper tube are smoked. User gets a +2 bonus to saves vs fear effects, but suffers a -2 penalty to saves vs illusions. The effects last 1d4 hours.

Medusa tears: Milky white liquid distilled from the tears of medusae, dripped onto the tongue from a small glass bottle. User gets a +4 bonus to saves vs petrification for 1d4 turns, but moves at half speed until the effects wear off.

Zombie salt: Black salt melted on the tongue. Adds 1d6 temporary hit points which last 1 turn. These hit points are lost first. Afterwards, the user suffers 1d4 Wisdom damage. Addicts suffer -1 Wis per addiction level.

CRUD

Characters require one “ration” every day. Failure to consume a ration results in cascading penalties. A characters daily meals are included in their downtime costs, but there aren't street vendors or taverns in the monster-infested ruins adventurers often find themselves, and while junkdogs might be willing to eat anything they can keep down, most folk need to pack in their own food.

Item	Cost	Wt	Quantity
Beer	10	60	6 12 oz bottles
Canned food	3	10	16 oz can
Dino chow	2	140	14 lb bag
Fresh food	1	20	2 lb bundle
Junk food	5	10	1 lb bag
Liquor	20	30	1 liter bottle
Wine	2	30	1 liter bottle

Beer: Six 12 oz bottles of beer. One bottle of beer will fuel a robot for one day.

Canned food: Preserved food for one day. Good for 3 years.

Dino chow: Dry kibble in a canvas bag. Seven servings suitable for apes, dogs, ripclaws and ratfinks. Can replace a ration for a human, but no more than once a week.

Fresh food: Fresh, unpreserved food for one day. Includes fruit, sandwiches, pastries, meat pies, etc. Good for 1d2+1 days.

Junk food: A bag of chitlins, crackers or sweets. Keeps for six months, useful for bribing or distracting monsters. Can replace a ration, but no more than once a week.

Liquor: A 1 liter bottle of whiskey, rum, or vodka which will fuel a robot for one week.

Wine: A 1 liter bottle of wine which will fuel a robot for one day.



HOLY ITEMS

These items aren't typically found on the streets of Denethix, but can be easily sourced from Godheads and other cult types. Generally only Godheads and dirtbags can purchase these items.

Item	Cost	Wt
Cable adapter	100	1/10
Disc reader	800	10
Floppy disc	500	1/10
Holy tablet	50	10
Holy water, flask	25	10
Portable shrine	10,000	500

Cable adapter: Can be used to connect a tablet or shrine to another tablet or shrine.

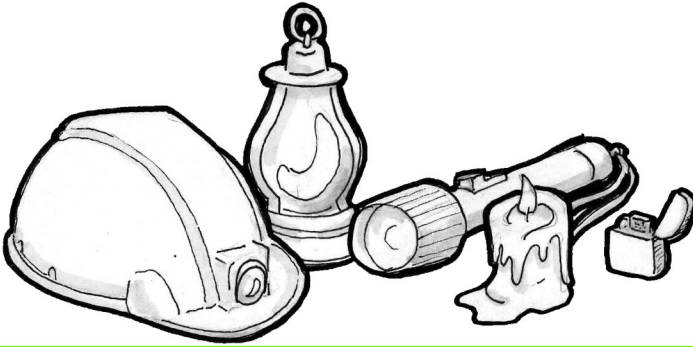
Disc reader: Can read floppy discs when connected to a tablet. It has an internal power cell and can function for 7 days on full charge. Costs 1 gp to recharge.

Floppy disc: Can be used to store divine spells. One disc can store up to five spell levels. Requires access to a shrine to use.

Holy tablet: a godhead's connection to G.O.D., holy tablets range from 3" x 7" to 9" x 12" and are typically less than 1/2" thick. They have an internal power cell and can operate for two weeks on a single charge. Tablets can be charged at the temple of G.O.D. for free so long as the godhead maintains good relations with the church, otherwise costs 1 gp to recharge.

Holy water: Water that has been processed by an nanosonic purifier. It is used in some religious rituals and inflicts damage on undead monsters. Holy water loses its power if stored in a container other than the special flask it is blessed in.

Portable shrine: A portable shrine that can be connected to a network. Can store up to 5 spell levels on its hard drive. A godhead who has uncast or unmemorized spells can overwrite those spells with spells stored in the portable shrine. This takes 1 turn per spell level. It has an internal power cell and can function for 7 days on full charge. Costs 10 gp to recharge.



LIGHTING

Lighting is of special concern to those who explore the dark underbelly of the ruins of the new earth.

Item	Cost	Wt	Item	Cost	Wt
Candles, 10	1	10	Torch, 6	1	10
Lantern, bullseye	20	30	Torch, electric	150	10
Lantern, electric	350	20	Torch, headlamp	500	10
Lantern, hooded	10	20			

Candle: Casts dim light in a 5' radius and burns for 1 hour.

Lantern, bullseye: Can be closed to hide the light. Casts light in a narrow beam, 60' long and 20' wide. Burns one oil flask every four hours (24 turns).

Lantern, electric: Casts light in a 30' radius. Can be turned on or off. Requires a power cell. Drains 1 charge every 4 hours.

Lantern, hooded: Can be closed to hide the light. Casts light in a 30' radius. Burns one oil flask every four hours (24 turns).

Torch: A bundle of rushes dipped in pitch. A torch burns for 1 hour (6 turns), clearly illuminating a 30' radius. Torches may also be used in combat (see weapons and armor).

Torch, electric: Casts light in a narrow beam, 60' long and 20' wide at the end. Can be turned on or off. Requires a power cell. Drains 1 charge every 8 hours.

Torch, headlamp: An electric torch (see above) designed to be worn on the forehead using a strap for hands-free operation.

MAGIC BUNKUM

Bunkum is the general terms used for the gear associated with magic use. While these items are all readily available, one has to either be a magic abuser or friends with one to know where to look. Magic abusers and dirtbags can always find these items, others have to roll a 3 or higher on 1d6 or spend another day searching for them.

Item	Cost
Alchemical lab	150
Book, price guide	50
Ink, vial	1
Ink pen	1
Jar, preservation	5
Journal	20
Paper, 10 sheets	1
Paper, hand-ruled, 1 sheet	1
Paper, waxed, 1 sheet	1
Quill	1
Vivisection kit	25

Alchemical lab: Large assortment of glass instruments, mortars, pestles, crucibles and other tools necessary for performing alchemical processes. Very difficult to transport.

Book, price guide: Price guides for monster specimens hand copied into a common journal. Useful for specimen hunters.

Ink pen: A plastic or metal tube with a refillable ink cartridge.

Ink: Enough black ink for 50 pages. Color ink costs double.

Journal: 80 pages of lined paper sewn between cardboard covers.

Paper, hand-ruled: Hand cut 8.5" x 11" sheets of rough paper lined in blue by hand. Available in college, graph and hex rule.

Paper, waxed: Hand cut 2' x 2' squares of rough parchment waxed on one side. Used to wrap specimens collected from monsters.

Paper: Hand cut 8.5" x 11" sheets of rough paper.

Prism: Can sometimes reveal illusions.

Quill: A feather sharpened into a writing point.

Specimen jar: A 16 oz bail-lid glass jar filled with preserving fluid. Used to store specimens collected from monsters.

Spellbook: 160 vellum pages bound between leather covers. Far more durable than a journal.

Vivisection kit: contains a scalpel, pliers, lavage syringe, forceps, and other tools useful for performing vivisections on monsters.

OUTFITS

Characters begin the game with a single common outfit. The encumbrance listed for outfits only counts if the outfit is carried. A character can wear one outfit which adds no encumbrance.

Wear and Tear: Common outfits (including cool threads) must be replaced after a month of regular wear. A character with a residence can maintain a wardrobe of common outfits.

Item	Cost	Wt
Cold weather outfit	15	60
Common outfit	5	30
Cool threads	50	30
Hazmat suit	2500	40

Cold weather outfit: Heavy clothes incorporating furs, this outfit will protect a character from exposure in Arctic conditions.

Common outfit: Suitable for any temperate climate, generally consists of shoes, pants, a shirt, light jacket, belt and cape or cloak. Must be laundered once a week or becomes soiled.

Cool threads: Suitable for any temperate climate, this is snazzier version of the common outfit and counts as such, but uses cuts, fabrics and accessories that are in fashion. Wearing cool threads grants a +1 reaction bonus when inside the greater Denethix area.

Hazmat suit: Crafted by the ancients, few of these rare suits are in pristine condition. Even a heavily repaired suit grants a +2 to saves against poisons and acids that require skin contact. Hazmat suits are resistant to green slime.

TOOLS

Common tools used by craftsmen to perform their trades, and sometimes used to kick ass.

Improvised weapons: Tools are so commonly used as weapons that there is no penalty for using them as such.

Item	Cost	Wt	Damage
Block & tackle	5	50	—
Canvas (5' square)	1	20	—
Chain (10')	30	200	1d4
Chisel	2	10	1d4
Crowbar	10	50	1d6
Grease pot	5	30	—
Hammer	2	20	1d4
Hand drill	3	20	—
Mallet	8	20	1d3
Pick	3	100	1d3
Pliers	2	10	—
Rope, hemp (50')	1	100	—
Rope, nylon (50')	10	50	—
Saw	2	30	1d2
Scissors	2	10	1d2
Screwdriver	3	10	1d4
Sledge	5	100	1d10
Spade or shovel	2	80	1d4
Wrench	2	10	1d4

Block & tackle: Used for hauling or lifting heavy objects. Reduces the effective weight by 75%. Requires 4 times as much rope and iron spikes or secure points.

Canvas: A large square of tough, unbleached canvas. Can be purchased in lengths up to 50'.

Chain: A 10' length of heavy, iron chain.

Chisel: Used with a hammer for chipping away stone.

Crowbar: 3' long and made of solid iron. Can be used for forcing doors and other objects open.

Grease Pot: Nonflammable grease used to lubricate machinery.

Hammer: Can be used to drive in a iron or wooden spikes. The noise of driving an iron spike triggers a wandering monster check.

Hand drill: Iron bit drill can put a j" diameter, 3" hole in wood.

Mallet: Can be used to drive in a iron or wooden spikes. The rubber head absorbs sounds.

Pick: For breaking rock. Can be used as a slow, two handed improvised weapon that deals 1d10 damage on a natural 20.

Pliers: Used chiefly for gripping small objects or bending wire.

Rope: Can hold the weight of three human-sized beings.

Saw: A hand saw for cutting wood. Ill-suited for combat, it suffers a -2 to hit penalty.

Scissors: Metal shears for cutting paper, twine, hair, etc.

Screwdriver: Used for dismantling traps and prying open panels.

Sledgehammer: A big heavy hammer for breaking rock.

Shovel: For excavating earth.

Wrench: Useful for loosening fittings. Can be used as a club.



OIL

Biodiesel is produced from heavily refined vegetable oil, often mixed with solvents to reduce viscosity. In Denethix, avocados are the primary source of the base oils used to produce biodiesel.

Item	Cost	Wt
Oil, 1 pint flask	1	10
Oil, 1 gallon can	6	80

Oil: A flask of oil fuels a lantern for four hours (24 turns). In addition to fueling lanterns, oil can be used as a weapon:

- ▶ **Throwing:** An oil flask may be lit on fire and thrown.
- ▶ **Pools:** Oil that is poured on the ground and lit covers a diameter of 3 feet and burns for 1 turn, inflicting damage on any character or monster moving through the pool.
- ▶ **Immunity:** Burning oil does not harm monsters that have a natural flame attack.

POWER CELLS

Small devices created by the Ancients that can generate and store electrical power for use by other devices.

Item	Charges	Cost	Wt
Electric cell	15	75	1/10
Fusion cell	60	250	1/10
Void cell	Unlimited	2500	1/10
Charging	–	5	–

Electric cell: A high-capacity battery of electrical energy.

Fusion cell: A miniaturized fusion reactor fueled by liquid hydrogen. Only the Cult of Science can recharge fusion cells.

Void cell: Taps into the infinite potential energy of the void.

Charging: Power generation stations are found throughout Denethix, operated by the Cult of Science and other smaller providers. Charging a power cell restores it to full capacity.

MELEE WEAPONS

Sages claim that the Ancients had all but abandoned melee weapons in preference of their powerful energy weapons, but in the New Earth there is little as valuable as a sharp blade or stout club. Limited technology ensures that ranged weapons are difficult to acquire, hard to maintain, and often run out of ammunition. Only a foolish scrapper counts on a gun to survive.

Item	Cost	Wt.	Availability
Battle axe	7	50	Automatic
Club	3	50	Automatic
Dagger	3	10	Automatic
Hand axe	4	30	Automatic
Javelin	1	20	Automatic
Lance	5	120	Automatic
Mace	5	30	Automatic
Mace, power	800	30	2-in-6
Pole arm	7	150	Automatic
Pole arm, power	2,000	150	1-in-6
Short sword	7	30	Automatic
Silver dagger	30	10	Automatic
Spear	3	30	Automatic
Staff	2	40	Automatic
Sword	10	60	Automatic
Sword, laser	10,000	20	1-in-100
Two-handed sword	15	150	Automatic
War hammer	5	30	Automatic

Axes: Weapons designed to deliver heavy, chopping blows. Hand Axes are small, light axes, generally with good balance for throwing. Battle Axes are larger, heavier and cannot be thrown.

Daggers: A variety of short blades (typically under 12" in length). Daggers are assumed to be balanced for throwing, unless otherwise specified by the referee.

Hammers and Maces: Weapons that use weight and force to deliver damage. The differences are primarily one of style, although hammers may be balanced for throwing, much like a hand axe. Maces come with smooth, studded, or flanged heads.

Mace, power: These weapons were developed by the Ancients and were widely used. Power maces are magic weapons with a +1 bonus to hit and damage. Requires a power cell and uses 1 charge every 1 turn of use.

Polearm, power: These weapons were developed by the Ancients but saw far less use than power maces. Power polearms are magic weapons with a +1 bonus to hit and damage. Requires a power cell and uses 1 charge every 1 turn of use.

Spears and Polearms: Covers a variety of hafted or pole-handled weapons, most based on the simple Spear. The Lance is a larger, sturdier spear, and not suited for throwing. A properly balanced lance may be used one-handed while mounted. Pole arms place a weapon head on a longer pole, usually 6' - 8'.

Sword, laser: A foot-long cylinder that projects a 3' long blade of coherent light contained by a magnetic field. Laser swords are magic weapons with a +3 bonus to hit and damage. Requires a power cell and uses 1 charge every 1 turn of use.

Swords: A variety of hilt blade weapons, designed for cutting or thrusting strikes. The different types of swords are based on size, shape, and use. Short Swords are straight thrusting weapons, much like a dagger, but with a longer blade (typically around 2 feet). Long Swords represent a wide range of straight bladed swords, primarily designed for one-handed use, typically between 3' to 4' in length and designed for slashing and thrusting. Two-Handed Swords require two hands to use due to weight and balance. These will typically have an elongated handle or hilt, and blades 3½' or longer.



Weapon	Damage	Qualities
Battle axe	1d8	Slow, Two-handed
Club	1d4	
Dagger	1d4	Missile (10'/20'/30')
Hand axe	1d6	Missile (10'/20'/30')
Lance	1d6	Charge
Mace	1d6	
Mace, power	1d6	Power
Polearm	1d10	Brace, Slow, Two-handed
Polearm, power	1d10	Power
Short sword	1d6	
Silver dagger	1d4	Missile (10'/20'/30')
Spear	1d6	Brace, Missile (10'/20'/30')
Staff	1d4	Slow, Two-handed
Sword	1d8	
Sword, laser	1d8	Laser
Torch	1d4	
Two-handed sword	1d10	Slow, Two-handed
War hammer	1d6	

Brace: Bracing against the ground doubles damage against charging monsters.

Charge: On horseback, moving at least 60' in a round and attacking doubles any damage done with a successful hit.

Laser: The damage from these weapons is magic and affects creatures immune to mundane weapons. Vampires and shadows take double damage from lasers. Gaseous form does not protect vampires from laser damage.

Missile: Thrown or fired weapon (greater than 5' distance). The distances for short (+1 to hit), medium, and long (-1 to hit) range are shown in parentheses.

Power: The damage from these weapons is magic and affects creatures immune to mundane weapons.

Slow: The character acts last in each combat round.

Two-handed: Requires both hands; the character cannot use a shield.

Weapons



Sword

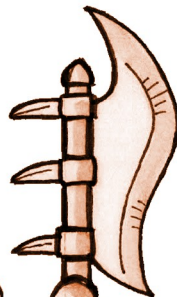
Power Pole Arm



Power Maul



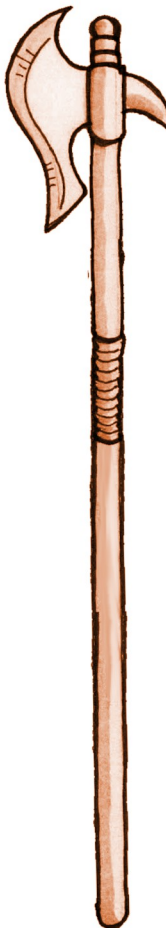
Plasma Pistol



Ion Pistol



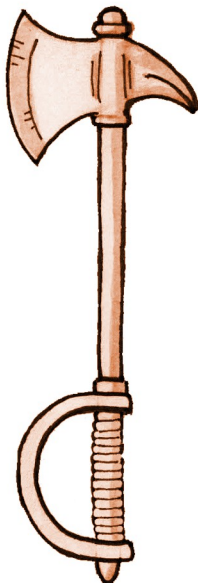
Spear



Pole Arm



Mace



Axe

MISSILE WEAPONS

There is a renaissance of sorts underway in Denethix, spearheaded by the Academy of Elevated Thought. Ancient secrets such as the manufacture of guns, combustion engines, and electric lighting are being rediscovered. While technologies are being rediscovered, the underlying principles are barely understood, and the state of industry is fairly rough. There is no notion of the assembly line, and every item is handcrafted. When replacement parts for a machine are needed, they too must be handcrafted to fit properly.

Name	Cost	Wt.	Availability
Crossbow	30	50	Automatic
Flamethrower	4,000	80	3-in-6
Grenade	400	10	4-in-6
Ionic pistol	1000	20	1-in-8
Ionic rifle	3000	60	1-in-12
Laser pistol	3,000	20	1-in-10
Laser rifle	9,000	60	1-in-20
Long bow	40	30	Automatic
Machine gun	25,000	600	1-in-100
Pistol	750	40	2-in-6
Plascannon	8,000	150	3-in-100
Plasma pistol	1,200	20	1-in-10
Plasma rifle	2,500	80	1-in-20
Revolver	450	10	3-in-6
Rifle, bolt action	1,500	120	3-in-6
Rifle, repeating	3,000	140	2-in-6
Short bow	25	30	Automatic
Shotgun	2,000	120	2-in-6
Sling	2	10	Automatic
Submachine gun	7,500	50	1-in-6
Zipgun, pistol	250	30	Automatic
Zipgun, rifle	700	120	5-in-6

Bows: Short bows have staves around 5 foot unstrung, though shorter staves of more flexible materials may be favored by smaller characters. Long bows are typically around 6 feet unstrung, though longer staves are not unheard of.

Crossbow: Crossbows are hand- or lever-drawn, and have a rate of fire of 1 per 2 rounds (one round to draw and set, ready to fire the next). Man-sized creatures may attempt to fire a light crossbow with one hand, but at -3 attack roll.

Flamethrower: This weapon shoots a pressurized stream of flaming fuel up to 15'. One pint of fuel is stored in a cylindrical tank attached under the barrel of the weapon.

Grenade: These small bombs are ridged iron spheres packed with gunpowder. A short fuse sticks out from the top of the grenade. To use a grenade, the fuse must be lit, and the grenade thrown. It will explode within 1d3 rounds after being lit. These weapons are not popular, as the grenade is often thrown back to its owner. The fuse can be cut short, so that it explodes shortly after impact with no chance of it being returned, but there is a 30% chance that such a grenade will go off in the thrower's hand. A grenade does 1d8 points of damage to all in a 20' radius (**save vs death** half damage).

Ionic pistol: Ionic weapons are another ancient technology – any ionic weaponry discovered will be several thousand years old. Ionic damage is caused by an directed electrical blast (as *lightning bolt*). The damage from these weapons is magic and affects creatures immune to mundane weapons. These weapons use power cells and can hold one cell.

Laser pistol: Lasers are another ancient technology – any laser weaponry discovered will be several thousand years old. Laser damage is caused by an intensely focused beam of light, and damages any creatures that fear light or fire. The damage from these weapons is magic and affects creatures immune to mundane weapons. Vampires and shadows take double damage from lasers. Gaseous form does not protect vampires from laser damage. These weapons use power cells and can hold one cell.

Laser rifle: A longer range, more powerful version of the laser pistol. These weapons use power cells and can hold up to three cells.

Machine gun: These watercooled, tripod mounted killing machines are not the most accurate, but they do suppress enemy fire wonderfully. Their only firing mode is a burst of 10 bullets. They have a chance to hit all creatures within a 10' wide path up to their maximum range. Further, anyone in the path not actively taking cover takes an additional 10 points of damage (**save vs death** negates), which will also disrupt any spellcasting attempts for the round.

Plascannon: These are large, shoulder-carried versions of the plasma rifle, capable of launching a massive plasma bolt over long distances. These weapons use power cells and can hold up to nine cells.

Plasma pistol: The secret of manufacturing these ancient weapons has not yet been rediscovered. They fire searing bolts of plasma, damaging any creatures affected by fire. The damage from these weapons is magic and affects creatures immune to mundane weapons. These weapons use power cells and can hold one cell.

Plasma rifle: These are heavier versions of the plasma pistol, capable of shooting larger plasma bolts for slightly longer distances. These weapons use power cells and can hold up to three cells.

Revolver: A single-handed gun with a barrel length less than 4". Unlike most missile weapons, a revolver can be fired in melee. Holds up to six bullets in a revolving cylinder. A revolver's clip cannot be replaced, only reloaded.

Rifle, bolt-action: A two-handed, breech-loading rifle with a barrel length of 40–60". Bolt-action rifles can hold a single bullet and must be reloaded after firing. These handcrafted rifles are often carved into fantastical shapes, to increase their beauty and fearsomeness.

Rifle, repeating: A two-handed gun with a barrel length of 40–60". These are the favored weapons of the Unyielding Fist, and typically hold clips of 6 bullets.

Shotgun: A two-handed gun with a barrel from 13–30” long. It is shot from the hip. Unlike most missile weapons, a shotgun can be fired in melee. It uses shot composed of many smaller balls, instead of a single, large ball and, at longer ranges, causes damage to targets in an area. Like breechloading rifles, these weapons are often sculpted into fearsome shapes.

Sling: A simple tool that arcs or launches a small projectile at high speed. The cup on a length of cord is most common, but also includes short levers and elastic-powered devices. Depending on the exact design, most slings can be “fired” one-handed, but take two hands to load. Sling bullets are shaped, typically metal (lead, bronze), and roughly marble-sized. Stones are often chosen for shape and weight (and fairly easily found while traveling, particularly around rivers). A sling may be used to hurl small, roundish objects (gems, eggs, tiny jars), but with diminished range and accuracy.

Submachine gun: A single-handed, fully automatic gun with a barrel length less than 12”. These weapons are quite dangerous, but not very popular due to their wastefulness with bullets. When firing a single shot, they are much like rifles (with shorter range). When fired in burst mode (expending 3 bullets), they have greatly increased damage and an improved chance to hit.

Zipgun, pistol: A single-handed gun with a barrel length less than 15”. Unlike most missile weapons, a pistol zipgun can be fired in melee. Pistol zipguns can hold a single bullet and must be reloaded after firing. These cheap, shoddily made guns are constructed from scrap materials and prone to dangerous breakdowns. They are very popular with ratfinks.

Zipgun, rifle: A two-handed, breech-loading rifle with a barrel length of 40–60”. Rifle zipguns can hold a single bullet and must be reloaded after firing. Otherwise identical to pistol zipguns.

Name	Damage	Range	Qualities
Crossbow	1d6	80'/160'/240'	Reload, Slow, Two-handed
Flamethrower	1d8	10'/15'/20'	Fire, Fuel, Reload, Spread, Sticky, Two-handed
Grenade	1d8	50'	Loud, Explosion (20' sphere)
Ion pistol	1d6	10'/20'/30'	Ionic, Point Blank, Power Cell (1)
Ion rifle	1d8	50'/100'/150'	Ionic, Power Cell (2), Two-handed
Laser pistol	1d8	60'	Dazzle, Power Cell (1)
Laser rifle	1d10	300'	Dazzle, Power Cell (2), Two-handed
Longbow	1d6	70'/140'/210'	
Machine gun	1d10	50'/100'/150'	Belt (60), Loud, Suppression Fire, Two-handed
Pistol	1d8	15'/30'/45'	Clip (9), Club, Loud, Point blank
Plascannon	2d6	25'/50'/75'	Fire, Power Cell (5), Two-handed
Plasma pistol	1d6	10'/20'/30'	Fire, Point Blank, Power Cell (2)
Plasma rifle	1d6	20'/40'/60'	Fire, Club, Power Cell (3), Two-handed
Revolver	1d6	10'/20'/30'	Clip (6), Club, Loud, Point blank
Rifle, bolt-action	1d8	100'/200'/300'	Club, Loud, Reload, Two-handed
Rifle, repeating	1d8	100'/200'/300'	Clip (8), Club, Loud, Two-handed
Shortbow	1d6	50'/100'/150'	Two-handed
Shotgun	1d8	10'/20'/30'	Club, Loud, Reload, Spread, Two-handed
Sling	1d4	30'/60'/90'	Two-handed
Submachine gun	1d6	20'/40'/60'	Burst, Clip (9), Club, Loud, Point blank
Zipgun, pistol	1d6	10'/20'/30'	Club, Loud, Misfire, Point blank, Reload
Zipgun, rifle	1d8	80'/160'/240'	Club, Loud, Misfire, Reload, Two-handed

Belt (x): May be fired (x) times before requiring reloading. Reloading takes 1 round, during which the character may not attack.

Burn: On a successful attack, the target is engulfed in flames. The listed damage is inflicted for two additional rounds, as the fuel burns off. The victim can spend a round dousing the flames to prevent further damage.

Burst: May fire several shots in a burst. A burst is +2 to hit and damage and uses 3 rounds of ammo.

Clip (x): May be fired (x) times before requiring reloading. Replacing a clip takes 1 round, during which the character may not attack. Reloading a clip takes 1 turn, during which the character may not attack.

Club: May be used as a club in melee for the 1d4 damage. On an unmodified attack roll of 1–3, the weapon is damaged and cannot be fired until repaired by a gunsmith.

Dazzle: Monsters with light sensitivity are affected as if by daylight in any round this weapon is fired.

Fire: This weapon deals fire damage. Creatures immune to fire damage suffer no damage from this weapon.

Fuel: This weapon consumes 1 pint of oil every time it is fired.

Ionic: This weapon deals magic damage.

Loud: The first time in an encounter a weapon with this quality is fired, the noise triggers a wandering monster check and causes animals (except those trained for battle) to make a morale check or flee. At the referee's discretion, human-like creatures of 2 HD or less from cultures without firearms may also be affected.

Point blank: May be fired at an opponent in melee range (5' or less). +1 to hit.

Reload: Requires a round to reload between shots; can only be fired every second round. Two-handed

Spread: At medium or long range, targets all creatures in an area—a 5' square at medium range and a 10' square at long range. Make a single attack roll and compare against each target's AC; roll damage for each target hit.

Suppression: This weapon only fires in a burst of 10 bullets. It has a chance to hit all creatures within a 10' wide path up to its maximum range. Anyone in the path not actively taking cover takes an additional 10 points of damage (**save vs death** negates), which will also disrupt any spellcasting attempts for the round. Suppression weapons always fire first in a round, regardless of initiative (if two suppression weapons oppose each other, they fire in initiative order against each other).

Two-handed: Requires both hands; the character cannot use a shield.

AMMUNITION

Ammunition for various firearms.

Empty cartridges: Ammo suppliers will buy spent bullets and shells, paying 1 gp per 10 bullets or shells.

Item	Cost	Wt.	Availability
Bullet	1	1/10	1d20
Bullet, silver	10	1/10	1d4
Bullet, sling (10)	1	10	Automatic
Shotgun shell	2	1/10	1d8
Shotgun shell, silver shot	20	1/10	1d3
Empty clip	50	10	2-in-6
Empty belt	150	30	1-in-6

Bullet: A single lead bullet in a brass cartridge.

Bullet, silver: A single silver bullet in a brass cartridge.

Bullet, sling: A lead or brass slug intended to be hurled with a sling.

Shotgun shell: Lead shot in a plastic cartridge.

Shotgun shell, silver: Silver shot in a plastic cartridge.

Empty clip: Holds 9 bullets.

Empty belt: Holds 60 bullets.

ARMOR

Some common forms of armor used in the Land of a Thousand Towers.

Characters who cannot wear armor: Can use leather jackets and repulsor harnesses.

Characters who can use leather armor: Can use furs and studded leather.

Characters who can use chainmail: Can use banded mail.

Characters who can use plate mail: Can use full plate.

Item	AC	Cost	Weight	Availability
Banded mail	4 [15]	50	450	–
Chainmail	5 [14]	40	400	–
Full plate	2 [17]	1,000	700	–
Furs	7 [12]	10	250	–
Leather	7 [12]	20	200	–
Leather jacket	8 [11]	5	100	–
Plate mail	3 [16]	60	500	–
Power armor	3 [16]	5,000	200	1-in-10
Repulsor field harness	0 [19]	25,000	20	1-in-100
Studded leather	6 [13]	25	300	–
Shield	+1 bonus	10	100	–
Shield, riot	+1 bonus	1,000	70	1-in-6

Chainmail: Armor made of small metal rings linked together.

Leather: Armor made from hardened plates of boiled leather.

Leather jacket: A jacket made from stiff but unhardened leather.

Plate mail: Plates of metal over a backing of chain mail and padding.

Power armor: Lightweight plates of metal over a padded backing and fitted with magnetic field generators and microrepulsors. Requires a power cell. Drains 1 charge per hour of operation.

Repulsor field harness: A powerful repulsor field generator mounted on a chest harness. Requires a power cell. Drains 1 charge per hour of operation.

Shield: A broad piece of metal or wood, held by straps or a handle attached on one side, used as a protection against blows or missiles. Made be splintered to avoid a blow.

Shield, riot: Ancient relics shields are made out of transparent plastic, these lightweight shields have a 1-in-10 chance of surviving being splintered. If a riot shield survives splintering, the wielder is knocked prone.

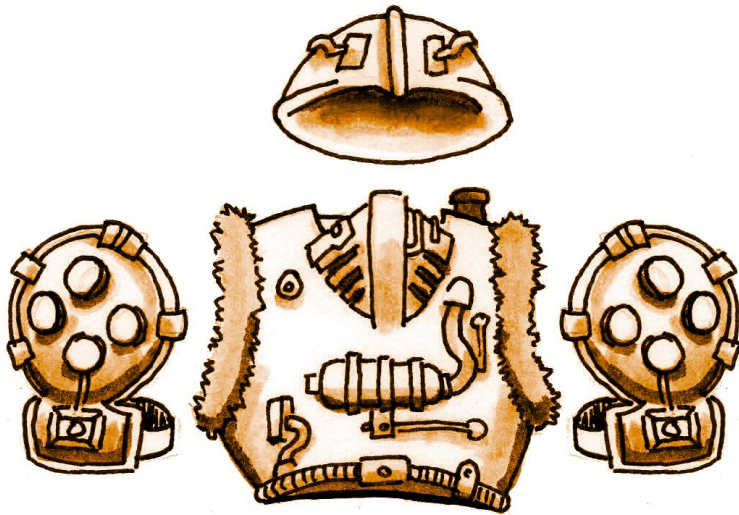
Padded armor: Layers of cloth and quilted padding.

Furs: Thickly layered furs and pelts of any kind. Commonly worn by those who lack the resources to create better armor.

Studded leather: A suit of flexible leather studded with hundreds of metal rivets.

Banded mail: Horizontal bands of metal riveted to a padded leather backing, with sections of chain mail at the joints.

Full plate: Perfectly interlocking plates of metal over a backing of chain mail and padding. A suit of full plate armor must be crafted on request, and is tailored and balanced for a specific individual. Wearing another person's full plate armor is awkward and only grants AC 3 [16].



Power Armor

COST OF LIVING

The following tables detail the costs for living in Denethix and the surrounding towns. Occasionally the players are going to want to stay inside somewhere for the night, and eat something other than iron rations.

Note that real estate in Denethix itself is not purchased, but is semi-permanently leased. In the poorer neighborhoods, the Vizier occasionally terminates these leases and evicts the tenants for one of his city planning projects, and some or none of the lease cost may be refunded.

APARTMENTS

Most residents of Denethix, even the very wealthy, rent their residence. Rent is due each month on the first of the month.

Street	Studio	1 BR	2 BR	3 BR	Penthouse
Lesser Men	10	20	25	35	–
Industrious Efforts	10	20	25	35	–
Tormented Flesh	15	20	30	40	–
Students	30	50	65	100	–
Worthy Servants	75	150	250	350	600
Upright Living	500	1,000	1,500	2,500	7,500

RESIDENCES

Another option is to purchase a long-term home, though this comes with its own upkeep costs. In Denethix, only the most wealthy citizens can afford to own their home.

Location/Street	Hut	Cottage	House	Fancy House
Village	10	20	50	250
Town	–	50	100	500
Worthy Servants	–	–	600+	3,000+
Upright Living	–	–	15,000+	40,000+

A NIGHT AT THE INN

Inn accommodations include meals. Suites include bath and laundry.

Inn Type	Common	Single	Suite	Cost
Village	1 sp	1	–	1 sp
Town, cheap	5 sp	2	–	5 sp
Town, average	1	5	15	5
Town, high end	–	10	50	10
Denethix, flophouse	5 cp	2 sp	–	5 cp
Denethix, cheap	1	5	–	1
Denethix, average	–	10	75	10
Denethix, high end	–	100	500	100
Inn of Alabaster Surprise	–	100+	1,000+	100+
Bath, hot				1
Laundry service				1

INN OF ALABASTER SURPRISE

This legendary inn is the place to be and be seen for the decadent set. This establishment caters to the most exclusive clientele in Denethix, offering the finest in culinary, erotic and narcotic pleasures. The cheapest rooms to be had at the Inn start at 100 gp per night, and the smallest suites start at 1,000 gp. Meals are expensive, exotic, and exquisite, and are priced accordingly. Any pleasure that can be conceived of is available for purchase in the Inn – the house harlots are renowned for their skills.



STREET FOOD AND PUB MEALS

During downtime, characters will get most of their meals from vendors on the street and various pubs and inns. Players need not track these meals, and the following menus are presented solely for flavor. The kind of flavor that gives you indigestion.

Occasionally Tapeworm Free Meals **Cost**

Boiled greens	1 cp
Bread	1 cp
Deep-fried cricket cake	2 cp
Rat on a stick	2 cp
Roast potato	2 cp
Spiced grunkie giblets	3 cp
Steamed snails and lemon wedge	4 cp

Quality Fare **Cost**

Spiced grunkie legs	2 sp
Baked river catfish and lemons	4 sp
Chicken apple dumplings	5 sp
Roast chicken and root vegetables	2 gp
Protoceratops filet with asparagus and butter	5 gp
Ox head stuffed with onions	8 gp
Pyramid of Bacon	15 gp

Food for the Fancy Lad **Cost**

Fried stirge with blood biscuit	35 gp
Sautéed carnivorous beetle over noodles	50 gp
Cubed triceratops with orange rice	75 gp
Collard greens wrapped in froghemoth blubber	100 gp
Ankheg claw with scalloped potatoes in cream sauce	200 gp
Roast compsognathus stuffed with mushrooms	300 gp
Allosaur haunch in leek sauce	400 gp
Pterraton heart baked in savory pastry shell	500 gp

SLAVE MARKET

Purchasing a slave is a whole day affair, distinct from shopping, as the slave auctions in Denethix's most vile market are busy and there is always fierce competition for slaves. Prices vary at the time of purchase due to this intense bidding.

Slaves who are forced to accompany their masters on adventures will attempt to escape at the first opportunity.

Type of Slave	Cost
Courtesan	50 + 3d10
Entertainer	30 + 5d10
Eunuch	35 + 3d8
House servant	25 + 3d6
Laborer/Porter	10 + 2d6
Moktar Gladiator	100 + 6d10
Warrior	50 + 3d6

Courtesan: Trained in the erotic arts. Can be male or female.

Entertainer: Trained in acrobatics, dance, comedy or music.

Eunuch: Often highly skilled bureaucrats and clerks.

House servant: Performs cooking, cleaning and other tasks.

Laborer: Some slaves aren't good for more than digging ditches and hauling things from one place to another.

Moktar Gladiator: Typically a first level Moktar, 1-in-6 gladiators are level 1d4+1. Too dangerous for anything but the fighting pit, there is 1-in-6 chance this Moktar will become a retainer if freed. If this Moktar becomes a retainer, it is +1d6 Loyalty.

Specialist: Possesses valuable skills, but often knows his own value and can make himself as expensive as just hiring a specialist.

Warrior: Raised in gladiatorial schools and indoctrinated with fanatic loyalty, these warriors require a strong leader as they struggle with independent thinking and initiative.

BEASTS OF THE NEW EARTH

Humans aren't the only creatures for sale in Denethix. In addition to the dogs and horses mankind has always relied on, the beastmasters of Denethix have domesticated several of the sauropods that dwell in the western jungles.

Animal	Cost	Movement	MPD	Load	
				Light	Heavy
Ape	800	90' (30')	18	800	1600
Axe Beak, riding	75	240' (80')	48	2,500	5,000
Axe Beak, war	250	120' (40')	24	3,000	6,000
Clubtail	300	90' (30')	18	6,000	12,000
Dog, hunting	25	120' (40')	24	100	200
Dog, war	50	120' (40')	24	150	300
Eggbiter	20	240' (80')	48	10	20
Honkhorn	500	90' (30')	18	10,000	20,000
Hornhand	220	120' (40')	30	4,000	8,000
Numbskull	40	150' (50')	24	1,500	3,000
Ripclaw	300	210' (70')	42	100	200
Thunderfoot	850	60' (20')	12	300,000	600,000

Ape: These large primates are closely related to mountain gorillas, but more intelligent and aggressive. They don't travel well, but are popular guard animals among the very wealthy.

Axe Beak: These large flightless birds can carry a human. Their natural aggression and speed gives them better chances of surviving the wilds, making them popular, if difficult, mounts. Only the largest and most aggressive axe beaks are trained for war.

Dog, Herd: The herd dogs of the New Earth are mutts possessing strong border collie heritage but with coyote coloration.

Dog, War: The war dogs of the New Earth are mutts possessing strong pit bull heritage, but generally shaggier and more wolfish.

Clubtail: These 20' long, 4-ton dinosaurs walk with a steady gait that makes them popular howdah bearers, but their tendency to flick their powerful tails makes them unsuitable for pulling vehicles.

Eggbiter: These tiny ovivores have curious, inquisitive natures and come in a brilliant array of colors making them popular pets, but they are also keen hunters who respond eagerly to eggs as treats and can be easily trained as retrievers.

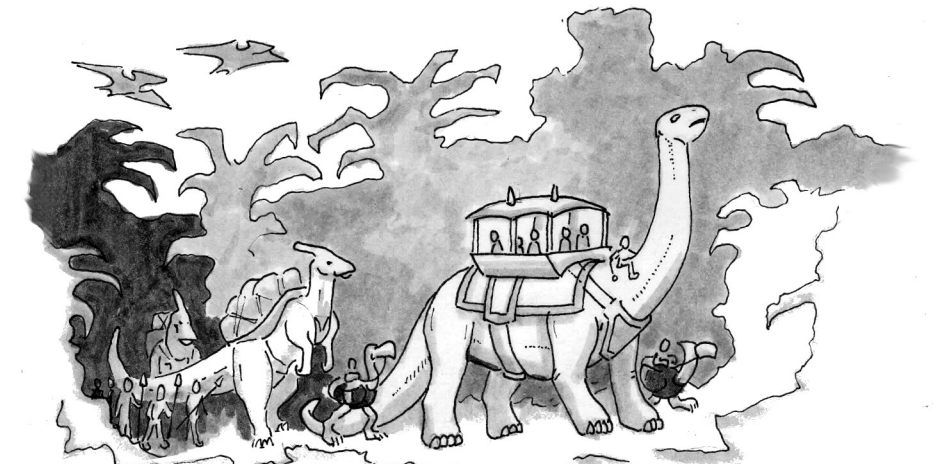
Honkhorn: These 25' long, nine-ton dinosaurs have massive resonating chambers that allow them to make deafening honks, which they do often and for little reason. Their placid nature suites domestication and they can carry several riders or a wagon load of gear, but like thunderfeet they are expensive to kept fed.

Hornhand: These bipedal sauropods can't carry as much cargo as honkhorns and their tendency to stand upright when grazing can make securing a load to them a chore, but many traders swear the silence of the placid beasts is worth any trade offs.

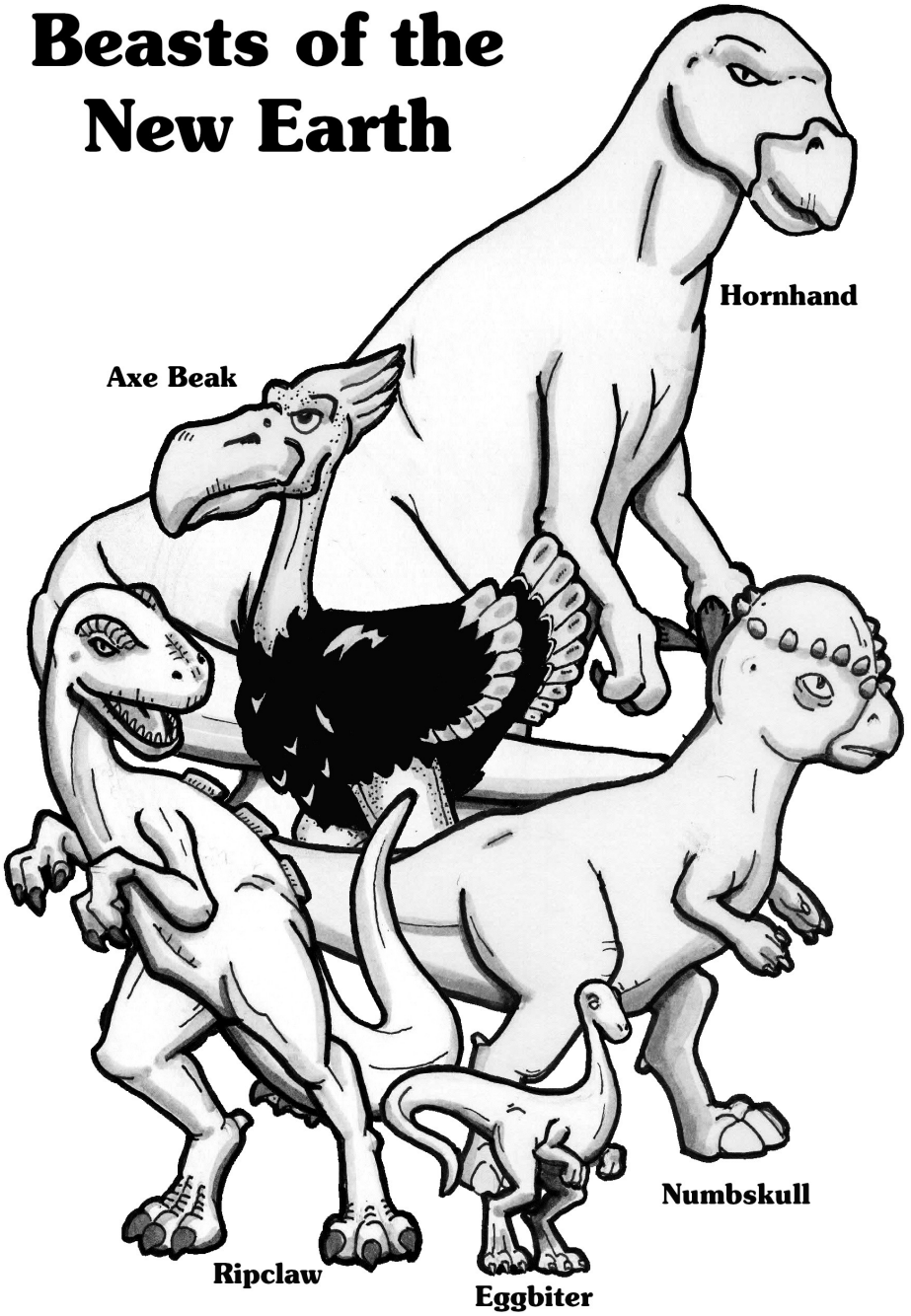
Numbskull: Famously stubborn animals, these bone-headed dinosaurs can carry a surprising amount of weight and will venture into dungeons, making them popular with adventurers. Named for their tendency to headbutt anything that wanders too close to them, including their owners.

Ripclaw: Man-sized predators, these raptors can be trained for war and are clever enough to engage in squad-level tactics, but they require a strong master as they constantly test dominance.

Thunderfoot: These 80-ton behemoths can carry entire armies on their backs. They are used in construction, transport and war, but their food needs makes owning one an expensive proposition.



Beasts of the New Earth



TACK AND HARNESS

Getting the most out of your beasts of burden requires special gear.

Item	Cost
Cargo Carrier, Clubtail	100
Cargo Carrier, Thunderfoot	450
Feed, 100b Bag	5
Goad	3
Goad, Electric	150
Howdah Gun Point	25
Howdah, Clubtail	120
Howdah, Pleasure Platform	1050
Howdah, Thunderfoot	650
Lead	2
Muzzle	10
Pack saddle, large	60
Pack saddle, medium	75
Pack saddle, small	15
Saddle and bridle, large	75
Saddle and bridle, medium	125
Saddle and bridle, small	25
Saddle bags, large	20
Saddle bags, small	5

Cargo Carrier: An uncovered platform with side rails that allows a beast of burden to carry its heaviest load and a driver. Essentially a wagon worn on the creature's back.

Feed: Food for dinosaurs. Hornhands and clubtails require one bag of feed each day, honkhorns four, and thunderfeet eight. Smaller dinosaurs can suffice on Dino Chow (see Booze & Grub).

Goad: A spiked ball on the end of a flexible wood shaft with a leather wrapped handle. Used to motivate and guide medium dinosaurs, such as clubtails and hornhands. Deals 1d3 damage as an improvised weapon.

Goad, Electric: A metal fork on the end of a 3' pole with rubber grip. Used to motivate and guide honkhorns and thunderfeet. Deals 1d3 damage as an improvised weapon or expend 1 charge to deal 3d6 electrical damage. Requires a power cell.

Howdah: A canopied platform with seating for multiple people.

- ▶ A clubtail can carry 5 passengers or 1 gun point and a gunner.
- ▶ A thunderfoot can carry 25 passengers or up to 5 gun points and 5 gunners. Each gun point reduces passenger capacity by 5.
- ▶ The luxurious pleasure platform carries 10 but includes a sleeping cabin, kitchen, lounge and single gun point.

Howdah Gun Point: A swivel-mounted gun mount with room for a gunner. Can be mounted with mounted firearms, ballista, or energy weapons. Cost does not include the cost of weapon or ammunition.

Lead: A braided leather leash used to control smaller dinosaurs.

Muzzle: An iron facemask that prevents a ripclaw from biting.

Pack saddle: These leather saddles allow an animal to carry a heavy load. Small saddles fit axe beaks and numbskulls, medium saddles fit hornhands and clubtails, large saddles fit honkhorns and thunderfeet.

Saddle and bridle: Allows a rider to ride comfortably. Small saddles fit axe beaks and numbskulls, medium saddles fit hornhands and clubtails, large saddles fit honkhorns and thunderfeet.

Saddle bags: Small bags holds 400 coins, large bags hold 800 coins and can only be carried by honkhorns and thunderfeet.



ANIMAL POWERED VEHICLES

These vehicles are pulled by animals.

Required Animals: These vehicles must be pulled by a minimum number of animals. If double this number of animals is employed, double the load may be carried. Additional animals offer no benefit.

Difficult Terrain: Vehicles can only travel on maintained roads.

Vehicle	Cost	MPD	Move	Animals	Load
Caravan	500	12	60' (20')	2 honkhorns or 4 hornhands	4,000
Cart	100	12	60' (20')	1 hornhand or 2 numbskulls	4,000
Wagon	200	12	60' (20')	1 honkhorn or 2 hornhands or 4 numbskulls	15,000

Caravan: Too heavy to use as a cargo carrier, armored caravans offers protection against the elements and creatures. Caravans have an AC of 6 [13] and 3d4 hull points and can mount one gun.

Cart: A two-wheeled vehicle. Carts have an AC of 9 [10] and 1d4 hull points.

Wagon: A four-wheeled, open vehicle. Wagons have an AC of 9 [10] and 2d4 hull points.



OIL FUELED VEHICLES

Fueled by biodiesel and built on protonium-metal frames, these Ancient devices have been maintained for centuries by the Cult of Science and other gearheads, with parts rebuilt by hand and replaced with similar substitutes. Despite requiring near constant repair and being severely limited by the miserable conditions of the roads, oil fueled vehicles remain the ultimate status symbol in the Land of Ten Thousand Towers.

Difficult Terrain: Vehicles can only travel on maintained roads.

Maintenance: Vehicles require monthly maintenance in order to remain operable. These costs are 1/4th the cost of the vehicle, i.e. maintaining a car requires 125 gp each month.

Crew: The number of characters a vehicle can carry.

MPG: How many miles the vehicle can travel on a gallon of oil.

Tank: How many gallons of oil the fuel tank can hold.

Range: How far a vehicle can travel in a single day on the typical road of the Land of a Thousand Towers. Even on maintained roads, travel is slow, with speeds over 10 mph almost unheard of.

Vehicle	Cost	Crew	MPG	Tank	Range	Move	Load
Autogyro	4000	2	6	8	48	240' (80')	0
Car	1250	4	24	30	48	240' (80')	4,000
Truck	2000	2	18	50	36	180' (60')	16,000
Van	2500	2 (10)	18	50	36	180' (60')	(8,000)
Fuel	8						

Autogyro: A light-weight helicopter. Movement speed is flying, ground speed is zero. Can carry two lightly-encumbered characters and a full fuel tank.

Car: A sedan or compact car.

Truck: A two-man cab and truck bed, excellent for hauling cargo.

Van: A fully covered truck. Vans can be configured to carry 8,000 coins of gear or 8 additional passengers.

Fuel: Cost for 1 gallon of fuel oil.

INSPIRATIONAL READING AND VIEWING

Science Fantasy. A genre where evil sorcerers exist alongside robots and iron age barbarians fight with laser swords. Technology and magic intertwine in unpredictable ways and the line between sorcery and science is so blurred as to be non-existent. This genre has waxed and waned in popularity and taken on many different forms. What follows is a small sample of some of the influences informing Legends of the New Earth.

Books:

- Barsoom Series, Edgar Rice Burroughs
 - Begins with A Princess of Mars (1912).
- Dray Prescott Series, Alan Burt Akers
 - Begins with Transit to Scorpio (1972)
- Gor Series, John Norman
 - Begins with Tarnsmen of Gor (1966).
- Almuric (1939), Robert E. Howard
- Warrior of Llarn (1964), Gardner F. Fox

Cartoons:

- Blackstar (1981)
- Cadillacs and Dinosaurs (1993-1994)
- Futurama (1999-2013)
- Heavy Metal (1981); “Taarna”
- He-Man and the Masters of the Universe (1983-1985, 2021) and He-Man and the Masters of the Universe (2002)
- She-Ra: Princess of Power (1985-1987)
- ThunderCats (1985-1989)
- Thundarr the Barbarian (1980-1981)
- Wizards (1977)

Comic Books:

- Masters of the Universe Mini-comics (Series 1, 1983)
 - The first 12 illustrated stories included with the toy line present an alternate version of the MOTU story that is much more grounded in sword & sorcery.
- Amazing Adventures (Series 1, #2 - #39)
 - “Killraven: Warrior of Worlds”

- Astonishing Tales (Series 1, #25–28, #30–36)
 - “Deathlok the Demolisher”
- Morbus Gravis (Severe Disease) (1985-2018)
 - Reprinted (and censored) in Heavy Metal as Druuna.
- Tank Girl (1988 onwards, various titles)
- Xenozoic Tales (1987-1996)
 - Also known as Cadillacs & Dinosaurs

Movies and Television:

- Buck Rogers in the 25th Century (1979-1981)
- Flash Gordon (1980)
- Krull (1983)
- Masters of the Universe (1987)
- Planet of the Apes (1968)
- Return of the Jedi (1983)
- Zardoz (1974)

Music:

- *2112*, Rush (1976)
- *Atom Heart Mother*, Pink Floyd (1970)
- *Fire of Unknown Origin*, Blue Oyster Cult (1981)
- *I, Robot*, Alan Parsons Project (1977)
- *In the Court of the Crimson King*, King Crimson (1969)
- *Radio Gnome Invisible Trilogy*, Gong (1974/1975)
- *The Rise and Fall of Ziggy Stardust and the Spiders from Mars*, David Bowie (1972)
- *Warrior on the Edge of Time*, Hawkwind (1975)

Role-Playing Games:

- Gamma World (1978)
 - The original gonzo post-apocalyptic rpg.
- Mutant Crawl Classics (2018)
- Paranoia (1984)
- TMNT & Other Strangeness: After the Bomb (1986)